

Accessible Rich Internet Applications Wai Aria 1 1

According to the W3C Semantic Web Activity [1]: The Semantic Web provides a common framework that allows data to be shared and reused across application, enterprise, and community boundaries. This statement clearly explains that the Semantic Web is about data sharing. Currently, the Web uses hyperlinks to connect Web pages. The Semantic Web goes beyond that and focuses on data and envisions the creation of the web of data. On the Semantic Web, anyone can say anything about any resource on the Web. This is fully based on the concept of semantic notations, where each resource on the Web can have an assigned meaning. This is done through the use of ontologies as a formal and explicit representation of domain concepts and their relationships [2]. Ontologies are formally based on description logics. This enables agents and applications to reason over the data when searching the Web, which has not previously been possible. Web 2.0 has gradually evolved from letting the Web users play a more active role. Unlike the initial version of the Web, where the users mainly "consumed" content, users are now offered easy-to-use services for content production and publication. Mashups, blogs, wikis, feeds, interface remixes, and social networking/tagging systems are examples of these well-known services. The success and wide adoption of Web 2.0 was in its reliance on social interactions as an inevitable characteristic of the use and life of the Web. In particular, Web 2.

"Microsoft .Net Framework 4.5 Quickstart Cookbook" is a concise and practical cookbook with recipes which get you up and running straight away with all the new functionality of .NET Framework 4.5. If you are a .NET developer and would like to learn the new features in .NET 4.5, then this book is just for you. Prior experience with .NET Framework would be useful, but not necessary. "Microsoft .Net Framework 4.5 Quickstart Cookbook" gives architects and project managers a high-level overview and clear understanding of what .NET 4.5 Framework provides and how it can be used.

Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common web design problems, and gives you a deep understanding of web standards and how they can be implemented to improve your web sites. You will learn how to develop fully standards-compliant, mobile-friendly, and search engine-optimized web sites that are robust, fast, and easy to update while providing excellent user experience and interoperability. The book covers all major web standards for markup, style sheets, web typography, web syndication, semantic annotations, and accessibility. This edition has been fully updated with the latest in web standards, including the finalized HTML5 vocabulary and the full list of CSS3 properties. Web Standards: Mastering HTML5, CSS3, and XML is also a comprehensive guide to current and future standards for the World Wide Web, demonstrating the implementation of new technologies to address the constantly growing user expectations. Web Standards: Mastering HTML5, CSS3, and XML presents step-by-step guides based on solid design principles and best practices, and shows the most common web development tools and web design frameworks. You will master HTML5 and its XML serialization, XHTML5, the new structuring and multimedia elements, the most important HTML5 APIs, and understand the standardization process of HTML 5.1, HTML 5.2, and future HTML5 versions.

E-learning enables students to pace their studies according to their needs, making learning accessible to (1) people who do not have enough free time for studying - they can program their lessons according to their available schedule; (2) those far from a school (geographical issues), or the ones unable to attend classes due to some physical or medical restriction. Therefore, cultural, geographical and physical obstructions can be removed, making it possible for students to select their path and time for the learning course. Students are then allowed to choose the main objectives they are suitable to fulfill. This book regards E-learning challenges, opening a way to understand and discuss questions related to long-distance and lifelong learning, E-learning for people with special needs and, lastly, presenting case study about the relationship between the quality of interaction and the quality of learning achieved in experiences of E-learning formation.

The two volumes LNCS 10249 and 10250 constitute the refereed proceedings of the 14th International Semantic Web Conference, ESWC 2017, held in Portorož, Slovenia. The 51 revised full papers presented were carefully reviewed and selected from 183 submissions. In addition, 10 PhD papers are included, selected out of 14 submissions. The papers are organized in the following tracks: semantic data management, big data, and scalability; linked data; machine learning; mobile web, sensors, and semantic streams; natural language processing and information retrieval; vocabularies, schemas, and ontologies; reasoning; social web and web science; semantic web and transparency; in use and industrial track; and PhD symposium.

Never before have the civil rights of people with disabilities aligned so well with developments in information and communication technology. The center of the technology revolution is the Internet, which fosters unprecedented opportunities for engagement in democratic society. The Americans with Disabilities Act likewise is helping to ensure equal participation in society by people with disabilities. Globally, the Convention on the Rights of Persons with Disabilities further affirms that persons with disabilities are entitled to the full and equal enjoyment of fundamental personal freedoms. This book is about the lived struggle for disability rights, with a focus on Web equality for people with cognitive disabilities, such as intellectual disabilities, autism, and print-related disabilities. The principles derived from the right to the Web - freedom of speech and individual dignity - are bound to lead toward full and meaningful involvement in society for persons with cognitive and other disabilities.

