Table of Contents

Usability Testing, Evaluation, Measurement: Education, Learning and e-Inclusion

Special Session: Design for Adaptive Content Processing

Heuristics and Theory Based Research: Grounded Theory, Activity Theory and Situated Action

Special Session: Smart Home, Health and Ambient Assisted Living

User Centred Design and Usability Practice: Showcases and Surveys

Applications and Analyses: Interaction, Assistive Technologies and Virtual Environments

Analyses and Investigations: Communication, Interfaces and Haptic Technology

Closing: New Technologies and Challenges for People with Disabilities