XR SALENTO 2023
International Conference on eXtended Reality
September 6-9, 2023 – Lecce, Italy

Virtual Reality
Augmented Reality
Mixed Reality

UNIVERSITÀ DEL SALENTO — L'Università dei due mari

UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

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XRtech

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Program at a Glance

Wednesday September 6	Thursday September 7	Friday September 8	Saturday September 9
Registration 8^{00} - 9^{30}			
Conference XR Opening 9^{30} - 10^{00}	**Session 3** 9^{00} - 11^{00}	**Session 6** 9^{00} - 10^{00}	**Panel 1 (in Italian)** 9^{00} - 10^{30}
Session 1 CGH/XR 10^{00} - 11^{00}		**Session 7** 10^{00} - 11^{00}	
coffee break	coffee break	coffee break	coffee break
11^{30} - 12^{30} Keynote Speaker 1 **Antonella Guidazzoli**	11^{30} - 12^{30} Keynote Speaker 2 **Mariano Alcañiz**	11^{30} - 12^{30} Keynote Speaker 3 **Fabrizio Lamberti**	**Panel 2 (in Italian)** 11^{00} - 12^{30}
Session 2 CGH/XR 12^{30} - 13^{30}	**Session 4a** 12^{30} - 13^{30}	**Session 8a** 12^{30} - 13^{30}	
lunch	lunch	lunch	
Conference GCH Closing 14^{30} - 15^{00}	**Poster session** 14^{30} - 15^{45}	**Session 8b** 14^{30} - 15^{00}	
Session 1a 15^{00} - 16^{15} **Session 1b** 15^{00} - 16^{15}		**XR Competition** 15^{00} - 15^{45}	
coffee break	coffee break	coffee break	
Session 1c 16^{45} - 18^{00} **Session 2** 16^{45} - 18^{00}	**Session 4b** 16^{15} - 17^{30} **Session 5** 16^{15} - 17^{30}	**Company space** 16^{15} - 17^{00}	
		Conference XR Closing 17^{00} - 17^{30}	
Guided tour 19^{00} - 20^{00}	**Gala dinner** 20^{00} - 23^{00}		**Theatrical performance** 21^{00} - 22^{00}

Scientific Programme

Wednesday 6th September
8:00 - 9:30 **Registration**
9:30 - 10:00 – room Teatrino **Conference XR - Opening**
10:00 - 11:00 – room Teatrino **Session 1 GCH/XR** **Methods and Applications** Chair: **Selma Rizvic** - University of Sarajevo, Bosnia and Herzegovina

Pedro Lourenço, Nuno Correia, Armanda Rodrigues	Augmenting local and remote cultural visits with Mixed Reality
Sofia Pescarin, Ivana Cerato, Enzo D'Annibale, Bruno Fanini, Daniele Ferdani, Rachele Manganelli Del Fà, Alessandra Marasco, Marcello Massidda, Augusto Palombini, Diego Ronchi	Hybrid XR collaborative and guided experiences in cultural heritage: Brancacci POV prototype
Manuel Olbrich, Andreas Zapf, Christoph Stiegemann, Annika Pröbe	Large room scale Augmented Reality in an unaltered world heritage site

11:00 - 11:30 *Coffee break*
11:30 - 12:30 – room Teatrino **Keynote Speaker 1** **Antonella Guidazzoli** – *CINECA, Italy* *"Transforming Cultural Heritage Preservation and Valorization: The contribution of Supercomputing,* *Artificial Intelligence, and the Digital Twin Paradigm - Insights from the CINECA Visit Lab experience"*
12:30 - 13:30 – room Teatrino **Session 2 GCH/XR** **Methods and Applications** Chair: **Selma Rizvic** - University of Sarajevo, Bosnia and Herzegovina

Rizvic Selma, Boskovic Dusanka, Mijatovic Bojan	Advanced interactive digital storytelling in Virtual Reality presentation of Austrian-Hungarian fortresses around Trebinje
Nisiotis, Louis, Elia Konstantinos	Developing a VR game featuring optical illusion challenges to support cultural heritage - A progress report