Understand the realities of modern web accessibility and what considerations should be made to include everyone. There are hundreds of millions of people who are being left out every single day on the web due to disability or circumstance. The purpose of web accessibility is to remove barriers and bring the information, services, and functionality of the web to as many people as possible so they can be included in this global community. This book makes the topic of web accessibility as approachable as possible to help every web professional become an accessibility advocate at their companies, on their projects, and in their communities. This discussion will go beyond the buzzword to explore the impact our designs and decisions have on real people, along with the ethical, legal, and financial incentives for accessibility prioritization. For those who are ready to get started the book covers tools and techniques for testing websites or web applications for conformance to the Web Content Accessibility Guidelines. Because we very rarely work in a vacuum the book also covers how to educate your team or company management on web

accessibility as well as persuading them to invest time and money in accessibility. For those looking to start an accessibility practice at their company – or simply to ensure that nothing slips through the cracks – the book includes a guide to creating your very own accessibility action plan. Having a well-documented plan of action is an essential step in the long-term success of any initiative. Get started with web accessibility using Approachable Accessibility today. What You'll Learn Discover various ways that website design can exclude or even harm users Gain an understanding of the Web Content Accessibility Guidelines (WCAG) 2.1 Put together an accessibility action plan for your organization Explore tools and techniques for evaluating your existing websites Who This Book Is For Web designers and developers who want to know more about web accessibility or just want to know how to get started; tech leaders who need help building an accessibility practice or convincing their company to invest in web accessibility; project managers and owners making scope decisions for a project.

Covering key areas of evaluation and methodology, client-side applications, specialist and novel technologies, along with initial appraisals of disabilities, this important book provides comprehensive coverage of web accessibility. Written by leading experts in the field, it provides an overview of existing research and also looks at future developments, providing a much deeper insight than can be obtained through existing research libraries, aggregations, or search engines.

The 13th International Conference on Human–Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers address the latest research and development efforts and highlight the human aspects of the design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human–computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.

This book constitutes the refereed proceedings of the Third International Workshop on Chatbot Research and Design, CONVERSATIONS 2019, held in Amsterdam, The Netherlands, in November 2019. The 18 revised full papers presented in this volume were carefully reviewed and selected from 31 submissions. The papers are grouped in the following topical sections: user and communication studies user experience and design, chatbots for collaboration, chatbots for customer service, and chatbots in education.

When digital content and technologies are designed in a way that is inaccessible for persons with disabilities, they are locked out of commerce, education, employment, and access to government information. In developing areas of the world, as new technical infrastructures are being built, it is especially important to ensure that accessibility is a key design goal. Unfortunately, nearly all research on Information and Communication Technology (ICT) accessibility and innovation for persons with disabilities-whether from the legal, technical, or development fields-has focused on developed countries, with very little being written about developing world initiatives. Accessible Technology and the Developing World aims to change this, by bringing increased attention to ICT accessibility in developing areas. This book brings together a unique combination of contributors with diverse disciplinary backgrounds, including authors from well-known non-governmental organizations, significant United Nations entities, and universities in both the developing and developed world. Together, they present a unique and much needed review of this critical and growing area of work, and primarily address three core themes - the lack of attention given to innovations taking place in the developing world, the need to ensure that infrastructures in the Global South do not present barriers to people with disabilities, and the need to exercise caution when applying techniques from the Global North to the Global South that won't transfer effectively. This book will be of use to researchers in the fields of civil rights, development studies, disability rights, disability studies, human-computer interaction and accessibility, human rights, international law, political science, and universal design.

The two-volume set LNCS 10896 and 10897 constitutes the refereed proceedings of the 16th International Conference on Computers Helping People with Special Needs, ICCHP 2018, held in Linz, Austria, in July 2018. The 101 revised full papers and 78 short papers presented were carefully reviewed and selected from 356 submissions. The papers are organized in the following topical sections: Web accessibility in the connected world; accessibility and usability of mobile platforms for people with disabilities and elderly persons: design, development and engineering; accessible system/information/document design; accessible e-learning - e-learning for accessibility/AT; personalized access to TV, film, theatre, and music; digital games accessibility; accessibility and usability of self-service terminals, technologies and systems; universal learning design; motor and mobility disabilities: AT, HCI, care; empowerment of people with cognitive disabilities using digital technologies; augmented and alternative communication (AAC), supported speech; Art Karshmer lectures in access to mathematics, science and engineering; environmental sensing technologies for visual impairment; 3D printing in the domain of assistive technologies (AT) and do it yourselves (DIY) AT; tactile graphics and models for blind people and recognition of shapes by touch; access to artworks and its mediation by and for visually impaired people; digital navigation for people with visual impairments; low vision and blindness: human computer interaction; future perspectives for aging well: AAL tools, products, devices; mobile healthcare and m-health apps for people with

disabilities; and service and information provision.

