



HCI International 2013

15th International Conference
on Human-Computer Interaction
21-26 July 2013, Las Vegas, NV, USA
The Mirage Hotel
www.hcii2013.org

Call for Participation

for an affiliated conference
in the context of HCI International 2013

UAHCI 2013

**Seventh International Conference on
Universal Access in Human-Computer
Interaction**

**Chairs: Constantine Stephanidis, Greece
and Margherita Antona, Greece**

This conference provides an international forum for the exchange and dissemination of scientific information on theoretical, methodological and empirical research that addresses all issues related to the attainment of universal access in the development of interactive software. It comprehensively addresses accessibility and high quality of interaction on the user interface development life-cycle in a multidisciplinary perspective. The conference solicits papers reporting results of research work on, or offering insights on open research issues and questions in, the design, development, evaluation, use, and impact of user interfaces, as well as standardization, policy and other non-technological issues that facilitate and promote universal access.

The HCII 2013 Conference Proceedings will be published by **Springer** in a multi-volume set. Papers will appear in volumes of the LNCS and LNAI series. Extended Poster abstracts will be published in the CCIS series. All volumes will be available on-line through the SpringerLink Digital Library, readily accessible by all subscribing libraries around the world, and will be indexed by a number of services including EI and ISI CPCI-S.

Areas of interest of the UAHCI 2013 Conference include, but are not limited to those listed here:

- Access to education and learning
- Access to mobile interaction
- Access to on-line communities and eServices
- Access to the Web
- Accessible games
- Accessibility guidelines
- Adaptive and augmented interaction
- Alternative I/O techniques
- Ambient Assisted Living
- Architectures and tools for universal access
- Context-awareness for universal access
- Design for All best practice
- Design for All education and training
- Design for All methods, techniques and tools
- Development methods
- Economics of universal access
- Evaluation of Accessibility, Usability, and User Experience
- Interaction techniques, platforms and metaphors
- Modality-independent and multimodal interaction
- Multi-sensory interfaces
- Personalization
- Accessibility of Smart Environments
- User and context modeling and monitoring
- User Interface adaptation for universal access