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# **Interactive Assistive Technology**

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Deadline for manuscript submissions:

closed (1 January 2019)

## **Message from the Guest Editors**

Assistive technologies play a vital role in helping people with disabilities to regain confidence and accomplish tasks that might not otherwise be possible due to their disability. Due to the rapid development of assistive technologies, the human-computer interaction community has embraced this domain to design useful and usable systems. One of the key concerns in the prevalence of novel and interactive assistive technologies is the adoption of them by the end users. Another challenge is the longitudinal field evaluation of assistive technologies and gathering solid evidence on their effectiveness for the target group. In this special issue, we aim to focus on the challenges of co-designing assistive technologies and longitudinal field trials of those technologies by end users. We wish to understand the extent end users can be involved and challenges in the development of interactive assistive technologies as well as their long-term use of those technologies. Therefore, we aim to advance our knowledge of co-designing and evaluating interactive assistive technologies and invite original contributions that address the above-mentioned challenges.



