D. Raptis, N. Tselios, N. Avourism, "Context-based design of Mobile Applications for Museums: A Survey of Existing Practices", MobileHCI, Sep. 2005.

In this paper, the author provided some classical definitions of context and gave a theoretical framework of the context: system, infrastructure, domain and physical context. Users were assorted according to their different requirement, which is a process of user-centered design. Based on analyzing the four aspects of the context for several existed museum visiting systems, a practical way of user-centered design was proposed to fulfill users' demand.

(1) The author analyzes the present status of the mobile computing research and points out that user-interface plays an important role in the development design.

(2) The meanings of each aspects of the context were explained in detail with the combination of the museum application background.

(3) The author strengthened the crucial role of the user in the design process. He sorted users by their different requirements during the visit and proposed implementation approaches respectively, fully displaying the user-oriented designing idea.

(4) Several existing systems were used to evaluating and demonstrating the roles of contexts. The function of each context were displayed clearly in the comparison between various systems.

(5) The author claimed that the framework of the context is the main clue he followed. Meanwhile, the author requirement was posed on an important position. But he fails to construct an explicit relationship between these two issues which makes the "studied system" confusing.