

Table of Contents

Digital Accessibility in Multinational Enterprises: a Meta Study <i>Andreas Deitmer, Monika Maria Mohring, and Joao Vilas-Boas da Silva</i>	1
Booth: Digital Audio- and Voice-Based Tools for Inclusion in Education and Everyday Life <i>Zeki Ozturk and David Smida</i>	6
An Audible Handheld Ultra-Sonic-Sonar (AHRUS) to Support Human Echo Location <i>Florian von Zabiensky and Michael Kreutzer</i>	8
A Framework for Developing Modular Mobility Aids for People with Visual Impairment: An Indoor Navigation Use Case <i>Florian von Zabiensky, Grigory Fridman, Sebastian Reuter, Oguz Ozdemir, Michael Kreutzer, and Diethelm Bienhaus</i>	10
Design of an Accessible VR-Escape Room for Accessibility Education <i>Saba Mateen, Paula Wiesemuller, and Sarah Voss-Nakkour</i>	19
The Tension Field of Digital Teaching From the Perspective of Higher Education Teachers <i>Alexander Tillmann, Sarah Voss-Nakkour, Michael Eichhorn, and Frank Kuhn</i>	25
UEmbed: An Authoring Tool to Make Game Development Accessible for Users Without Knowledge of Coding <i>Imran Hossain, Lino Weist, and Sarah Voss-Nakkour</i>	31
Making Smart Phones Accessible to Braille Users <i>Andrew Wells, Robert Alexander, and Maryam Etezzad</i>	37
Developing a Sustainable and Transferable Visitor Information System 2.0 with the Internet of Things - A Prototype <i>Dominik Visca, Max Hoppe, and Pascal Neis</i>	39
Inclusive and Accessible Homes for Older People: The Preparation of Guidelines for Home Design <i>Sandeep Sankat</i>	42