

In the great digital era, we are witnessing many rapid scientific and technological developments in human-centered, seamless computing environments, interfaces, devices, and systems with applications ranging from business and communication to entertainment and learning. These developments are collectively best characterized as Active Media Technology (AMT), a new area of intelligent information technology and computer science that emphasizes the proactive, seamless roles of interfaces and systems as well as new media in all aspects of digital life. An AMT based computer system offers services that enable the rapid design, implementation, deploying and support of customized solutions.

The first International Conference on Active Media Technology (AMT01) was held in Hong Kong in 2001, the second International Conference on Active Media Technology (AMT03) was held in Chongqing, China in May 29--31 of 2004, and the third International Conference on Active Media Technology (AMT05) was held in Kagawa, Japan in May 2005. The 4th International Conference on Active Media Technology (AMT06) follows the success of AMT01, AMT03 and AMT05.

AMT06 is the leading International Conference focusing on Active Media Technology. It aims to bring together researchers from diverse areas, such as Web intelligence, data mining, intelligent agents, smart information use, networking and intelligent interface. It also encourages collaborative research in these areas to provide best services for enabling the rapid design, implementation, deploying and support of customized solutions.

The conference includes the following topics:

- Active Computer Systems and Intelligent Interfaces
- Adaptive Web Systems and Information Foraging Agents
- Web mining, Wisdom Web and Web Intelligence
- E-Commerce and Web Services
- Data Mining, Ontology Mining and Data Reasoning
- Network, Mobile and Wireless Security
- Entertainment and Social Applications of Active Media
- Agent-Based Software Engineering and Multi-Agent Systems
- Digital City and Digital Interactivity
- Machine Learning and Human-Centred Robotics
- Multi-Modal Processing, Detection, Recognition, and Expression Analysis
- Personalized, Pervasive, and Ubiquitous Systems and their Interfaces
- Smart Digital Media
- Evaluation of Active Media and AMT Based Systems

AMT06 is sponsored by the IEEE Systems, Man, and Cybernetics Society and Queensland University of Technology. It attracted 123 submissions from 19 countries and regions: Algeria, Australia, China, Canada, England, Finland, France, Hong Kong, India, Japan, Korea, New Zealand, Pakistan, Poland, Republic of Korea, Taiwan, United Arab Emirates, United

Kingdom, and United States of America. The review process was rigorous. Each paper was reviewed by two reviewers at least, and most of them reviewed by three reviewers.

The Program Committee accepted 39 regular papers (the approximate acceptance rate is 32%), 33 short papers (the approximate acceptance rate is 39%) and 9 industry/demonstration papers.

We would like to thank the members of Program Committee and Organization Committee and reviewers who contributed to the success of this conference.

Yuefeng Li, Mark Looi and Ning Zhong, 17 March 2006

## **Associate A User's Goal: Exhaustivity and Specificity Information Retrieval Using Ontology**

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[table of contents](#) ISBN: 1-58603-615-7

## The Impact of Accessibility Assessment in Higher Education International Journal of Educational Research



Abstract  
The purpose of this study was to investigate the impact of accessibility assessment in higher education. The study was conducted in a large university in the United States. The results of the study indicate that accessibility assessment has a positive impact on the academic performance of students with disabilities. The study also found that accessibility assessment has a positive impact on the retention of students with disabilities. The study suggests that accessibility assessment should be a mandatory part of the higher education process.

Introduction  
Higher education is a critical component of the United States' economic and social development. It is a key driver of innovation and growth, and it plays a central role in the lives of millions of Americans. However, higher education is not accessible to all students. Students with disabilities face significant barriers to accessing higher education, and these barriers can have a negative impact on their academic performance and retention.

Accessibility assessment is a process that identifies and addresses the barriers to higher education for students with disabilities. It is a critical component of the higher education process, and it has a positive impact on the academic performance and retention of students with disabilities. This study was conducted to investigate the impact of accessibility assessment in higher education.

Method  
The study was conducted in a large university in the United States. The study was a quantitative study that used a survey to collect data from students with disabilities. The survey was administered to 100 students with disabilities who were enrolled in higher education. The survey asked students to rate their level of agreement with various statements related to accessibility assessment.

Results  
The results of the study indicate that accessibility assessment has a positive impact on the academic performance of students with disabilities. The study also found that accessibility assessment has a positive impact on the retention of students with disabilities. The study suggests that accessibility assessment should be a mandatory part of the higher education process.

Conclusion  
The study suggests that accessibility assessment should be a mandatory part of the higher education process. Accessibility assessment has a positive impact on the academic performance and retention of students with disabilities. The study also suggests that accessibility assessment should be a mandatory part of the higher education process.