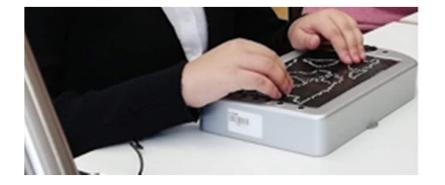# 8th IARIA CONFERENCE, 2023, VENICE

SPECIAL TRACK DIGITAL ACCESSIBILITY
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Editorial

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Monika Maria Möhring

- Managing Director of Study Centre for Blind and Disabled Students

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- Background in STEM and Information Technology

- Professor of Logistics

- Research in Industry 4 and Innovation Management

Inclusive Education at THM

- Students with handicap empowered for regular courses

- Special service by the Center for Blind and Visually Impaired Students (BliZ) with eleven staff

- Focus on STEM subjects, business studies, health management, logistics, and architecture

- Research and development projects around disability and accessible IT.

- Edited Book with
Goethe University Frankfurt
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Information Technology and Inclusion

IT and media content are poorly accessible by users with impairments.

The **United Nations' Directive 2016/2102** (Web Accessibility Directive) and the **EU Directive 2019/882** (European *Accessibility* Act), among others, have lately been postulating digital inclusion for persons with e.g. visual and hearing-related disabilities. The United Nations' Convention On The Rights Of Persons With Disabilities (CRPD) Article 24 demands the right for **inclusive education**.

Web Content Accessibility Guidelines (**WCAG**) have been set out accordingly by W3C. Until these directives and guidelines are brought to fruition, affected users will continue to experience hurdles in education, in the workplace, and everyday life.

Current Status – EU

Only **public sector** required to implement digital accessibilities for websites and IT applications. Even this is often not feasible due to the nature of the basic technologies.

Companies and IT manufacturers are not yet required to provide accessible IT to their staff, customers and the public. Whether **Corporate Social Responsibility** will require them to do so, remains to be seen.

Inclusive education is a theoretical fundamental right to all children and students. Publishers still refute the high cost of accessible media.

Special Track Digital Accessibility

This track will have three blocks.

- In the first one,

- the current dilemma of **accessibility versus cost and profit** will be theoretically highlighted and

- **practical demonstration** of the technological tactile and acoustic state of the art given.

Special Track Digital Accessibility

The second block is dedicated to specific technological and social areas of interest.

- Innovation in technical **echo-location** and **indoor navigation** will be presented and
- the creation of accessible computer games for **developers' awareness of disabilities** discussed.
- How a social media campaign can raise further consciousness of disability-related IT issues is demonstrated with a **blog campaign.**

Special Track Digital Accessibility

Conclusively,

- the use of smartphone tools for **accessible conferencing** will be exemplified.

Finally, a different angle on accessibility is provided by looking on **new skills needed for the workforce**, by

- discussing how „accessible" **digital higher education** is for academic staff and
- setting out low barrier **programming** for serious games.

Welcome to this Special Track!

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