Ever notice that—in spite of their pervasiveness—designing web applications is still challenging? While their benefits motivate their creation, there are no well-established guidelines for design. This often results in inconsistent behaviors and appearances, even among web applications created by the same company. Design patterns for web applications, similar in concept to those for web sites and software design, offer an effective solution. In *Web Application Design Patterns*, Pawan Vora documents design patterns for web applications by not only identifying design solutions for user interaction problems, but also by examining the rationale for their effectiveness, and by presenting how they should be applied. Design interfaces faster, with a better rationale for the solutions you choose. Learn from over more than 100 patterns, with extensive annotation on use and extension. Take a short-cut into understanding the industry with more than 500 full-color screenshots.

With contributions from researchers, educators, and practitioners from across a range of fields, this volume will be an important resource for library professionals in all types of libraries as well as a reference for researchers and educators about the efforts, challenges and opportunities related to the inclusive future of libraries.

Provides information on Web development for multiple devices, covering such topics as structure and semantics, device APIs, multimedia, and Web apps.

The book is the follow-up to its predecessor “Automation, Communication and Cybernetics in Science and Engineering 2009/2010” and includes a representative selection of all scientific publications published between 07/2011 and 06/2012 in various books, journals and conference proceedings by the researchers of the following institute cluster: IMA - Institute of Information Management in Mechanical Engineering ZLW - Center for Learning and Knowledge Management IfU - Associated Institute for Management Cybernetics Faculty of Mechanical Engineering, RWTH Aachen University Innovative fields of application, such as cognitive systems, autonomous truck convoys, telemedicine, ontology engineering, knowledge and information management, learning models and technologies, organizational development and management cybernetics are presented.

Describes how to use such standards-based technologies as XHTML, CSS, and Ajax to develop a variety of Web applications and devices.

Complete blindness -- Visual accessibility : other types -- Audio accessibility -- Physical accessibility -- Cognitive disabilities -- Selling accessibility -- Additional resources.

Do you want to build web pages, but have no previous experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the Web and web pages work, and then steadily build from there. By the end of the

book, you'll have the skills to create a simple site with multi-column pages that adapt for mobile devices. Learn how to use the latest techniques, best practices, and current web standards—including HTML5 and CSS3. Each chapter provides exercises to help you to learn various techniques, and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels, whether you're a beginner or brushing up on existing skills. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn about the new HTML5 elements, APIs, and CSS3 properties that are changing what you can do with web pages Make your pages display well on mobile devices by creating a responsive web design Learn how JavaScript works—and why the language is so important in web design Create and optimize web graphics so they'll download as quickly as possible

The HTML and CSS Workshop equips you with the practical knowledge to create modern responsive websites. From mastering simple HTML markup and CSS tags, through to integrating media queries and animations to create a rich, engaging user experience, you'll build your skills with the help of hands-on examples and activities.

Most websites have missing or inadequate accessibility, costing organizations billions in lawsuits and lost revenue every year, and those responsible for designing and building those websites often lack the knowledge to help. But, there is a way to design and build accessible websites and develop in-house knowledge at the same time, and Thinking About Web Accessibility can show you how. In this easy-to-follow guide, user interface and web accessibility expert H Robert King draws on his vast experience creating interfaces for hundreds of millions of users across the globe, and identifies both stumbling blocks to avoid and stepping stones on the path to take as he shows you why you're missing out on revenue and how to fix it.

The four-volume set LNCS 8513-8516 constitutes the refereed proceedings of the 8th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 14 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 251 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 60 papers included in this volume are organized in the following topical sections: web accessibility; design for all in the built environment; global access infrastructures and user experiences in universal

access.

