

**Jerome works in France and in Canada, He's pursuing studies in Contemporary Art and Communication, to develop his own artistic approach of computation and experimental arts. His research is explored the relationship between the socialization of art and direct interactivity, focusing on the experiences of urban social behavior.**

**With this kind of interactions, people can manipulate the digital layer as a communication support and as a way to stimulate the potential of social exchanges. The space and architecture are used as an interactive platform, an embodied interface.**

**Jerome is interested in new communication models and tools where the frontier between immateriality and physical reality become integrated and progressively intertwined/interdependent. This experimentation with human interaction in computational communication is founded on the premise that interaction design is in the beginning stages of sensory and real time exchange and those participants are just beginning to understand how to navigate this type of collaborative communication**

**He works on interactive installations and immersive environments, He develop some responsive video projects with Hexagram at Concordia University, and work as a interaction designer and visual artist. Lately, He has collaborated with researchers and artists on various artistic and research projects, on visual interaction and communication. He's also a member of Anartistic association, which stimulates new media artistic initiatives to develop an international network of “anartistic” creators.**