Record Nr.	UNISA996466313503316
Titolo	Universal Access in Human–Computer Interaction. Human and Technological Environments [[electronic resource]]: 11th International Conference, UAHCI 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9–14, 2017, Proceedings, Part III / / edited by Margherita Antona, Constantine Stephanidis
Pubbl/distr/stampa	Cham:,: Springer International Publishing:,: Imprint: Springer,, 2017
ISBN	3-319-58700-5
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XXX, 645 p. 224 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI;; 10279
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Application software Special purpose computers Computer communication systems Artificial intelligence User Interfaces and Human Computer Interaction
	Information Systems Applications (incl. Internet) Special Purpose and Application-Based Systems Computer Communication Networks Artificial Intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Universal Access to Health and Rehabilitation Universal Access to Education and Learning Universal Access to Mobility Universal Access to Information and Media Design for Quality of Life Technologies.
Sommario/riassunto	The three-volume set LNCS 10277-10279 constitutes the refereed proceedings of the11th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2017, held as part of the 19th International Conference on Human-Computer Interaction, HCII 2017, in Vancouver, BC, Canada in July 2017, jointly with 14 other

1.

thematically similar conferences. The total of 1228 papers presented at the HCII 2017 conferences were carefully reviewed and selected from 4340 submissions. The papers included in the three UAHCI 2017 volumes address the following major topics: Design for All Methods and Practice; Accessibility and Usability Guidelines and Evaluation; User and Context Modelling and Monitoring and Interaction Adaptation; Design for Children; Sign Language Processing; Universal Access to Virtual and Augmented Reality; Non Visual and Tactile Interaction; Gesture and Gaze-Based Interaction; Universal Access to Health and Rehabilitation; Universal Access to Education and Learning; Universal Access to Mobility; Universal Access to Information and Media; and Design for Quality of Life Technologies.