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Nota di contenuto	Part 1: User Experience Design and Evaluation for Universal Access: Exploring the Need of Assistive Technologies for People with Olfactory Disorders -- Enhancing Accessibility for Collectible Card Games: Adopting Guidelines, Applying AI, and Creating New Guidelines -- Embarking on Inclusive Voice User Interfaces: Initial Steps in Exploring Technology Integration within the Seminar `AI and Educational Sciences' -- A Study on the Effect of Free-Viewing Eye Movement on

Microsaccades -- The Participation of People with Disabilities in (Citizen) Science Projects - Best Practice Examples from a Toolbox to Support Inclusive Research -- Ergonomic Principles in Designing Assistive Systems -- Effects of Electrical Muscle Stimulation on Memorability of Hand Gestures: A Preliminary Study -- Converging Affective Computing and Ethical Challenges: The Quest for Universal Access in Human-Machine Cooperation -- Designing for Intersectional Inclusion in Computing -- Mapping Gamification Elements to Heuristics and Behavior Change in Early Phase Inclusive Design: A Case Study -- When Users Dislike Tech: Assessing Inclusivity and Common Themes with the PTPI Scale -- Usability Study and Design Implications for Novice AR-based 3D Model Design Tools. Part 2: AI for Universal Access: Style-based Reinforcement Learning: Task Decoupling Personalization for Human-Robot Collaboration -- User Profile: Changed in the Era of Artificial Intelligence -- Artificial Intelligence Support to the Accessibility to the Environment -- Model Based Control System for Outdoor Swimming Pools -- A Multimodal Approach to Understand Driver's Distraction for DMS -- The Social Consequences of Language Technologies and their Underlying Language Ideologies -- Mutually Complementary HAR System Using IMU-Based Wearable Devices and Computer Vision -- An Investigation of the Impact of Emotion in Image Classification Based on Deep Learning -- HCI-Driven Machine Learning for Early Detection of Lung Cancer: An Ensemble Approach -- Investigating Openai's Chatgpt Capabilities to Improve Accessibility of Textual Information: An Explorative Study -- Tax and Welfare Chatbots Used by Young Adults with Dyslexia: A Usability Study.

Sommario/riassunto	This three-volume set LNCS 14696-14698 constitutes the refereed proceedings of the 18th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2024, held as part of the 26th International Conference, HCI International 2024, in Washington, DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCII 2024 proceedings was carefully reviewed and selected from 5108 submissions. The UAHCI 2024 proceedings were organized in the following topical sections: Part I: User Experience Design and Evaluation for Universal Access; AI for Universal Access. Part II: Universal Access to Digital Services; Design for Cognitive Disabilities; Universal Access to Virtual and Augmented Reality. Part III: Universal Access to Learning and Education; Universal Access to Health and Wellbeing; Universal Access to Information and Media.