SUITCEYES

1 Jan 2018 - 31 Dec 2020

Smart, User-friendly, Interactive, Tactual, Cognition-Enhancer, that Yields Extended Sensosphere
Appropriating sensor technologies, machine learning, gamification and smart haptic interfaces

[Deliverable D8.10]

Report on design and implementation of participatory events

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Dissemination level		
PU	PUBLIC, fully open, e.g. web	X
CO	CONFIDENTIAL, restricted under conditions set out in Model Grant Agreement	
CI	CLASSIFIED, information as referred to in Commission Decision 2001/844/EC.	

Deliverable Type		
R	Document, report (excluding the periodic and final reports)	X
DEM	Demonstrator, pilot, prototype, plan designs	
DEC	Websites, patents filing, press & media actions, videos, etc.	
OTHER	Software, technical diagram, etc.	

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Glossary	
Abbr./ Acronym	**Meaning**
Dx.y	Deliverable of Work Package x, Number y
HIPI	Haptic Intelligent Personalized Interface
SHC	Social Haptic Communication
AAC	Augmentative and Alternative Communication

Table of contents

Executive Summary

In this deliverable, we report on different participatory events that took place within the SUITCEYES project and involved members of the Deafblind community. This report includes participatory events related to the design of technology, user evaluation, and communication of research results with the general public. Due to the COVID-19 pandemic, many of the plans for the participatory events reported in this deliverable had to be adapted to follow the health and safety guidelines in place during the course of the project. Because most of the participatory initiatives have been discussed in greater detail in previous deliverables across the consortium, we focus here on providing a summary of the different events conducted by different project partners. Finally, we conclude with lessons learnt from conducting different participatory events during the course of the project. The list of participatory events follows in chronological order.

Introduction

Participatory initiatives, including participatory design approaches, aim to bring users and individuals directly affected by a system, service or platform into the centre of the process of creating and improving these initiatives. Participatory initiatives use an approach that invites stakeholders into the design, evaluation and reviewing processes as means of better understanding, meeting, and at times anticipating their needs.

Researchers and industry practitioners often apply participatory design methods for designing novel interactive systems that are more intuitive and relatable to target users. By using participatory and co-design methods, there is an opportunity to involve users with disabilities in the design of emerging interactive systems that better accommodate the needs and skills of individuals with a diverse set of sensory characteristics and personal experiences. Marginalised communities, such as the Deafblind community, are often overlooked and underrepresented in technology design processes. Consequently, these users can be left out of technological advancements.

In the SUITCEYES research project, we aimed to involve individuals with deafblindness in different aspects of our research. Besides recruiting a Project Advisory Board consisting of members of the Deafblind community and related organisations, we aimed to involve potential users in the ideation, design, evaluation and reviewing stages of our research contributions. This included, for example, co-design sessions with individuals with multi-sensory disabilities, extensive user testing during the prototype design phase, and inviting the general public to review and discuss action points. The following sections of this deliverable list different participatory initiatives conducted during the project and report on how these events contributed to the work within the consortium.

1 User Interviews

Type of participatory event:

User interviews: between March 2018 and September 2019.

Participants:

81 interviews with 79 participants in five countries: Greece, Germany, Netherlands, Sweden and the United Kingdom.

Purpose of participatory event:

An extensive study was conducted through 81 semi-structured interviews with the main goal of collecting a diverse set of user-driven needs, requirements and personal experiences to better inform the design and development of technical prototypes in the project. Most interviewees were persons with deafblindness, but the consortium also interviewed experts, family members and interveners, especially in the case of people with congenital deafblindness. Further, the interviews supported the creation of personas, scenarios and use cases that informed the iterative development of the HIPI (Haptic Intelligent Personalised Interface).

The interviews were carried out by local researchers in each of the five countries. All interviewers followed a standard protocol designed in Work Package 2. Some interviews took place with only the interviewers and interviewee present, whilst in others, interpreters and family members were present to support communication. Interviews lasted for approximately one hour each, with considerable variation in the amount and type of data collected. Data analysis was then conducted by coders using cross-sectional as well as case study approaches.

