Human–Computer Interaction Series

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A Multimodal
End-2-End
Approach to
Accessible
Computing

Second Edition

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A Multimodal End-2-End Approach to Accessible Computing

Series: Human–Computer Interaction Series

- Provides new and updated research into accessible computing and technology from Europe, USA, China, Japan and India
- Addresses the challenges faced by researchers, designers and accessibility practitioners
- Adopts a three-part approach in exploring applications: 'Design', 'Development' and 'Maintenance'

This book illustrates how Interactive Systems can help elderly and disabled populations engage with the world around them by finding methods of overcoming the difficulties these communities face when using such systems by presenting the latest in state-of-the-art technology and providing a vision for accessibility for the near future. The challenges faced by accessibility practitioners are discussed and the different phases of delivering accessible products and services are explored. A collection of eminent researchers from around the world cover topics on developing and standardizing user models for inclusive design, adaptable multimodal system development for digital TV and ubiquitous devices, presenting research on intelligent voice recognition, adaptable pointing, browsing and navigation, and affect and gesture recognition. The research not only focuses on how these can be hugely beneficial to primary users, but often finding useful applications for their able-bodied counterparts. For this new edition, new chapters have been added focusing on the latest developments in games for the visually impaired, inclusive interfaces for the agricultural industry in India and technologies to improve accessibility in broadcasting in Japan. A Multimodal End-2-End Approach to Accessible Computing will be an invaluable resource for both researchers and practitioners alike.

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