AAATE 2017 Programme

Harnessing the power of technology to improve lives.

Dates: 11–15 Sept 2017

This Congress is organised by AAATE and CATCH. For more information, please visit aaate.net or catch.org.uk

#AAATE2017
The 2017 AAATE Congress is a 5-day event focusing on all topics relating to Assistive Technology. It will take place in Sheffield from 11th to 15th September 2017. The main Conference occurs on the 13th and 14th and Satellite Events are running on the other three days.

Travel information can be found online: aaate2017.eu

Satellite Events

Satellite Events are additions to the core Conference at different venues. These sessions are workshop or lecture style with topics related to AT.

St Mary’s

8.00 Registration

8.30 - 10.00 Strategic aspects of standardisation and certification in the field of Accessibility & Inclusion - This event focuses on the strategic aspects of the topic, answering questions from management, policy makers, decision makers in administration. It will also present new approaches to address some gaps and insufficiency identified.

10.00 - 13.00 CHANGE MANAGEMENT Seminar

Session 1: The digital transformation of the health and social care sector: opportunities and challenges
Session 2: Assessing the maturity or change

The Barriers and Enablers to introducing new technologies into the NHS – A Therapy perspective.
Series of presentations.

Octagon

9.00 Registration

9.15 STUDENT INNOVATION TOURNAMENT Workshop for undergraduate students

Entry is free of charge (Booking required)

Morning Sessions: Introduction, presentation of problems, Workshop Activity

Afternoon Sessions: Idea development, Pitch Practice

Both St. Mary’s Events end at 15.30, in time to attend the AAATE Pre-event in the Diamond.

16.00 - 18.30 Conference Registration

16.30 - 18.30 AAATE Pre-event: The Assistive Technology promise for happy and sustainable ageing: myth or reality? A global perspective.

19.00 - 21.00 RECEPTION @Sheffield Winter Gardens
€35 per person. Booking via www.aaate2017.eu

Peak District

We can help arrange a trip to the Peak District for those arriving early in the Congress week. Please contact us: info@aaate2017.eu

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DRAFT
1. Robotics
- Development of Robotic Rollators and Walking Trolleys in Japan - Overview of Robotic Devices for Nursing Care Project - Robots for elderly care
- An introduction to developments of transfer assistive robots in Japan - Development of a Risk Assessment Assistance Tool for Robotic Care Devices - Development of a Robotic System for Enhancing Children’s Motivation in Constraint Induced Movement Therapy (CIMT) - Care Robot ZORA in Dutch nursing homes; an evaluation study

2. E-health & Apps
- Development/Testing of a monitoring system assisting MCI patients: European Project NELIFE - The needs concerning information on standards on accessibility
- Six Years and a Half-Practice of Tactile Map Creation Service Towards Standardised Information Exchange Regarding the Accessibility of Public Transport in Germany - Accessible Urban Routes by Modeling the Explicit Data Using Fuzzy Logic - Definition of “Total Accessibility” for Public Transport - Image Based Location Estimation for Walking out of Visual Impaired Person - Indoor Pedestrian Navigation for Blind and Visually Impaired People - Effectiveness of mobility support for visually impaired person using video call

3. Mobility
- Applying game thinking to slips, trips and falls prevention - Designing a mobile game for social and cognitive well-being of the elderly - Customised City Maps in Mobile Applications for Senior Citizens - App-Mobility: Geriatric Apps with Privacy Management for Accessible and Usable Technologies - The use of apps for health in persons with multiple sclerosis - Parkinson’s disease and stroke - barriers and facilitators - Involving users in the evaluation of apps for specific health conditions - Mobile App Selection Tool (MAST) for Post-secondary students with disabilities

4. ICT Learning & Digital Inclusion
- Inertial Measurement Techniques for Humans’ Joint Movement Analysis - Mobile Ice in Interface for People with Severe Motor Dysfunction: Foot recognition - Assessing Gait Impairments - Development of Immediate Error with Respect to Autonomous Patterns of Mahalanobis Distances from Series of Consecutive Steps while Walking - Attenuating tremor or using passive devices - A Review of Physical Activity Monitoring and Activity Trackers for Older Adults - Developing an Assessment (Tool) for Touch Screen Devices