A comprehensive review of the interview methods is reported in Deliverable 2.3. Results are reported in both Deliverables 2.1 and 2.2.

2 Symposium "Haptic Communication – Breaking the Barriers for Inclusion and Participation"

Type of participatory event:

1-day research symposium; user testing; demonstration (22 August 2019).

Participants:

85 participants, including researchers and members of the Deafblind community.

Purpose of participatory event:

The symposium, which took place in Borås – Sweden (22 August 2019), aimed to address deafblindness and haptic communication from a number of perspectives: personal experiences, policies, technology, and linguistics. The event started open discussions about national policies on participation, accessibility and inclusion that would later frame the next developments in the SUITCEYES project. Invited talks included, for instance, Klas Nelfelt, Vice President of the World Federation of the Deafblind (WFDB). Technical sessions included presentations from external researchers affiliated to the IJN Sign Language, and Social Haptic Communication Research groups.

The symposium also offered the opportunity to test early-stage prototypes with potential users for the first time in the project. Different project partners were able to showcase early concepts and technical artefacts with members of the Deafblind community during the event. The early feedback received during the symposium on sensor distribution and textile design informed future technical developments of the HIPI – a central technical contribution of the SUITCEYES research consortium.

The symposium's full programme is available in Appendix 1 and also at:

https://www.hb.se/en/About-UB/Current/Events/Past-Events/Symposium-Haptic-Communication--Breaking-the-Barriers/Programme/ (Accessed May 2021)

3 User Testing of the *"Keep Your Distance"* gaming wearable

Type of participatory event:

User testing; demonstration of prototype (October, November 2019).

Participants:

5 persons with deafblindness and 2 researchers.

Purpose of participatory event:

We intended to evaluate the Keep Your Distance haptic wearable prototype in a safe, non-intimidating study setting (see Deliverables 7.5, 7.6 for more details). In the playful interaction scenario, participants wearing the haptic vest were "secret agents", and the researcher holding an ArUco Marker was a "suspect" that needed to be followed around a pre-defined route. Participants were asked to follow the vibrotactile signals being provided onto the body during the interaction. In order to win and "catch the suspect", participants were asked to keep within an optimal distance between 0.5 a d 1.5 meters from the "suspect" (i.e. the ArUco Marker being detected by the fisheye camera on the vest). Participants would not win if they were too close (less than 0.5 meters) or too far away (more than 1.5 meters) from the ArUco Marker at the end of the route.

The user evaluation was fundamental for collecting meaningful feedback to improve our prototype. Our preliminary findings indicated that on-body haptic feedback was able to support independent navigation and sensory substitution. Furthermore, all participants enjoyed the playful experience with the haptic vest and were able to follow all directional cues with the vibrotactile signals conveyed around the belt area.

More details about the study can be found at:

Gay et al. 2020. Keep Your Distance: A Playful Haptic Navigation Wearable for Individuals with Deafblindness. In The 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '20). Association for Computing Machinery, New York, NY, USA, Article 93, 1–4. https://doi.org/10.1145/3373625.3418048

4 Co-Design Workshop on Technology-Enhanced Social Interactions

Type of participatory event:

Co-design workshop (held during a consortium meeting in Offenburg, Germany – December 2019).

Participants:

1 person with deafblindness; 1 expert in social haptic communication;

1 interpreter; 20 researchers.

Purpose of participatory event:

A half-day co-design workshop consisting of co-ideation discussions and role-playing activities was conducted to gather a diverse set of perspectives for assistive tools to support social interactions for individuals living with deafblindness. We aimed to collect personal experiences from persons living with deafblindness, family members, caregivers, and other professionals working with Deafblind persons. The main goal of the co-design activities was to become more aware of the needs and expectations of people with deafblindness when it comes to technology-enhanced communication, rather than merely focus on technical aspects such as feasibility or practical implementation of assistive technologies.

