

MSIADU09

1st International Workshop on Media Studies and implementations that help Improving Access to Disabled Users



October 23, 2009, Beijing, China in conjunction with [ACM Multimedia 2009](#)

This Workshop will be based on the work carried out during the [3rd International Workshop on Human-Centered Computing \(HCC08\)](#) held at the [ACM Multimedia 2008 conference in Vancouver](#). There participants discussed on how to use technology to achieve an accessible environment for the disabled.

At present, it is estimated that there are several millions of people with disabilities worldwide. Focusing on Internet users, the estimated percentage goes around 10%.

There are several contributions that might be highlighted among the organizations that have studied the classification of disabilities. Among those, the work of the WHO/OMS (World Health Organization), the W3C (World Wide Web Consortium) and the WAI (Web Accessibility Initiative). Major disability types include visual, auditory, motor and cognitive or related to language use. Moreover that other "unofficial" disabilities due to the lack of technology alphabetization (no access or inappropriate equipment and specific audiences like the elderly, rural, children, etc). According to the Microsoft company: "almost 40% of people have problems with accessing a computer and only 1% is declared as disabled".

Accessibility as applied to virtual and real environments also benefits people without disabilities. A key principle is the design of flexible resources to meet different user needs, preferences and situations.

This workshop seeks original high innovative research in the area of Multimedia (studies and implementations) in order to improve accessibility to real and virtual scenarios that might be applied to all kinds of users with disabilities or difficulties when implementing concrete actions (navigation or interaction with a particular medium). We need solutions to adapt the environment, products and services to the final user's needs.

As a major topic, this invited proposal seeks to discuss about Multimedia (in general) and Usability (in particular), helping to increase the current levels of Accessibility regarding virtual and real interactive environments where the disabled community can participate.

The goals of this workshop are:

- Fundamental research in the area of Multimedia, within the scope of disabilities and Human Computer Interaction (HCI).
- Solutions to targeted problems of high impact in real-life applications.
- Compare the research and progress of international projects and their differences.

Topics:

The workshop topics will include, but are not limited to, the following:

- Usability and Accessibility.
- Accessible Multimedia.
- Accessibility for all.
- Trends in Disability.
- Person behavior and Interaction Analysis.
- Applications in Virtual Reality, Multimedia and Gaming.
- Technological novelties, evaluations and solutions.
- User-Experience studies and evaluations.
- Human-Centered Computing.
- Human-Computer Interfaces.
- Human Affect Analysis and Affective Computing.
- Perceptual and Multimodal user interfaces.
- Accessible Architecture.



The constantly growing number of the technologies available causes users to experience more difficulties while using them. The Multimedia field addresses that by definition, making applications and resources manage a greater interactivity, ease of use and audiovisual feedback. It is necessary to review whether such studies or implementations are not only usable and accessible but can be adapted to specifically users while generating in them a satisfactory user's experience.

Target audience includes researchers, designers, experts and scholars, in the field of usability, accessibility, disabilities, multimedia development, sociology, psychology, graphic design, among others and its related areas. These areas include content creation, human-computer-interaction and usability expertise. Workshop participants shall have previous experience in this or related fields to be able to contribute on a high scientific level.

We welcome multidisciplinary contributions coming from the media technology, artistic and human experience side. Case studies (successful and especially unsuccessful), disability installations, technologies, media studies, and user-experience evaluations are highly welcome.

Participants will be able to observe many different accessibility's works and projects from a multicultural perspective. All those materials will relate to multimedia technologies. A selected series of proposals will be aimed to be developed cooperatively from a multidisciplinary and multicultural view, to search for possible global solutions to the problems related to creating adaptable and accessible interfaces.

IMPORTANT DATES

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All Submitted papers will be reviewed by a double-blind (at least three reviewers), non-blind, and participative peer review. These three kinds of review will support the selection process of those that will be accepted for their presentation at the workshop. Each workshop accepted paper must have at least one author registered by the advance registration deadline as a non-student, for the paper to be included in the final program and in the main conference proceedings.

Important Dates:

- Paper submission: **June 26, 2009**
- Notification of acceptance: **July 8, 2009**
- Final paper – Camera-ready: **July 24, 2009 -- STRICT DEADLINE!!!**
- Workshop day: **October 23, 2009**

Maximum length is 10 pages in English. All papers must follow the standard [ACM style guidelines](#) and must be submitted in PDF or DOC format using:

- **Direct [EDAS system link to MSIADU09](#)** (you need to be registered in EDAS system)
- [EDAS ACM Multimedia 2009 and select our workshop](#) (you need to be registered in EDAS system)
- Also you can submit a paper by email at the address: <mailto:fonsi@salle.url.edu>

Accepted papers will be published by ACM in the Workshop proceedings together with the ACM Multimedia 2009 proceedings.

Extended versions of accepted papers will be invited to submit to a special issue of "Ubiquitous Computing and Communication Journal" (<http://www.ubicc.org>)

PROGRAM

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October 23, 2009 - Beijing, China.

The program will start with a general talk, followed by the presentations of the accepted papers. Finally the participants will be invited to make some tasks about usability and accessibility. More information about the program will be updated in July with the final list of papers accepted. The workshop is open, anyone can attend.



ORGANIZATION

MSIADU09

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We have been offering Multimedia solutions for both academia and industry since 1996. Because of our high degree of expertise in the field of Usability (one of the first User Labs in Southern Europe), we have recently decided to prepare this interesting workshop.

Members of this group has organized several invited sessions and participated in conferences both nationally and internationally in the fields of multimedia and disability. Also within the UserLab La Salle, have carried out projects that include these fields, among which are:

- **“Activa Multimedia”**: Collaboration in the creation of a “white book” for multiplatform interactive by including the end user in the development process.
- **“Edit@”**: Leadership in usability, accessibility and user experience for a content management system platform.
- **“Sara Lee”**: Study of user experience through the device EyeTracker for AmbiPur site. Test expert design management software.
- **“IO-Disgital”**: Study of users with disabilities to create a virtual community to promote their integration.
- **“WORKSHOP (UEB08)”**: Usability experts for new approaches to user experience.
- **“Conei”**: Usability Study and redesign of amusement machines.
- **“Braun”**: Study with experts from different disciplines in one device.
- **“Campus Project”**: (project that includes part of the Catalan universities) Leadership Usability and Accessibility.
- **“Catalonia Tourism”**: Study of Usability and User Centered Design of the new portal.
- **“Prada and Carolina Herrera”**: Conceptual design, functional and graphics on the website of Merchandising (for the correct placement of product) at International level.
- **“Integrates TV-4All, TMT-Factory”**: Study of User Experience for an application of DVT.
- And different participation in **European research projects**.

In addition, note that this Workshop is co-financed by the Foundation “Agrupación Mutua” (<http://fundacio.agrupaciomutua.es/ESP/index.html>). This project is based on the development of previous initiatives for foundations and organizations that are working to improve accessibility for disabled users.



PROGRAM COMMITTEE

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