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impairment; 3D printing in the domain of assistive technologies (AT) and do it yourselves (DIY) AT; tactile graphics and models for blind people and recognition of shapes by touch; access to artworks and its mediation by and for visually impaired people; digital navigation for people with visual impairments; low vision and blindness: human computer interaction; future perspectives for aging well: AAL tools, products, devices; mobile healthcare and m-health apps for people with disabilities; and service and information provision. .