The co-ideation discussions involved eliciting challenges and barriers imposed by multi-sensory disabilities and how deafblindness may affect the ability to engage in social interactions in different contexts (e.g. talking to strangers or ordering something at a restaurant). Role-playing activities were also conducted during the co-design workshop to explore how different individuals – living with and without deafblindness – might potentially react to situations in different contexts, such as at a restaurant, or in a crowd. We aimed to explore situations where assistive tools could be used to support communication and social interactions between individuals with deafblindness and those without sensory disabilities. Then, we observed how participants came up with solutions for these issues during the role-playing exercises.

The findings from the co-design workshop informed the development of the Tactile Board, a multimodal augmentative and alternative communication (AAC) device for persons with deafblindness (see Deliverable 7.6 for more details on the Tactile Board).

More details about the co-design workshop and key findings can be found at:

Theil et al. 2020. Co-Designing Assistive Tools to Support Social Interactions by Individuals Living with Deafblindness. In Companion Publication of the 2020 ACM Designing Interactive Systems Conference (DIS' 20 Companion). Association for Computing Machinery, New York, NY, USA, 79–83. https://doi.org/10.1145/3393914.3395869

5 Usability test of mobile app for learning social haptic signs

Type of participatory event:

User testing and demonstration of prototype (Eindhoven - Netherlands, May 2021).

Participants:

1 person with deafblindness;

1 family member; 2 researchers.

Purpose of participatory event:

To determine how potential users with deafblindness and their family members assess the usability of a mobile game app that was developed by the project to learn Social Haptic Signs via vibration patterns displayed on a chair. Further, we aimed to assess the overall accessibility of the application's user interface for individuals with varying sensory characteristics (more details in Deliverables 7.5, 7.6).

The participant with deafblindness had just started a course on Social Haptic Communication and the other participant was her son who was also interested in learning Social Haptic Signs. The user test consisted of an introduction about the game interface and mechanisms, followed by a practical session and open discussion. The feedback received during the testing session indicates that the game is appealing to both persons with deafblindness and family members interested in learning SHC. Both participants indicated that they enjoyed learning new signs while playing a casual game and would most likely be motivated to continue learning haptic communication. The testing session also demonstrated that different accessibility options available in the application were suitable to users with residual hearing and low vision. However, future sessions – pandemic permitting – should include users with a broader combination of sensory disabilities.

6 Psychophysics experiment and Co-Design session on Social Haptic Communication signs

Type of participatory event:

Experiment and co-design session (Eindhoven, Netherlands – 2021).

Participants:

1 SHC teacher with deafblindness;

2 SHC teachers without sensory disabilities;

1 researcher.

All participants were part of a special interest group on Social Haptic Communication in the Netherlands.

Purpose of participatory event:

The main purpose of this participatory event was to test whether different individuals familiar with SHC would intuitively link vibration patterns to the intended SHC haptices being simulated through vibrations. After feeling an initial set of vibration patterns all participants advised on how to improve the vibration patterns and participated in a co-design process to translate more haptices to vibration patterns. Findings of the co-design session informed the development of user-driven recommendations for creating vibrotactile messages to be displayed onto the upper back of individuals with deafblindness.

7 Remote Co-Design sessions on Haptogram Design

Type of participatory event:

11 remote co-design sessions (April 2020 – January 2021).

Participants:

1 person with deafblindness and experienced user of SHC;

1 expert in SHC; 2 researchers.

Purpose of participatory event:

As haptograms are designed to be perceivable by users with deafblindness, it is crucial that people with deafblindness are involved. Without the participants' presence, the whole activity would have been meaningless. We worked closely with participants to review SHC signs that had been already documented by others and adjustments were made where needed. We also covered other SHC signs that had not been documented so far, and which were relevant to the SUITCEYES ontology.

Participatory design sessions were recorded, and signs presented by them were reproduced by graphical sketches. These sketches were converted to patterns of vibration actuation, i.e. haptograms. The designed haptograms were then discussed with the participants for potential adjustments. Due to COVID-19 pandemic restrictions in place during 2020 and 2021 lockdowns, all these sessions took place remotely as video conferences on Zoom.

