12th International Workshop on Programming Experience (PX/26)

Message from the Chairs

Some programming feels fun, other programming feels annoying. Why?

For a while now the study of programming has forced improvements to be described through the Fordist lens of usability and productivity, where the thing that matters is how much software can get built, how quickly.

But along the way, something has gone missing. What makes programmers feel the way they do when they're programming? It's not usually fun to spend an age doing something that could have been done easily, so efficiency and usability still matter, but they're not the end of the story.

Some environments, activities, contexts, languages, infrastructures make programming feel alive, others feel like working in a bureaucracy. This is not purely technologically determined, writing Lisp to do your taxes probably still isn't fun, but it's also not technologically neutral, writing XML to produce performance art is still likely to be <bureaucratic></bureaucratic>.

Whilst we can probably mostly agree about what isn't fun, what is remains more personal and without a space within the academy to describe it.

PX set its focus on questions like: Do programmers create *text* that is transformed into running behavior (the old way), or do they operate on *behavior* directly (*liveness*); are they exploring the *live domain* to understand the true nature of the requirements; are they *like authors creating new worlds*; does *visualization* matter; is the experience *immediate, immersive, vivid and continuous*; do *fluency, literacy, and learning* matter; do they build *tools, meta-tools*; are they creating *languages* to express new concepts quickly and easily; and curiously, is *joy* relevant to the experience?

PX/26 was the 12th edition of PX. Participants met onsite in Munich or joined remotely, authors presented their work in sessions following the Writers' Workshop structure, and everyone engaged in lively discussions.

We would like to thank our program committee, all workshop attendees, and most importantly our authors for their contributions, constructive criticism, hard work, and willingness to share their ideas.

—Luke Church, Robert Hirschfeld, and Hidehiko Masuhara

Papers and Presentations

"A Behavior-Centric Programming Framework for Drone Systems with Digital Twin Backends" by Ryota Uesugi, Nobuhiko Ogura, Kenji Hisazumi, and Harumi Watanabe

"D-Reps: Distributed Reactive Programming with Surrogates" by Tetsuo Kamina, Kenta Suzuki, Ryosuke Kihara, Ko Shinoda, Tomoyuki Aotani, and Hidehiko Masuhara

"Literate Exploratory Programming for Asynchronous Collaboration" by Christoph Thiede, Tom Beckmann, Marcel Taeumel, and Robert Hirschfeld

"Liveness in the Age of Agents: Are we Back to Compile-and-Run Cycles?" by Toni Mattis, Marcel Taeumel, Lukas Böhme, and Robert Hirschfeld

"PhysiCode Builder: A Framework for Rapid Prototyping of Tangible Programming Toolkits" by Hina Hiratsuka and Kenji Hisazumi

"Pull Down Complexity with Kubrick" by Giancarlo Frison

"Towards Transferring Text Comprehension Techniques to Program Comprehension" by Teresa Dreyer, Joel Michel, and Christoph Bockisch

"TreeMatchLib: Expressive Tree Patterns for Effortless Node Capture and Reconnection" by Nobuhiko Ogura, Takuto Tanabe, and Harumi Watanabe

"Using a Modular Programming Approach for End-User Robot Programming by Voice" by Sherif Omar and Hidehiko Masuhara

"Vexa: Automated Configuration-to-Code Generation for On-demand State Management in Vue.js Applications" by Yizhi Mei and Tetsuo Kamina

Program Committee

Luke Church, University of Cambridge & Candela Inc., United Kingdom
Jonathan Edwards, Independent, United States
Elisa Gonzalez Boix, Vrije Universiteit Brussel, Belgium
Sonia Haiduc, Florida State University, United States
Robert Hirschfeld, Hasso Plattner Institute & University of Potsdam, Germany
Takashi Ishio, Future University Hakodate, Japan

Eva Krebs, Hasso Plattner Institute & University of Potsdam, Germany
Raula Gaikovina Kula, The University of Osaka, Japan
Jens Lincke, Hasso Plattner Institute & University of Potsdam, Germany
Mariana Marasoiu, Gradient Control Laboratories, United Kingdom
Hidehiko Masuhara, Institute of Science Tokyo, Japan
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Hannah Ringler, Independent Scholar, United States
Christophe Scholliers, Universiteit Gent, Belgium
Emma Söderberg, Lund University, Sweden
Marcel Taeumel, Hasso Plattner Institute & University of Potsdam, Germany
Steven Tanimoto, University of Washington, United States

Organizers

Luke Church, University of Cambridge & Candela Inc., United Kingdom
Robert Hirschfeld, Hasso Plattner Institute & University of Potsdam, Germany
Hidehiko Masuhara, Institute of Science Tokyo, Japan

Web

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