

1. Record Nr.	UNINA9910483342903321
Titolo	Universal Access in Human-Computer Interaction. Methods, Techniques, and Best Practices : 10th International Conference, UAHCI 2016, Held as Part of HCI International 2016, Toronto, ON, Canada, July 17-22, 2016, Proceedings, Part I // edited by Margherita Antona, Constantine Stephanidis
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-40250-1
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXX, 498 p. 145 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9737
Disciplina	025.3177
Soggetti	User interfaces (Computer systems) Computers and civilization Information storage and retrieval Artificial intelligence Application software Special purpose computers User Interfaces and Human Computer Interaction Computers and Society Information Storage and Retrieval Artificial Intelligence Computer Applications Special Purpose and Application-Based Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Novel approaches to accessibility -- Design for all and eInclusion best practices.-Universal access in architecture and product design -- Personal and collective informatics in universal access -- Eye-tracking in universal access -- Multimodal and natural interaction for universal access -- Universal access to mobile interaction -- Virtual reality, 3D and universal access -- Intelligent and assistive environments -- Universal access to education and learning -- Technologies for ASD

and cognitive disabilities -- Design for healthy aging and rehabilitation  
-- Universal access to media and games -- Universal access to mobility  
and automotive.

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Sommario/riassunto

The three-volume set LNCS 9737-9739 constitutes the refereed proceedings of the 10th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2016, held as part of the 10th International Conference on Human-Computer Interaction, HCII 2016, in Toronto, ON, Canada in July 2016, jointly with 15 other thematically similar conferences. The total of 1287 papers presented at the HCII 2016 conferences were carefully reviewed and selected from 4354 submissions. The papers included in the three UAHCI 2016 volumes address the following major topics: novel approaches to accessibility; design for all and eInclusion best practices; universal access in architecture and product design; personal and collective informatics in universal access; eye-tracking in universal access; multimodal and natural interaction for universal access; universal access to mobile interaction; virtual reality, 3D and universal access; intelligent and assistive environments; universal access to education and learning; technologies for ASD and cognitive disabilities; design for healthy aging and rehabilitation; universal access to media and games; and universal access to mobility and automotive.

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