8 Virtual Symposium "Living Through Touch - Smart, Haptic Communication for Inclusion, Accessibility, and Participation"

Type of participatory event:

3-day virtual symposium (May 17-19 2021).

Participants:

400 registered participants from 39 countries; 60 invited panellists.

Purpose of participatory event:

The 3-day symposium was organised with the main goal of marking the conclusion of the SUITCEYES project as well as sharing research results with stakeholders and the general public. Furthermore, we wanted to involve the Deafblind community, external researchers and policy makers in an open discussion about future research directions and action points beyond the project. Similarly, we wanted to hear real user perspectives about the project's results. In the end there were over 60 panellists (including speakers, contributors, and interpreters) from 15 countries, and over 400 registered participants, from 39 countries. Considering the time differences and the interest areas, not everyone attended every session, but typically there were around 80-130 people at each session. In a number of cases several people were attending at the same location using the same user login.

Accessibility and inclusive participation were a main requirement for the symposium, particularly because we received substantial interest from participants located in the global south. Due to a highly diverse audience, we provided simultaneous interpretation in IS (International Sign) and Libras (Brazilian Sign Language). We also provided automatic captioning for real-time audio transcription. Additionally, we aimed to have most symposium presentations pre-recorded and available well in advance to facilitate the work of external interpreters.

The symposium achieved the goals it had set out to achieve and we have received many positive feedbacks from participants about the symposium. Moreover, many participants from academia, industry and other communities indicated that they would like to keep in touch with the research consortium for possible future collaborations. The symposium's full programme is available in Appendix 2 and at https://suitceyes.eu/program/ (Accessed May 2021).

Lessons Learnt from Participatory Events

During a consortium meeting held at Offenburg University of Applied Sciences (December 2019), project members discussed the design and implementation of participatory events during the course of the project. In this meeting, a plenary session focused on discussing co-construction efforts within the project and reviewed the participatory methods used in different contexts. The plenary session included a practical exercise that meta-analysed lessons learnt from conducting participatory events with individuals with multi-sensory disabilities and associated communities.

Using a brainstorming approach, project members and members of the Advisory Board were invited to revisit and discuss key factors that should be considered when designing a successful participatory event. Based on this discussion, 22 lessons were identified and summarised by Mauricio Fuentes – who was responsible for facilitating the session. The list of considerations is reported below:

Principals or "musts" when planning participatory events:

- Focus on user needs and requirements (not technology);
- Focus on user priorities first, not technical limitations;
- Consider a plurality of perspectives;
- Use simple language (not technical);
- Recruit diverse participannts;
- Involve participants in problem solving;
- Contextualise participants;
- Exercise empathy and promote an inclusive space.

Methodological considerations when conducting participatory events:

- Clarify research questions in advance, discuss with participants;
- Come with a specific idea but be open to what emerges;
- Recruit a good and observant facilitator;
- Allow plenty of time for different participatory activities;
- Prepare backup questions in advance;
- Create a backup plan if something does not go as planned;
- In role-playing, keep the story simple;
- Review what needs to be changed for next time;
- Ask participants to evaluate the outcome.

Technical considerations when conducting participatory events:

- Demonstrations should work right away;
- Having a real working prototype;
- Make demonstrations easily adaptable so you can adjust on feedback on the fly;
- Do not make researchers take the role of the technical system;
- Camera position, angle and speed: factors to consider while programming.

The proposed considerations are not isolated from one another, all lessons learnt are related to each other. An extensive and thoughtful planning of participatory activities (principals or "musts") leads to practical considerations when conducting the activities. Specific considerations were mentioned about the important role of technology ideation and prototype evaluation in the project's activities.

