



**Topic: System User Interface Requirements & Modeling with UML/  
Modeling the “What” of the System User Interface**

**Presenter: Michael Liu, Senior Systems Engineer at Shure**

Date: Thursday, June 15, 2017

Agenda: 6:00-6:30 p.m. CT – Dinner & Networking  
6:30-6:45 p.m. CT – Introductions & Announcements  
6:45-8:00 p.m. CT – Presentation and Q&A

- Locations:
1. **Schaumburg, IL** – IBM, 10 N Martindale, Schaumburg, IL 60173 (3<sup>rd</sup> floor conference room)
  2. **Madison, WI** – bb7, 5407 Fen Oak Ct., Madison, WI 53718 (Mendota Conference Room)
  3. **Glendale, WI** – Johnson Controls, 5757 N. Green Bay Avenue, Glendale, WI 53209 (MPR Conference Room)

## **Abstract**

This presentation provides an overview of Unified Modeling Language (UML) and an introduction to UML for Interactive Systems (UMLi). UML is a general purpose visual modeling language to visualize, specify, construct, and document a system. UMLi is an extension to UML and is used for specifying intended user interface behavior without restricting the actual design of an intuitive user interface. A real world example is included to show the benefits of UMLi.

## **About Our Speaker**

Michael Liu's professional career started in embedded software development. He later transitioned into the world of systems engineering around 2000. Having worked in telecommunications (switching, access, mobile device, and public safety network), gaming, and professional audio industries as a system engineer, his interest includes system and subsystem level requirement soliciting, analysis, generation, and management, as well as system modeling.