

Hui-Yin (Helen) WU
Inria
Junior research scientist (ISFP)

Your expectations

Interest

- Research: HCI (XR), digital accessibility, gaming
 - Secondary: AI, machine learning
- Education and awareness: media accessibility, accessible media creation, women in science

Expectations

- Opportunities for exchange of expertise
- Actions that can account for the diversity of cultures and societies

Relevant background

ANR CREATTIVE3D (coordinator): Studying the impact of low-vision navigation in complex environments with VR (261,5k €)



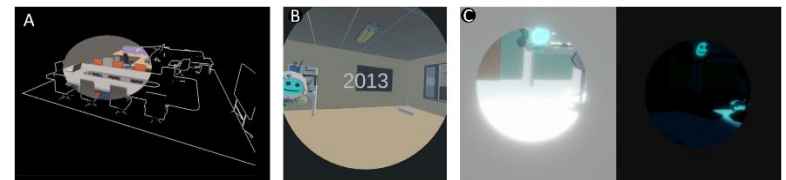
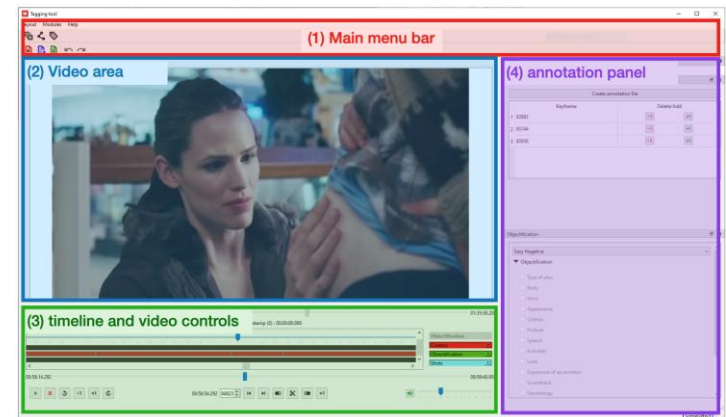
↑ *The ANR CREATTIVE3D project involves user studies, dataset construction, data visualization, and modeling using 3D environments and VR for the purpose of investigating the impact of low vision when navigating complex and potentially dangerous environments.*

Relevant background

ANR TRACTIVE (partner leader):
investigating the representation of gender and objectification in films through mixed computing and media studies approach.
(786k € with 98.4k € for Inria)

HanditechLab (local correspondent):
developing solutions for and with people living with handicaps in response to their needs.

↓ *Tatoovi annotation tool and MObyGaze dataset on objectification in films*



↑ *SILOVIS HanditechLab project simulating low vision with VR*

Ideas for actions

Actions:

- In link with expertise: training, workshops, state of the art etc. on accessibility and inclusive design for immersive media (VR/AR/MR), digital narratives, and gaming
- Other proposals: mapping of expertise

Involvement:

- Participate or lead actions directly in link with expertise / projects
- Contribute / support other actions where relevant