An important issue that was not addressed by participants in this brainstorming, and that is crucial when conducting participatory activities involving persons with deafblindness, is to assure a good quality and effective communication between all participants at all times. Although some good practices were identified during the held participatory sessions, accessible and inclusive communication should remain as a central element that should be present in the planning and conduction of these activities.

Outlook

Despite the significant restrictions faced by all consortium members since the beginning of the COVID-19 pandemic, the SUITCEYES project aimed to involve the Deafblind community as much as possible in different ramifications of our research. Many of our planned participatory events had to be cancelled or postponed due to the unforeseen pandemic situation we faced during the project. For instance, the consortium planned a 3-day hands-on participatory event that would take place in Eikholt – The Norwegian Centre for the Deafblind, where multiple co-design and user testing would be conducted with members of the Deafblind community and supporting professionals. The event was envisaged to be a milestone in the project but had to be cancelled last minute due to travel restrictions in a fast-changing pandemic scenario.

The COVID-19 restrictions continue to affect most of the planned participatory work and user testing within the project. Most of the participatory events reported in this deliverable were either conducted before the pandemic or had to be adapted to a remote setting. Unfortunately, remote settings are not ideal for testing technical prototypes that involve haptic feedback and rely on tactile interaction. Although our resources were limited during the COVID-19 pandemic, the SUITCEYES research project was able to deliver multiple participatory events that put persons with deafblindness and potential users in the centre of our research work. On many occasions, we were able to effectively include the Deafblind community not only in testing but also in designing and reviewing our technical and scientific contributions within the project.

The feedback, perspectives and responses shared during participatory events with the Deafblind community were used to inform all action points and further developments in the SUITCEYES project. Furthermore, the feedback and discussions initiated during our final symposium set concrete and promising future directions for work beyond our research consortium. This deliverable has aimed to summarise the different initiatives where researchers have fostered the participation of persons with deafblindness, and other potential users and stakeholders involved in the project.

Appendix 1: Symposium Programme (August 2019)

Symposium Programme

"Haptic Communication – Breaking the Barriers for Inclusion and Participation"

22 August, 2019

09:00 – 09:15 Registration

09:15 – 09:25 Kim Bolton (Prorektor, HB) - Welcome and Symposium Opening

09:25 – 09:40 Nasrine Olson (Project Coordinator, HB) - SUITCEYES Project Overview

09:40 – 10:00 Malin Ekman Aldén (Director-General, Swedish Agency for Participation) - "National Policies on Participation, Accessibility and Inclusion"

10:00 – 10:20 Klas Nelfelt (Vice President, World Federation of the Deafblind) - "Deafblindness and WFDB"

10:20 – 10:40 Break

10:40 – 11:20 Carlo Geraci (Director of the IJN Sign language group - Institut Jean-Nicod, Switzerland) - "From Visual to Tactile Sign Languages: What Goes and What Stays"

11:20 – 12:00 Riitta Lahtinen and Russ Palmer (Riitta is the leader of the Social Haptic Communication research group. Russ is deafblind, and conducts research in the area. Both are active at the Intensive Special Education research group at the University of Helsinki, Finland) - "Haptic vs. Social-haptic Communication"

12:00 – 13:00 Lunch

13:00 – 13:30 Cathrine Timm Sundin (Communication adviser, also Ann Britt Johansson and Rolf Lund - Eikholt, Norway) - "Experiences of Using Haptic Communication"

13:30 – 14:00 Sophia Alexandersson (CEO and artistic director at ShareMusic) - "Unlocking Doors in the Performing Arts – Technology as a Tool for Inclusion"

14:00 – 14:10 Jan Nolin (Professor, HB) – "Introduction to Presentations by SUITCEYES Members"

14:10 – 14:30 Sarah Woodin (Senior researcher at the University of Leeds, UK) - "Engaging People with Deafblindness in SUITCEYES' Research"

14:30 – 14:50 Sándor Darányi and Stratos Kontopoulos (Professor, HB; Senior Researcher at CERTH, Greece) - "Dynamic Haptograms to Communicate Semantic Content"

