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-- XR Accessibility – Learning from the Past, Addressing Real User Needs and the Technical Architecture for Inclusive Immersive Environments -- XR Accessibility - Learning from the Past and Addressing Real User Needs for Inclusive Immersive Environments: Introduction to the Special Thematic Session -- Usability of Virtual Reality Vocational Skills Training System for Students with Intellectual Disabilities -- Virtual and Augmented Reality Platform for Cognitive Tele-Rehabilitation Based System -- An Immersive Virtual Reality Exergame for People with Parkinson's Disease -- Augmented Reality for People with Low Vision: Symbolic and Alphanumeric Representation of Information -- Enhancing Interaction and Accessibility in Museums and Exhibitions with Augmented Reality and Screen Readers -- Suitable Camera and Rotation Navigation for People with Visual Impairment on Guidelines for Inclusive Avatars and Agents: How Persons with Visual Impairments Detect and Recognize Others and their Activities -- Motiv'Handed, a New Gamified Approach for Home-Based Hand Rehabilitation for Post-Stroke Hemiparetic Patients -- Move-IT: A Virtual Reality Game for Upper Limb Stroke Rehabilitation Patients -- Serious and Fun Games -- Serious and Fun Games: Introduction to the Special Thematic Session -- A Study on Gaze Control - Game Accessibility Among Novice Players and Motor Disabled People -- Accessibility of Mobile Card Games -- Developing a Serious Game for Children with Diabetes -- An Augmented Reality Game for Helping Elderly to Perform Physical Exercises at Home -- Large-Scale Web Accessibility Observatories -- Large Scale Web Accessibility Observatories: Introduction to the Special Thematic Session -- Preliminary Results of a Systematic Review: Quality Assessment of Conversational Agents (Chatbots) for People with Disabilities or Special Needs -- Comp4Text Checker: An Automatic and Visual Evaluation Tool to Check the Readability of Spanish Web Pages -- Towards Cross Assessment of Physical and Digital Accessibility -- Requirements for Large Scale Web Accessibility Evaluation -- Accessible and Inclusive Digital Publishing -- STS on Accessible and Inclusive Digital Publishing: Introduction to the Special Thematic Session -- How Web Professionals Perceive Web Accessibility in Practice: Active Roles, Process Phases and Key Disabilities -- Towards More Efficient Screen Reader Web Access with Automatic Summary Generation and Text Tagging -- A Series of Simple Processing Tools for PDF Files for People with Print Disabilities -- Layout Analysis of PDF Documents by Two-Dimensional Grammars for the Production of Accessible Textbooks -- A Multi-site Collaborative Sampling for Web Accessibility Evaluation -- AT and Accessibility for Blind and Low Vision Users -- An Overview of the New 8-Dots Arabic Braille Coding System -- Image-Based Recognition of Braille Using Neural Networks on Mobile Devices -- Developing a Magnification Prototype Based on Head and Eye-Tracking for Persons with Low Vision -- Numeric Key Programming: Programmable Robot Kit for Both Visually Impaired and Sighted Elementary School Students -- Art Karshmer Lectures in Access to Mathematics, Science and Engineering -- AUDiaL: a Natural Language Interface to Make Statistical Charts Accessible to Blind Persons -- EuroMath: A Web-based Platform for Teaching of Accessible Mathematics -- Multidisciplinary Experience Feedback on the Use of the HandiMathKey Keyboard in a Middle School -- Rainbow Math: A Case Study of Using Colors in Math for Students with Moderate to Severe Dyslexia -- On Automatic Conversion from e-Born PDF into Accessible EPUB3 and Audio-Embedded HTML5 -- Tactile Graphics and Models for Blind People and Recognition of Shapes by Touch -- Development of Tactile Globe by Additive Manufacturing -- Touch Explorer: Exploring Digital Maps for Visually Impaired People --

Development of TARS Mobile App with Deep Fingertip Detector for the Visually Impaired -- TouchPen: Rich Interaction Technique for Audio-Tactile Charts by Means of Digital Pens -- Environmental Sensing Technologies for Visual Impairment -- A Multi-Scale Embossed Map Authoring Tool for Indoor Environments -- A Real-Time Indoor Localization Method With Low-Cost Microwave Doppler Radar Sensors and Particle Filter -- An Audio-Based 3D Spatial Guidance AR System for Blind Users -- An Indoor Navigation App Using Computer Vision and Sign Recognition -- Suitable Camera and Rotation Navigation for People with Visual Impairment on Looking for Something Using Object Detection Technique -- Expiry-Date Recognition System Using Combination of Deep Neural Networks for Visually Impaired -- Indoor Query System For The Visually Impaired -- SelfLens: A Personal Assistive Technology to Support the Independence of People with Special Needs in Reading Information on Food Items.

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