5. Accessibility
- A community-level perspective on digitally and socially incl. disabled people - Digital skills development and ICT in incl. education: Experiences from Cyprus schools - Web widgets barriers for visually impaired users - Teaching Experiences of hope using eye gaze-controlled computers - Supporting disabled people’s independent digital skills in the community - Toward Emotionally Accessible Massive Open Online Courses - Auditing the accessibility of Massive Open Online Courses - Incl. E-Learning - towards an integrated system design - ICT and Inclusion: a proposal for an AT Center model to facilitate the proper assessment

6. Open Developer Space

7. Innovation

8. Mobility
- Estimation of Injury by Falls for Risk Assessment of Robotic Care Devices - Design of a Behaviour of Robot that Attracts the Interest of the Mildly Dyscalculia - Game • “Dyscalculia” serious game we include those with Cognitive Disabilities - Towards a Mobile Application Design - Mobile Technology Development - Auggie: a new approach for supporting children with cognitive disabilities and low digital literacy

9. Education in care
- Education in care and technology - High education beyond faculties: interdisciplinarity education in care and technology - Simulation in Medical School Education - Designing Situated Learning Experiences - Interdisciplinary Collaboration for Design Education in Healthcare

10. Apps
- Apps and Games
- Wheelchair
- Universal Design & Education
- Parent perception of two eye-gaze systems in children with CP: pilot study - The benefits of gaze-based assistive technology in daily activities for children with disabilities - Participation through gaze controlled computer for children with multiple disabilities - Gaze-based assistive technology for a toddler with tetraplegia - Use of gesture-based assistive technology: Experiences from Cyprus schools - Game thinking in slips, trips and falls prevention - Designing a mobile game for social and cognitive well-being of the elderly - Customised City Maps in Mobile Applications for Senior Citizens - App-Mobility: Geriatric Apps with Privacy Management for Accessible and Usable Technologies - The use of apps for health in persons with multiple sclerosis - Parkinson’s disease and stroke - barriers and facilitators - Involving users in the evaluation of apps for specific health conditions - Mobile App Selection Tool (MAST) for Post-secondary students with disabilities

11. Education
- Conference Thu 14th Sept
- REFRESHMENTS & EXHIBITION
- Robotics 1
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12. Mobility
- Six Years and a Half-Practice of Tactile Map Creation Service Towards Standardised Information Exchange Regarding the Accessibility of Public Transport in Germany - Accessible Urban Routes by Modeling the Explicit Data Using Fuzzy Logic - Definition of “Total Accessibility” for Public Transport - Image Based Location Estimation for Walking out of Visual Impaired Person - Indoor Pedestrian Navigation for Blind and Visually Impaired People - Effectiveness of mobility support for visually impaired person using video call

13. ICT Learning & Digital Inclusion
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17. Universal Design & Education
- Universal Design as a Transformative Agent in Education for all learners - A self-service approach to promote self-sufficiency, independence and inclusion amongst students with disabilities - ICT and UX: preliminary study for recommendations to design accessible university courses - Universal Design Across the Curriculum: Training for Students and Teachers - Machine Learning Based Evaluation of Reading and Writing Difficulties - Towards a Cognitive Screenreader - Developing an eyegaze-enabled service in a NHI setting - Spinal Injuries Case Study

18. ICT Learning & Digital Inclusion
- A community-level perspective on digitally and socially incl. disabled people - Digital skills development and ICT in incl. education: Experiences from Cyprus schools - Web widgets barriers for visually impaired users - Teaching Experiences of hope using eye gaze-controlled computers - Supporting disabled people’s independent digital skills in the community - Toward Emotionally Accessible Massive Open Online Courses - Auditing the accessibility of Massive Open Online Courses - Incl. E-Learning - towards an integrated system design - ICT and Inclusion: a proposal for an AT Center model to facilitate the proper assessment

19. Open Developer Space
T4I2017 Call for Papers is now open until 26.05.2017!

We invite those working to use or innovate Assistive Technology and associated services to submit short communications (paper) for presentation or as posters for Technology for Independence (T4I 2017) Conference at St Mary’s Conference Centre on Friday 15th Sept 2017.

Registration is already open for delegates and exhibitors. More information can be found on the T4I website: www.t4i2017.org.uk