

Universal Design - Aiming for Accessibility

Room 2

Sun 10:00 - 10:45 With a license to live — FOSS for crips

Sun 11:00 - 11:45 Subtext to Speech

Sun 12:00 - 12:45 Panel discussion - Accessibility and Technology

Sun 15:15 - 16:00 Open Accessibility Everywhere – Presenting the AEGIS
Project

Sun 16:15 - 17:00 Events for all - A guide for making events accessible

Sun 17:15 - 18:00 Invisi-ball - A ball game for visually impaired.