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Improvement of Leisure Sports “M¨olkky” for Visually Impaired Players Using AI Vision -- GoalBaural-II: An Acoustic Virtual Reality Training Application for Goalball Players to Recognize Various Game Conditions -- Comparison of Guidelines for the Accessible Design of Augmented Reality Applications -- Internet of Things: Services and Applications for People with Disabilities and Elderly Persons -- Internet of Things – Services and Applications for People with Disabilities and Elderly Persons - Introduction to the Special Thematic Session -- Home Automation System Controlled through Brain Activity -- BUZZBAND: A Vibrating Wristband for Hearing-Impaired Elderly People -- Hands-free Interaction Methods for Smart Home Control with Google Glass -- Ontenna: Design and Social Implementation of Auditory Information Transmission Devices Using Tactile and Visual Senses -- Usability Study of Tactile and Voice Interaction Modes by People with Disabilities for Home Automation Controls -- Universal Access Panel: A Novel Approach for Accessible Smart Homes and IoT -- Technologies for Inclusion and Participation at Work and in Everyday Activities -- Technologies for Inclusion and Participation at Work and in Everyday Activities - Introduction to the Special Thematic Session -- A Review on Technological Solutions Supporting People with Dementia in theActivity of Dressing -- Testing an Augmented Reality Learning App for People with Learning Diculties in Vocational Training in Home Economics – Central Results of the Project LernBAR (Learning based on Augmented Reality) -- Working from Home in the COVID-19 Pandemic - Which Technological and Social Factors Inuence the Working Conditions and Job Satisfaction of People with Disabilities -- Remote Working: A Way to Foster Greater Inclusion and Accessibility -- Robotic and Virtual Reality Technologies for Children with Disabilities and Older Adults -- Robotic and Virtual Reality Technologies for Children with Disabilities and Older Adults - Introduction to the Special Thematic Session -- Creating a Robot-Supported Education Solution for Children with Autism Spectrum Disorder -- A Wizaed of Oz Interface with Qtrobot for Facilitating the Handwriting Learning in Children with Dysgraphia and its Usability Evaluation -- POWERUP: A 3D-printed Exoskeleton and Serius Games for the Rehabilitation of Children with Motor Disabiilities -- Visual Impairment Sensitization: Co-designing a Virtual Reality Tool with Sensitization Instructors -- Assessing Professional Caregivers’ Intention to Use and Relatives’ Support of Use for a Mobile Service Robot in Group Therapy for Institutionalized People with Dementia – a Standardized Assessment Using an Adapted Version of UTAUT -- Development, Evaluation and Assessment of Assistive Technologies -- Development, Evaluation and Assessment of Assistive Technologies - Introduction to the Special Thematic Session -- A Model to Represent Knowledge about Assistive Products -- Buddy – a Personal Companion to Match People with Cognitive Disabilities and AT -- Towards an Inclusive Co-design Toolkit: Perceptions and Experiences of Co-design Stakeholders -- Evaluating a Visual Mobile Banking App for Users with Low Subjective Numeracy -- How to Ensure Continuity of AT Assessment Services for Frail People in Times of Pandemics: an Italian Experience -- Communication Stylesas Challenges for Participatory Design Process Facilitators Working with Young People with Additional Needs in a Residential Care Setting - A Conversation Analysis -- ICT to Support Inclusive Education – Universal Learning Design (ULD) -- ICT to Support Inclusive Education - Universal Learning Design (ULD) - Introduction to the Special Thematic Session -- Simulating the Answering Process of Dyslexic Students for Audio Versions of the Common Test for University Admissions -- Gauging Awareness of Accessibility in Open Educational Resources -- Usability of an

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Sommario/riassunto

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