



**Leading Platform for European Citizens, Industries,  
Academia and Policymakers in Media Accessibility**

[lead-me-cost.eu](http://lead-me-cost.eu)



## LEAD-ME Newsletter

**Welcome to the newsletter of LEAD-ME COST ACTION!**

**We will keep you updated about the news happening in our network!**

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**LEAD-ME** aims to help European stakeholders in the field of Media Accessibility to meet legal milestones requested by European legislation. Researchers, engineers and scholars as well as businesses and policy makers will be empowered by LEAD-ME with a common and unique platform which will collect, create, and disseminate innovative technologies and solutions, best practices and guidelines.

## NEWS

**LEAD-ME Winter Training School Lisbon 2023  
Accessible Embodied Interaction  
16 - 17 March 2023**

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Although the school had "winter" in its name, Lisbon greeted us with sun and lush greenery. This time, Embodied interaction was the main topic of the two-day workshop that took place at the Faculty of Computer Science of the Universities of Lisbon. The Training School was organized by Prof. Carlos Duarte. On the first day, students from Spain, Poland, Portugal, Moldova, and Kosovo had a chance to listen to four lectures by invited guests.

**Dr. Gilberto Bernardes (University of Porto, Portugal)** presented Open Minds: Designing for radical inclusion - special the open minds deck of cards with beautiful artwork. During short workshop Participants used it for a brainstorming task to recognize the everyday difficulties of people with disabilities and design radical inclusion.



The participants listened with great curiosity to the presentation of **Dr. Krzysztof Krejtz (SWPS University of Social Sciences and Humanities, Poland)** entitled Mobile eye tracking method and practice. Krejtz is leading the Eye Tracking Research in Warsaw, where he conducts research using various types of eye trackers. In Lisbon, he presented the basics of the eye tracking method with a special focus on mobile eye tracking. The main goal of the workshop was to introduce the audience to the eye tracking method in the context of Human-Computer Interaction.



During **Dr. Chris Hughes's (Salford University, UK)** lecture Virtual Environments: Developing accessible presence within an XR environment, the participants were literally and figuratively pulled into another dimension. Hughes has a particular interest in Virtual Reality and 360 degree video as accessibility services within an immersive context. In Lisbon, he demonstrated the practicalities of rapid prototyping XR tools using accessibility to break down traditional barriers to communication and interaction.



How to use biosignals in music perception research? This is what we learned from Luís Aly (University of Porto, Portugal) during the Embodied Musical Interaction presentation



Luís Aly is a sound designer for theatre and dance. His goal is to inspire researchers to create embodied musical interactions.

Embodied interaction means sensing the world through our bodily presence and represents a promising avenue of research in human-computer interaction with profound implications in media arts. Biosignals are a robust and accurate means of designing embodied interactions with the digital realm.

The second day of the workshop belonged to young researchers. Their task was to plan and conduct research using the equipment presented by the teachers: Open Minds deck, eye tracker, 3D reality, and biosignals. The participants then presented the results in the form of short presentations. Bold and original ideas were born in the international environment of young researchers. If continued in the future, they have a chance to be developed into advanced projects based on Accessible Embodied Interaction.



It was a great inspiring time. We hope to continue cooperation and develop ideas that were born with the sounds of Fado in Lisbon.

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## TELL US YOUR STORY

If you would like to share your story, please fill in the form below. Your submission could be used to make media more accessible.

We are also looking for publications on accessibility that we can promote among LEAD-ME participants.

[Submit your story here](#)

or use QR code

