

1. 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
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
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
Disciplina	005.437 004.019
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
Nota di contenuto	Design for All Methods, Tools and Practice -- Interaction Techniques, 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.