14:50 – 15:10 Break

15:10 – 15:30 Ray Holt, Panos Petrantonakis (Lecturer at the University of Leeds, UK; Senior Researcher at CERTH, Greece) - "Technological developments in SUITCEYES"

15:30 – 15:50 Astrid Kappers (Professor, Eindhoven University of Technology, the Netherlands) - "Haptic Perception"

15:50 – 16:10 Nils-Krister Persson and Li Guo (Associate Professor, HB; Researcher, HB) - "Smart Textiles as an Interface"

16:10 – 16:45 Pawel Dobosz (Programme Manager at European Commission, Brussels) - "EU funding and research for inclusion"

16:45 – 17:00 Concluding remarks

17:00 – 17:40 Cultural engagement

17:50 – 18:30 Reception and a tour of the Smart textiles showroom and labs

Appendix 2: Symposium Programme (May 2021)

Symposium Programme

"Living Through Touch – Smart, Haptic Communication for Inclusion, Accessibility, and Participation"

Monday 17 May 2021

12:00-12:45 – Opening Session

Nasrine Olson (SUITCEYES Project Leader, University of Borås): "Welcome and Introduction"
Mats Tinnsten (Vice Chancellor, University of Borås): "Official opening remarks"
Matilda Ernkran (Minister of Higher Education and Research, Sweden): "The role and importance of research in achieving societal goals such as Equality"
June Lowery-Kingston (Head of Unit "Accessibility, Multilingualism & Safer Internet", DG CNECT, European Commission): "Union of equality"

13:00-13:45 – Session 2: Sensing

Raymond Holt (University of Leeds) and Panagiotis Petrantonakis (CERTH):
"Computer vision; object, face, scene detection and recognition; active object search and navigation"

14:00-14:45 – Session 3: Perception

Myrthe Plaisier and Astrid Kappers (Eindhoven University of Technology):
"Psychophysics and user studies for optimizing haptic feedback"

15:00-15:45 – Session 4: Informing

Sándor Darányi, Nasrine Olson, Riitta Lahtinen, Russ Palmer:
"Haptograms as an adaptation of social haptic communication, user participation, and the design process"

16:00-16:45 – Session 5: Learning

Arthur Theil, James Gay, Oliver Korn (Offenburg University of Applied Sciences):
"Game-based learning and communication with the Tactile Board"

17:00-17:40 – Session 6: Wearing

Nils-Krister Persson, Li Guo, Amelie Olesen (University of Borås):
"Textile as communicative interfaces – design considerations"

Tuesday 18 May 2021

12:00-12:45 – Session 7: Related Research – Development, Well-being and Life-Long Learning in Individuals with a Dual Sensory Loss

Astrid Kappers (Eindhoven University of Technology): "Welcome and Day Two Opening"
Marleen Janssen (University of Groningen): "Introduction Special Issue Frontiers in Education and Layered Communication"
Saskia Damen (University of Groningen): "Social Validity in Communication Research on Congenital Deafblindness"
Andrea Wanka (Heidelberg University of Education): "CHARGE Syndrome: Communication and Identity Building"

13:00-13:45 – Session 8: Related Research II – Development, Well-Being and Life-Long Learning in Individuals with a Dual Sensory Loss

Walter Wittich (University of Montreal): "Importance of research on assistive technology and deafblindness; several studies"
Moa Wahlqvist (Örebro University): "Health issues in Usher Syndrome"

Lisa van der Mark (University of Leiden): “Tactile communication and the Protactile movement”

14:00-14:45 – Session 9: Networking

Chair: Jan Nolin (University of Borås)
Frank Kat (Head of Deafblind International): “Within the challenge, lays the opportunity”
Sanja Tarczay (President of EDBU): “Nothing about Deafblind without Deafblind”
Anna Corbett (Senior MSI Practice Adviser-Sense): “No one left out of life”

15:00-15:45 – Session 10: Bridging the Gap – Research results to useable products – Technology companies and haptic communication solutions