Ensuring Digital Accessibility through Process and Policy provides readers with a must-have resource to digital accessibility from both a technical and policy perspective. Inaccessible digital interfaces and content often lead to forms of societal discrimination that may be illegal under various laws. This book is unique in that it provides a multi-disciplinary understanding of digital accessibility. The book discusses the history of accessible computing, an understanding of why digital accessibility is socially and legally important, and provides both technical details (interface standards, evaluation methods) and legal details (laws, lawsuits, and regulations). The book provides real-world examples throughout, highlighting organizations that are doing an effective job with providing equal access to digital information for people with disabilities. This isn't a book strictly about interface design, nor is it a book strictly about law. For people who are charged with implementing accessible technology and content, this book will serve as a one-stop guide to understanding digital accessibility, offering an overview of current laws, regulations, technical standards, evaluation techniques, as well as best practices and suggestions for implementing solutions and monitoring for compliance. This combination of skills from the three authors—law, technical, and research, with experience in both corporate, government, and educational settings, is unique to this book, and does not exist in any other book about any aspect of IT accessibility. The authors' combination of skills marks a unique and valuable perspective, and provides insider knowledge on current best practices, corporate policies, and technical instructions. Together, we can ensure that the world of digital information is open to all users. Learn about the societal and organizational benefits of making information technology accessible for people with disabilities Understand the interface guidelines, accessibility evaluation methods, and compliance monitoring techniques, needed to ensure accessible content and technology. Understand the various laws and regulations that require accessible technology Learn from case studies of organizations that are successfully implementing accessibility in their technologies and digital content

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets

Harness the latest capabilities of HTML5 and CSS to create a single UI that works flawlessly on mobile phones, tablets, and desktops — plus everything in-between Key Features Understand what responsive web design is and its significance for modern web development Explore the latest developments in responsive web design including variable fonts, CSS Scroll Snap, and more Get to grips with the uses and benefits of the new CSS Grid layout Book Description Responsive Web Design with HTML5 and CSS, Third Edition is a renewed and extended version of one of the most comprehensive

and bestselling books on the latest HTML5 and CSS tools and techniques for responsive web design. Written in the author's signature friendly and informal style, this edition covers all the newest developments and improvements in responsive web design including better user accessibility, variable fonts and font loading, CSS Scroll Snap, and much, much more. With a new chapter dedicated to CSS Grid, you will understand how it differs from the Flexbox layout mechanism and when you should use one over the other. Furthermore, you will acquire practical knowledge of SVG, writing accessible HTML markup, creating stunning aesthetics and effects with CSS, applying transitions, transformations, and animations, integrating media queries, and more. The book concludes by exploring some exclusive tips and approaches for front-end development from the author. By the end of this book, you will not only have a comprehensive understanding of responsive web design and what is possible with the latest HTML5 and CSS, but also the knowledge of how to best implement each technique. What you will learn Integrate CSS media queries into your designs; apply different styles to different devices Load different sets of images depending upon screen size or resolution Leverage the speed, semantics, and clean markup of accessible HTML patterns Implement SVGs into your designs to provide resolution-independent images Apply the latest features of CSS like custom properties, variable fonts, and CSS Grid Add validation and interface elements like date and color pickers to HTML forms Understand the multitude of ways to enhance interface elements with filters, shadows, animations, and more Who this book is for Are you a full-stack developer who needs to gem up on his front-end skills? Perhaps you work on the front-end and you need a definitive overview of all modern HTML and CSS has to offer? Maybe you have done a little website building but you need a deep understanding of responsive web designs and how to achieve them? This is a book for you! All you need to take advantage of this book is a working understanding of HTML and CSS. No JavaScript knowledge is needed.

It is a great pleasure to share with you the Springer CCIS 112 proceedings of the Third World Summit on the Knowledge Society—WSKS 2010—that was organized by the International Scientific Council for the Knowledge Society, and supported by the Open Research Society, NGO, (<http://www.open-knowledge-society.org>) and the International Journal of the Knowledge Society Research, (<http://www.igi-global.com/ijksr>), and took place in Aquis Corfu Holiday Palace Hotel, on Corfu island, Greece, September 22–24, 2010. The Third World Summit on the Knowledge Society (WSKS 2010) was an international scientific event devoted to promoting the dialogue on the main aspects of the knowledge society towards a better world for all. The multidimensional economic and social crisis of the last couple years brings to the fore the need to discuss in depth new policies and strategies for a human-centric developmental process in the global context. This annual summit brings together key stakeholders of knowledge society development worldwide, from academia, industry, government, policy makers, and active citizens to look at the impact and prospects of information technology, and the

knowledge-based era it is creating, on key facets of living, working, learning, innovating, and collaborating in today's hyper-complex world.

