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The **International Conference on eXtended Reality (XR Salento 2024)** offers the opportunity to bring together the community of researchers from academia and industry, computer scientists, engineers, physicians in order to share points of views, experiences, know-how and technical results related to eXtended Reality technologies and applications, 3D visualization, games and serious games.

XR Salento is an evolution of previous editions of the International Conference on Augmented Reality, Virtual Reality and Computer Graphics (Salento AVR), which had united the AR/VR community since 2014.

Papers submitted to **XR Salento 2024** must not have been previously published. The decision of acceptance will be based on the ability to contribute to the state-of-the-art, originality of ideas, quality of the methodology adopted, clarity and significance of the results.

Accepted papers will be published in Lecture Notes in Computer Science edited by Springer.



The best papers, best poster, the best graphic abstract and the best demo will be awarded.

TECHNOLOGIES

- Virtual Reality
- Augmented Reality
- Mixed Reality
- Artificial Intelligence

APPLICATIONS

- Industry
- Medicine and Rehabilitation
- Cultural Heritage
- Education and Inclusion
- Arts and Art Therapy
- Games and Serious Games
- Marketing
- Digital Twin
- Metaverso

HUMAN FACTORS

- Presence and Cognition
- Interaction
- Virtual Humans

KEYNOTE SPEAKERS

Andres Bustillo - University of Burgos, Spain Machine Learning integration in Virtual Reality environments: present and prospective future

Emanuele Frontoni - University of Macerata, Italy eXtended Reality in the era of GenAI: creativity in human-AI content creation environments

Sergi Bermúdez i Badia - University of Madeira, Portugal Applications of Virtual Reality to Stroke Rehabilitation and Fitness Training

> Paper submission: May 15, 2024 Notification of acceptance: June 30, 2024 Camera-ready submission: July 10, 2024

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