Important deadlines:

- Submission deadline: March 9, 2016
- Notification: May 1, 2016
- Registration: May 14, 2016
- Camera ready: June 14, 2016

Tracks:

- Inclusive Design of Smart Cities and Smart Environments
- Universally Designed Apps
- Technology for Independent Living
- Accessible Design of Welfare and Everyday Technology
- Adaptivity and Personalization - Design for one vs. Design for all
- Multimodality and Accessibility
- Design Approaches, Techniques, and Tools for Inclusive Design
- Universally Accessible Graphical and Haptic Design
- Smart Textiles and Surfaces
- Universal Design, Design for All, Participatory Design
- Assistive Technologies and Interoperability
- New Interaction Methods and Modalities
- Accessibility Across the Entire System Lifecycle
- Accessibility within e-Organizations: Good practices and Experiences
- Web and Internet Accessibility for Digital Inclusion
- Citizen Services, e-Government Accessibility, e-Inclusion
- Smart Cities, Accessibility, Mobility
- Availability and Affordability for Everyone
- Information Provision
- Cognitive and Behavioral Psychology of End-user Experiences and Scenarios
- Industry and Research Collaboration: Learning from Practice, and Technology Transfer
- Universal Usability, User-Centric Design
- Accessibility and Human-Computer Interaction
- Accessibility and Design for all in Standardization
- Learning Apps for People with Disabilities