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Nota di contenuto	Part 1: Universal Access to Learning and Education: "Mismatched Aid" - Tasks for Counselling, Development, and Implementation -- Towards Inclusion in Higher Education: The Case of the Skills for a Next Generation Project -- Unlocking Opportunities: Empowering Autistic Adults in Vocational Training and Employment through Assistive Technologies -- Deaf in STEM: A New Approach to Measuring Problem Solving, Deductive Reasoning, Creativity, and Helping Individuals with

Blindness or Severe Low Vision Perform Middle School Mathematics -- Accessibility Barriers Faced when Interacting with Digital Teaching Materials: A Case of High School Students with Visual Impairment in Norway -- Supporting Employee Engagement and Knowledge Transfer via Gamification in the Context of Sheltered Workplaces: A Literature Review and Interview Study -- NSF Eddie Bernice Johnson INCLUDES Initiative: TAPDINTO-STEM National Alliance for Students with Disabilities in STEM, An Innovative Intersectional Approach of Diversity, Equity, and Inclusion for Students with Disabilities -- "ICT for Inclusion" for Educational Leaders: Inclusive and Digital Distributed Leadership -- ICT Usage at the Family-School Interface: A Systematic Review on the Situation of Children with Special Educational Needs -- Talktile: Accessible Educational Tool to Augment Independent Learning for Students with BVI -- Accessmath: Towards Developing an Accessible Interactive Learning Platform to Overcome the Challenges of Blind and Visually Impaired Students in Learning Mathematics -- Bridging the Digital Divide: Using Free Open-source Tools to Expand Access to Shared-Use Computers in Schools and Libraries -- Part 2: Universal Access to Health and Wellbeing: Web Diagnosis for COVID-19 and Pneumonia Based on Computed Tomography Scans and X-rays -- Designing More Accessible Health Services -- Empowering Mobility: Brain-Computer Interface for Enhancing Wheelchair Control for Individuals with Physical Disabilities -- Guttastemning in a Box - Fostering Emotional Connections Beyond the Screen -- Striking the Privacy-Model Training Balance: A Case Study using PERACTIV Device -- Exergames for Children with Special Needs -- An Evaluation of Portuguese to Libras Translator Apps Applied to the Medical Context -- Development of a System to Support Exercises for Successful Aging Using Smartphones and Verification of its Effectiveness -- Radiological Medical Imaging Annotation and Visualization Tool -- echnological Empowerment for Aging Workforce in Elderly Care Programs: Service Model Design and Development of an Elderly Care Shared Service Platform -- Effectiveness of Technology-Assisted Medication Reminder Systems in Neurodegenerative Diseases : Systematic Review and Meta-Analysis. Part 3: Universal Access to Information and Media: Understanding the Effects of Visual Impairment on Visual Search -- Evaluating Signage Accessibility for Individuals with Visual Impairments: A Case Study in Ecuador -- ExcelViZ: Automated Generation of High-Level, Adaptable Scatterplot Descriptions based on a User Study -- Exploring the Effectiveness of Electrotactile Feedback for Data Visualization for Blind and Visually Impaired Users -- Designing Refreshable Tactile Graphics for Accessing Visual Imagery for the Blind and People with Visual Impairments.

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.
