



MARIO ROMERO

From Sweden to France



Project: **Accessibility and Technology in Healthcare**

Research topic: **Medecine & Health**

Swedish Institution: **KTH**

French Institution: **Université Paris 8**

Dates of mobility: **21/10/2019 to 27/10/2019**

Program: **SFVE-A (ex FRÖ)**



PRESENTATION

[Mario Romero](#) is the National Technical Manager of [InfraVis](#) and an Associate Professor in Visualization at the [Department of Computational Science and Technology](#) at the [School of Electrical Engineering and Computer Science](#) at [KTH](#), Royal Institute of Technology. He graduated 2009 with a PhD degree in Computer Science at [Georgia Institute of Technology](#). Moreover, he is a co-founder of the [BrailleTouch](#), a smartphone keyboard for blind individuals and of [Anymaker](#), a tablet application for sketching in 3D. His research focuses on Human-Computer Interaction, Interactive Graphics, Visualisation, and Ubiquitous and Accessible Computing.

ACTIVITIES IN FRANCE

Mario Romero met with numerous researchers, including [Dominique Archambault](#), from [Université Paris 8](#). He presented his work on accessibility and technology in healthcare and held in particular a seminar about BrailleTouch. He had also the opportunity to talk about his project on computer vision and data visualization supporting diagnosis and tracking of children on the autism spectrum disorders.

Moreover, Mario Romero discussed potential projects with his French colleagues, and among others a collaboration with [Isis Truck](#) around smart tools that propose spell checking for dyslexic people, and tools to improve the concentration of children with deficit of attention. With [Thomas Gargot](#) and [Salavatore Anzalone](#), Mario Romero discussed algorithms and robotics to understand and treat writing disorders in neurodevelopmental disorders.

During his mobility, he visited also [Sorbonne University](#) and met with [Natalia Diaz Rodriguez](#) and discussed ExplanART, a project aiming at collecting a dataset to explain paintings with audio messages recorded by art students to bring art closer and accessible to blind people.