Of all the Ajax-specific frameworks that have popped up in recent years, one clearly stands out as the industrial strength solution. Dojo is not just another JavaScript toolkit—it's the JavaScript toolkit—and Dojo: The Definitive Guide demonstrates how to tame Dojo's extensive library of utilities so that you can build rich and responsive web applications like never before. Dojo founder Alex Russell gives a foreword that explains the "why" of Dojo and of this book. Dojo provides an end-to-end solution for development in the browser, including everything from the core JavaScript library and turnkey widgets to build tools and a testing framework. Its vibrant open source community keeps adding to Dojo's arsenal, and this book provides an ideal companion to Dojo's official documentation. Dojo: the Definitive Guide gives you the most thorough overview of this toolkit available, showing you everything from how to create complex layouts and form controls closely resembling those found in the most advanced desktop applications with stock widgets, to advanced JavaScript idioms to AJAX and advanced communication transports. With this definitive reference you get: Get a concise introduction to Dojo that's good for all 1.x versions Well-explained examples, with scores of tested code samples, that let you see Dojo in action A comprehensive reference to Dojo's standard JavaScript library (including fundamental utilities in Base, Dojo's tiny but powerful kernel) that you'll wonder how you ever lived without An extensive look at additional Core features, such as animations, drag-and-drop, back-button handling, animations like wipe and slide, and more Exhaustive coverage of out-of-the-box Dijits (Dojo widgets) as well as definitive coverage on how to create your own, either from scratch or building on existing ones An itemized inventory of DojoX subprojects, the build tools, and the DOH, Dojo's unit-testing framework that you can use with Dojo—or anywhere else If you're a DHTML-toting web developer, you need to read this book—whether you're a one-person operation or part of an organization employing scores of developers. Dojo packs the standard JavaScript library you've always wanted, and Dojo: The Definitive Guide helps you transform your ideas into working applications quickly by leveraging design concepts you already know.

This book constitutes the refereed proceedings of the 7th Conference of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2011, in Graz, Austria, in November 2011. The 18 revised full papers together with 29 revised short papers and 2 posters presented were carefully reviewed and selected from 103 submissions. The papers are organized in topical sections on cognitive approaches to clinical data management for decision support, human-computer interaction and knowledge discovery in databases (hci-kdd), information usability and clinical workflows, education and patient empowerment, patient empowerment and health services, information visualization, knowledge & analytics, information usability and accessibility, governmental health services & clinical routine, information retrieval and knowledge discovery, decision making support & technology acceptance, information retrieval, privacy & clinical routine, usability and accessibility methodologies, information usability and knowledge discovery, human-centred computing,

and biomedical informatics in health professional education.

The four-volume set LNCS 8513-8516 constitutes the refereed proceedings of the 8th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 14 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences was carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 251 contributions included in the UAHCI proceedings were carefully reviewed and selected for inclusion in this four-volume set. The 51 papers included in this volume are organized in the following topical sections: design for all methods, techniques, and tools; development methods and tools for universal access; user models, adaption and personalization; natural, multimodal and multisensory interaction and brain-computer interfaces.

This book provides HTML5 technologies for developing HTML5 Mobile hybrid mobile applications, primarily for self-directed learners who are comfortable with HTML/Javascript and who want to learn how to create mobile applications using HTML5 for Android and iOS. Readers will learn how to use CSS3 and HTML5 Canvas to render 2D shapes, apply transformations, and create animation effects. Readers will learn about JavaScript toolkits such as jQuery Mobile, PhoneGap, and D3 for creating HTML5 hybrid mobile applications. FEATURES * Discusses various HTML5 APIs with Android and iOS * Contains CSS3 and HTML5 Canvas graphics and animation effects * Uses jQuery Mobile to develop hybrid HTML5 Mobile apps * Uses PhoneGap to develop hybrid HTML5 Mobile apps * Provides supplemental code samples and videos on the DVD eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

"This book introduces a new professional in the context of the information science, technology, and management called an 'heuristic assessor of qualitative communicability in interactive systems'"--Provided by publisher.

Diverse learners with exceptional needs require a specialized curriculum that will help them to develop socially and intellectually in a way that traditional pedagogical practice is unable to fulfill. As educational technologies and theoretical approaches to learning continue to advance, so do the opportunities for exceptional children. Special and Gifted Education: Concepts, Methodologies, Tools, and Applications is an exhaustive compilation of emerging research, theoretical concepts, and real-world examples of the ways in which the education of special needs and exceptional children is evolving. Emphasizing pedagogical innovation and new ways of looking at contemporary educational practice, this multi-volume reference work is ideal for inclusion in academic libraries for use by pre-service and in-service teachers, graduate-level students, researchers, and educational software designers and developers.

