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A Practice Study about the Value of Technology and the Values that Shape these Practices -- Investigating Usability and Engagement in a Money Management Application for Users with Intellectual Disability -- Towards Modeling of Interpersonal Proximity Using Head-Mounted Camera for Children with ASD -- \ADAPEI-TRANSPORT": A GPS Based Mobile App for Learning Paths and Improving Autonomy for Young Adults Having Intellectual Disabilities to Take Public Transport -- ICT To Support Inclusive Education – Universal Learning Design (ULD) -- ICT to Support Inclusive Education: Introduction to the Special Thematic Session -- Information Technology in the Musical and Speech Development of Mentally Retarded Children in an Orphanage -- Promoting Creative Computer-Based Music Education and Composition for Individuals with Autism Spectrum Disorders: The Terpsichore Software Music Interface -- WebMoti -- Development of a Learning-Support System for Science Using Collaboration and Body Movement for Hearing-Impaired Children: Learning Support for Plant Germination and Growth Conditions -- Promoting Inclusive Open Education: A Holistic Approach Towards a Novel Accessible OER Recommender System -- Hearing Systems and Accessories for People with Hearing Loss -- Hearing Systems and Accessories for People with Hearing Loss: Introduction to the Special Thematic Session -- A Study Examining a Real-Time Sign Language-to-Text Interpretation System Using Crowdsourcing -- Readability of Punctuation in Automatic Subtitles -- Analysis of the Gaze Behavior of Deaf and Hard-of-Hearing Students During a Captioned Lecture -- Survey for People with Visual Impairment or Hearing Loss on Using Museums in Japan -- Mobile Health and Mobile Rehabilitation for People with Disabilities: Current State, Challenges and Opportunities -- Mobile Health and Mobile Rehabilitation for People with Disabilities: Current State, Challenges and Opportunities. Introduction to the Special Thematic Session -- A Mobile Diary App to Support Rehabilitation at Home for Elderly with COPD: A Preliminary Feasibility Study -- A User Study About Designing a Mobile App for Motivating Multiple Sclerosis Patients for Self-Rehabilitation -- Accelerometer-Based Machine Learning Categorization of Body Position in Adult Populations -- Survey of Rehabilitation Clinicians in the United States: Barriers and Critical Use-Cases for mRehab Adoption -- SwapMyMood: User-Centered Design and Development of a Mobile App to Support Executive Function -- Survey of User Needs: Mobile Apps for mHealth and People with Disabilities -- Innovation and Implementation in the Area of Independent Mobility through Digital Technologies -- Implementation and Innovation in the Area of Independent Mobility through Digital Technologies: Introduction to the Special Thematic Session -- AccessibleMaps: Addressing Gaps in Maps for People with Visual and Mobility Impairments -- AccessKB: Linked Open Data for Accessible Travel -- Analysis of Indoor Maps Accounting the Needs of People with Impairments -- Considering Time-Critical Barriers in Indoor Routing for People with Disabilities -- 3D Audio Navigation - Feasibility and Requirements for Older Adults -- How to Improve Interaction with a Text Input System -- Text Input with Foot Gestures Using the Myo Armband -- Application of Gesture Interface to Transcription for People with Motor Dysfunction -- Tecla Sound: Combining Single Switch and Speech Access -- Increasing the Efficiency of Text Input in the 8pen Method -- SlideKey: Impact of In-depth Previews for a Predictive Text Entry Method -- Literacy Toy for Enhancement Phonological Awareness: A Longitudinal Study -- Human Movement Analysis for the Design and Evaluation of Interactive Systems and Assistive Devices -- Human Movement Analysis for the Design and Evaluation of Interactive systems

and Assistive Devices: Introduction to the Special Thematic Session -- Alzheimer's Garden: Understanding Social Behaviors of Patients with Dementia to Improve Their Quality of Life -- Predicting Wheelchair Stability while Crossing a Curb Using RGB-Depth Vision -- Gait Patterns Monitoring Using Instrumented Forearm Crutches -- Personalized Arm Gesture Recognition Using the HMM-Based Signature Verification Engine -- Digital Design of Aids for Activities of Daily Living -- A Multimodal Communication Aid for Persons with Cerebral Palsy Using Head Movement and Speech Recognition -- Experimental Evaluation of Three Interaction Channels for Accessible Digital Musical Instruments -- iFeedingBot: A Vision-Based Feeding Robotic Arm Prototype Based on Open Source Solution -- Development of Smart-Phone Interfaces for Tongue Controlled Assistive Devices -- Application of Multi Materials Additive Manufacturing Technique In The Design And Manufacturing of Hand Orthoses -- Service and Care Provision in Assistive Environments -- Designing Nostalgic Tangible User Interface Application for Elderly People -- Assessment of Economic Value of Assistive Technologies through Quality-Adjusted Work-Life Years (QAWLY).

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