Chair: Myrthe Plaisier (Eindhoven University of Technology)
Gilles Pepin (CEO, Humanware Canada – Implementation of Research and Development): “From a research project to a successful commercial product”
Dick Lunenborg and Eric van Heuvelen (Bartimeus Fablab): “How to develop meaningful technology for people with deafblindness”

16:00-16:45 – Session 11: Bridging the Gap – Research results to useable products – Available Accessible Technology – User and Developer Perspectives

Chair: Myrthe Plaisier (Eindhoven University of Technology)
Anna Lefevre Skjöldebrand (CEO of Swedish MedTech): “How does a product reach the market? A short overview of the major obstacles”
Richard E. Ladner (Professor Emeritus in Computer Science and Engineering, University of Washington): “How Can Remote Protactile Communication Be Supported?”
Danielle Bragg (Senior Researcher, Microsoft Research): “Building Systems in Support of Sign Language Users and Low-Vision Readers”
Jarek Urbanski (CEO of Harpo): “Small business involved in scientific research – possibilities, expectations, practical achievements”

17:00-17:40 – Session 12: Bridging the gap from research to product development – Panel Discussion

Chair: Jarek Urbanski (Harpo)
Gilles Pepin (Humanware Canada)
Dick Lunenborg (Bartimeus Fablab)
Anna Lefevre Skjöldebrand (Swedish MedTech)
Richard E. Ladner (University of Washington)
Danielle Bragg (Microsoft Research)

Wednesday 19 May 2021

12:00-12:45 – Session 13: Setting Policies

Raymond Holt (University of Leeds): “Welcome and Day Three Opening”
Chair: Sarah Woodin (University of Leeds)
Jose Smits (Netherlands), Eleni Strati (Greece), Sabrina Weller (Germany), Moa Wahlqvist (Sweden): “Policy Study Results”

13:00-13:45 – Session 14: Perspectives, Policy and Decision Makers – Panel Discussion

Chair: Sarah Woodin (University of Leeds)
Lina Nordquist (Member of Parliament / Sweden – L, Social and Healthcare Policy Spokesperson)
Alison Wellwood (Sensory Impairment Policy Manager, Assisted Communication Team, Policy & Delivery Division, Directorate for Mental Health & Social Care, Scottish Government)
Jonathan Reid (Sensory Coordinator – Health and Social Care Alliance Scotland “the ALLIANCE”; Coordinator for the Nordic Cognition Network in relation to Deafblindness)
June Lowery-Kingston (Head of Unit “Accessibility, Multilingualism & Safer Internet”, DG CNECT, European Commission)

14:00-14:45 – Session 15: Setting Policies – Panel Discussion

Chair: Elena Maceviciute (University of Borås)
Jose Smits (Netherlands)
Eleni Strati (Greece)

Sabrina Weller (Germany)
Moa Wahlqvist (Sweden)

15:00-15:45 – Session 16: Beyond SUITCEYES – Proactive initiatives by the community

Chair: Mauricio Fuentes (LDQR, France)
Linda Eriksson: "What can the deafblind community take away from SUITCEYES?"
Femke Krijger: "Working with loss and potential; the benefits and thresholds of inclusive, innovative projects"
Lisa van der Mark: "Thoughts of a deaf-born deafblind researcher on Deafblind related research"

16:00-16:45 – Session 17: Beyond SUITCEYES – Advisers – Experiences from SUITCEYES and Path Forward

Riitta Lahtinen (The Finnish Deafblind Association, Finland) and Russ Palmer (TouchCom)
Maria Alvarez (Invectra Consulting, Sweden)
Ann-Britt Johansson and Rolf Lund (EIKHOLT, Norway)
Thomas Ragnarsson (SPSM and NKCDB, Sweden)
Henrik Hildemar (Mo Gård, Sweden)
Otto Carlander (Otrolica AB, Sweden)
Ole Mortensen (CFD, Denmark)

17:00-17:40 – Session 18: Open Discussion

"What is next? Symposium conclusion, lessons learned, panel discussion"