Web Application Design PatternsMorgan Kaufmann

Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance.

Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential

reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.

Pro HTML5 Accessibility helps designers come to grips with building exciting, accessible and usable web sites and applications with HTML5. The book covers how to use HTML5 in order to serve the needs of people with disabilities and older persons using assistive technology (AT). It aims to be a useful 'go-to' guide, providing practical advice. It takes several approaches, including a look at the new semantics of HTML5 and how to combine its use with authoring practices you know from using earlier versions of HTML. It also demonstrates how HTML5 content is currently supported (or not) by assistive technologies such as screen readers, and what this means practically for accessibility in your web projects. The HTML5 specification is huge, with new APIs and patterns that can be difficult to understand. Accessibility can also seem complex and nuanced if you have no experience interacting with people with disabilities. This book walks you through the process of designing exciting user interfaces that can potentially be used by everyone, regardless of ability. Accessibility is really a quality design issue, and getting it right is often more a matter of approach than having sophisticated, cutting-edge tools at your disposal. This book will be your companion in your journey to understand both HTML5 and accessibility, as the author has many years of experience as a designer and web developer working directly with people with all types of disabilities. He has been involved with the development of HTML5 from an accessibility perspective for many years, as a member of the W3C WAI Protocols and Formats working group (which is responsible for ensuring W3C specifications are serving the needs of people with disabilities) as well as the HTML5 Working Group itself. Introduces the new HTML5 specification from an accessibility perspective Shows how incorporating accessibility into your interfaces using HTML5 can have benefits for all users Explains how HTML5 is currently supported by assistive technologies like screen readers, and how to work around these limitations when developing

If you are in charge of the user experience, development, or strategy for a web site, A Web for Everyone will help you make your site accessible without sacrificing design or innovation. Rooted in universal design principles, this book provides solutions: practical advice and examples of how to create sites that everyone can use.

This three-volume set LNCS 5614-5616 constitutes the refereed proceedings of the 5th International Conference on Universal Access in Human-Computer Interaction - Addressing Diversity, UAHCI 2009, held as Part of HCI International 2009, in San Diego, CA, USA, in July 2009, jointly with 8 other thematically similar conferences. The revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in universal access namely interaction and support for people with sensory impairments, older users and technology interaction and support for people with cognitive impairments, design knowledge and approaches for accessibility and universal access.

The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these

mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers

Welcome to the Proceedings of ICCHP 2010! We were proud to welcome participants from more than 40 countries from all over the world to this year's ICCHP. Since the late 1980s, it has been ICCHP's mission to support and reflect development in the field of "Assistive Technologies," eAccessibility and eInclusion. With a focus on scientific quality, ICCHP has become an important reference in our field. The 2010 conference and this collection of papers once again fulfilled this mission. The International Programme Committee, comprising 106 experts from all over the world, selected 147 full and 44 short papers out of 328 abstracts submitted to ICCHP. This acceptance ratio of about half of the submissions demonstrates our strict pursuit of scientific quality both of the programme and in particular of the proceedings in your hands. An impressive number of experts agreed to organize "Special Thematic Sessions" (STS) for ICCHP 2010. These STS help to bring the meeting into sharper focus in several key areas. In turn, this deeper level of focus helps to collate a state of the art and mainstream technical, social, cultural and political developments.

Doctoral Thesis / Dissertation from the year 2013 in the subject Computer Science - Miscellaneous, , course: Computer Science and Engineering - Human Computer Interaction, language: English, abstract: This book addresses to some of the important issues, challenges and approaches related to web accessibility in context of visually impaired users. Speech is a convenient medium of interaction for visually challenged users, Internet accessibility for them is made possible by providing an alternative speech-based interface for human-computer interaction. Problems associated with speech based web interfaces are manifold. Most of the web content available today has been designed for the visual interface via graphical browsers. Screen Readers have been the primary tool for using internet by visually impaired. Unfortunately, most of the popular and workable screen readers are proprietary and bear a heavy price tag. Thus, Design and development of powerful yet affordable speech based interfaces would be certainly helpful in enhancing the overall Quality of Life of visually challenged.

"This book provides a comprehensive reference source on next generation Web technologies and their

applications"--Provided by publisher.

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