Record Nr. UNISA996542670603316 Autore Antona Margherita **Titolo** Universal Access in Human-Computer Interaction [[electronic resource]]: 17th International Conference, UAHCI 2023, Held as Part of the 25th HCI International Conference, HCII 2023, Copenhagen, Denmark, July 23–28, 2023, Proceedings, Part I / / edited by Margherita Antona, Constantine Stephanidis Cham:,: Springer Nature Switzerland:,: Imprint: Springer,, 2023 Pubbl/distr/stampa **ISBN** 3-031-35681-0 Edizione [1st ed. 2023.] Descrizione fisica 1 online resource (708 pages) Collana Lecture Notes in Computer Science, , 1611-3349 ; ; 14020 Altri autori (Persone) StephanidisConstantine 005.437 Disciplina 004.019 Soggetti User interfaces (Computer systems) Human-computer interaction Computer engineering Computer networks Image processing - Digital techniques Computer vision Artificial intelligence User Interfaces and Human Computer Interaction Computer Engineering and Networks Computer Imaging, Vision, Pattern Recognition and Graphics Artificial Intelligence Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Design for All Methods, Tools and Practice -- Interaction Techniques. Nota di contenuto Platforms and Metaphors for Universal Access -- Understanding the Universal Access User Experience -- Designing for Children with Autism Spectrum Disorders. Sommario/riassunto This two-volume set constitutes the refereed proceedings of the 17th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2023, held as part of the 25th International

Conference, HCI International 2023, in Copenhagen, Denmark, during

July 23-28, 2023. The total of 1578 papers and 396 posters included in the HCII 2022 proceedings was carefully reviewed and selected from 7472 submissions. The UAHCI 2023 proceedings were organized in the following topical sections: Part I: Design for All Methods, Tools and Practice; Interaction Techniques, Platforms and Metaphors for Universal Access; Understanding the Universal Access User Experience; and Designing for Children with Autism Spectrum Disorders. Part II: Universal Access to XR; Universal Access to Learning and Education; Assistive Environments and Quality of Life Technologies.