



**HCI International 2026**

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Montreal Convention Centre,  
Montreal, Canada

# UAHCI 2026

## 20TH INTERNATIONAL CONFERENCE ON UNIVERSAL ACCESS IN HUMAN-COMPUTER INTERACTION

Jointly held under one management and one registration with HCI International 2026

<https://2026.hci.international/uahci>

### Chairs

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UAHCI 2026, an affiliated Conference of the HCI International Conference, at its 20th edition, provides an established international forum for the exchange and dissemination of scientific information on theoretical, methodological and empirical research that addresses all issues related to the attainment of universal access in the development of interactive software. It comprehensively addresses accessibility and high quality of interaction in the user interface development life-cycle in a multidisciplinary perspective. **This year, in recognition of the rapid adoption of immersive technologies and Artificial Intelligence pushing the boundaries of inclusive design, UAHCI particularly welcomes submissions on accessible Extended Reality (XR) and AI-enabled technologies.**

The 20th International Conference on Universal Access in Human-Computer Interaction (UAHCI) intends to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners. The Conference solicits papers on the design, development, evaluation, use, and impact of user interfaces, as well as standardization, policy and other non-technological issues that facilitate and promote universal access.

#### The related topics include, but are not limited to:

- Theoretical foundations and methodologies
  - Design for all methods and techniques
  - Design for All education and training
  - Design for user diversity
  - Universal Access Development methods
  - Accessibility guidelines and best practices
  - User Interface adaptation for Universal Access
- User and Context awareness
  - User, context and interaction modeling for Universal Access
  - Context-awareness for Universal Access
  - User, context and interaction monitoring for Universal Access
  - Emotional and affective interaction for Universal Access
- Human-centered design and evaluation
  - Evaluation of Accessibility, Usability, and User Experience
  - Eye-tracking in user experience research
  - Design for well-being and eudaimonia
  - Design for Quality of Life Technologies
- Interaction Techniques and Technologies
  - Alternative I/O techniques
  - Adaptive and augmented interaction
  - Interaction personalization
  - Conversational Interaction for Universal Access
  - Modality-independent and multimodal interaction
  - Multi-sensory interfaces
  - Inclusive affective technologies
  - Sign Language Technologies
- Universal Access to Smart and Immersive environments
  - Access to mobile interaction
  - Access to the Internet of Things
  - Accessibility of Smart and Intelligent Environments
  - Assistive Environments
  - Accessible games
  - Accessible Extended Reality (VR, AR, MR)
  - Accessible wearable interaction
  - Inclusive avatars
  - Universal Access to AI-enabled technologies
- Accessibility in application domains
  - Access to the Web
  - Accessible documents and multimedia
  - Access to cultural heritage
  - Access to education and learning
  - Access to health technologies
  - Access to on-line communities and eServices
  - Accessible security and privacy
  - Assistive Robots
  - Mobility and way-finding
  - Design for All in automotive industry
  - Intelligent rehabilitation technologies
- Enabling Technologies
  - Accessibility evaluation tools
  - Architectures and tools for Universal Access
  - Design for all tools
  - Artificial Intelligence for Universal Access

**Conference proceedings published by**



**Submission deadlines are available at the  
HCII 2026 website:**

<https://2026.hci.international/submissions.html>