Information on Panel II

▪ Date: **April 9 (Wed.)**
▪ Time: 16:00~17:30
▪ Room: Room 2014 (2F)

Title   **2020: game over for accessibility?**

Panelists
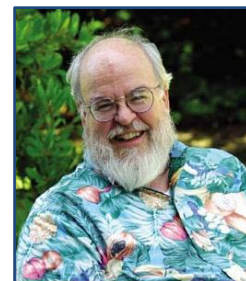
Dr. Chieko Asakawa	Prof. Sang-Mook Lee	Prof. Kun Pyo Lee	Prof. Bebo White
Details	Details	Details	Details

Moderator

Prof. Giorgio Brajnik Details

Logistics
- free access for W4A delegates
- open to all WWW14 delegates

Description

Provided that accessibility means that no barriers exist to access information, with progress and wide dissemination of assistive technologies (like screen readers), tactile

Enhancements to touch screens, automatic translation in written (and perhaps) spoken language, tools for summarizing and explaining data and charts, crowdsourcing approaches to get needed information, brain-computer interfaces, autonomous cars, we could be approaching a time when practically all kinds of barriers are overcome.

On the other hand, as has happened until now, another possibility is that accessibility practitioners and scholars will still have to chase new technologies and still have to bug developers asking them to retrofit accessibility features to new (and old) artifacts.

A more general background question is: accessibility is an essential trait of human-machine interaction or is it an artificial phenomenon, due to currently imperfect development processes and solutions?

The panel will explore these issues challenging panelists to answer (among others) the following questions:

- Will accessibility still be an issue in 2020?
- Is it an essential trait of human interaction with information or will technology be able to overcome accessibility barriers?
- What shape will assistive technology have?
- What kind of users could be left behind? Why?