Simone Restivo, Martina Terzoli, Davide Mezzino, Roberta Spallone, Fabrizio Lamberti, Alberto Cannavò	Interacting with Ancient Egypt Remains in High-Fidelity Virtual Reality Experiences
13:30 – 14:30 *Lunch*	
14:30 - 15:00 – room Teatrino **Conference GCH - Closing and Best Paper Awards**	
15:00 - 16:15 – room Teatrino **Session 1a** **Extended Reality in Learning, Education and Cultural Heritage** *Chair: David Checa Cruz - University of Burgos, Spain*	
Anna Chatsiopoulou, Panagiotis Michailidis	Cultural heritage applications based on Augmented Reality: a literature review
YanXiang Zhang, Ke Wang	The application of "Panoramic VR Fusion Animation Reproduction" of historical sites in modern history education
Carola Gatto, Sofia Chiarello, Federica Faggiano, Benito Luigi Nuzzo, Ileana Riera Panaro, Giada Sumerano, Lucio Tommaso De Paolis	Enhancing accessibility of cultural heritage: Extended Reality and tactile prints for an inclusive experience of the Madonna dell'Itri Church in Nociglia
Benedikt Hensen	A Systematic literature review of Mixed Reality learning approaches
Agnese Augello, Giuseppe Caggianese, Luigi Gallo, Pietro Neroni	Design strategies to enhance awareness in MR collaborative systems
15:00 - 16:15 – room Chiostro **Session 1b** **Extended Reality in Learning, Education and Cultural Heritage** *Chair: Giovanni D'Errico - Polytechnic University of Turin, Italy*	
Louis Nisiotis, Markos Souropetsis, Eleni A Kyza	Embracing cultural heritage through Virtual Reality: development, usability and enjoyment evaluation of a VR environment for the Church of Panagia Aggeloktisti
Elisabetta Lucia De Marco, Antonella Longo, Marco Zappatore	Game engine platforms supporting Metaverse-linking process: a case study on Virtual 3D printing
Bruno Rodriguez-Garcia, Mario Alaguero	Immersive Virtual Reality in cultural heritage dissemination: a comprehensive application for novice users
Mario Covarrubias, Maria Concetta Carruba, Alessandra Calcagno	Google Earth in VR, for students with special needs
YanXiang Zhang, ChenXiao Zhao, Shixian Ding, WenBin Hu, Shukun Tang	Digital Map based VR ehnographic design of Chinese traditional hand-made paper culture

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GCH23
Salento

16:15 - 16:45 *Coffee break*	

16:45 - 18:00 - room Teatrino
Session 1c
Extended Reality in Learning, Education and Cultural Heritage
*Chair: **Valerio De Luca** - University of Salento, Italy*

Ilias Logothetis, Ioanna Mari, Nikolas Vidakis	Towards a Digital Twin implementation of Eastern Crete: an educational approach
Juan Garzón, Sebastián Ceballos, Esteban Ocampo, Maryam Correa	Augmented reality-based application to explore street art: development and implementation
YanXiang Zhang, WenBin Hu, ChenXiao Zhao, QiXian Ling, Yi Song	A VR-based "time-space" interactive map teaching system for modern Chinese history
Kim Martinez, David Checa Cruz	Are virtual reality serious games safe for children? Design keys to avoid motion sickness and visual fatigue
David Checa Cruz, Bruno Rodriguez-Garcia, Henar Guillen-Sanz, Ines Miguel-Alonso	A framework for developing multi-user immersive Virtual Reality learning environments

16:45 - 18:00 – room Chiostro
Session 2
Phygital World & Extended Reality: New frontiers in Cultural Heritage
*Chair: **Carola Gatto** - University of Salento, Italy*

Eva Pietroni, Alessandra Chirivì, Bruno Fanini, Alberto Bucciero	An innovative approach to shape information architecture related to ancient manuscripts, through multi-layered virtual ecosystems. From Codex4D to DataSpace project
Aleksandra Pauls, Roberto Pierdicca, Adriano Mancini, Primo Zingaretti	The depth estimation of 2D content: a new life for paintings
Yara AL Khatib, Anna Forte, Gabriele Bitelli, Roberto Pierdicca, Eva Malinverni	Bringing back lost heritage into life by 3D reconstruction in metaverse and virtual environments: The case study of Palmyra, Syria
Elena Spadoni, Marina Carulli, Monica Bordegoni	A conceptual framework to support a new collaborative design process for immersive technology integration in museum exhibitions
A. Bucciero, D. Capaldi, A. Chirivi, M. Codella, M.A. Jaziri, L. Leopardi, S.G. Malatesta, I. Muci, A. Orlandini, A. Palombini, A. Pandurino, E. Panizzi, A. Umbrico	HerMeS: HERitage sMart social mEdia aSsistant

19:00 - 20:00 ***Guided Tour of Lecce***	

Thursday 7ᵗʰ September

9:00 - 11:00 – room Teatrino **Session 3** **Presence, Immersion and Realism in XR Environments** *Chair: **Stefano Triberti** - Pegaso University, Italy*	
Jean-Benoit Culié, David Panzoli, Stéphane Sanchez	Effortlessly populating immersive training simulations with background characters
Tobias Palma Stade, Guy Schofield, Grace Moore	Narrative perspectives and embodiment in cinematic Virtual Reality
Nadia Catenazzi, Lorenzo Sommaruga, Chiara Locatelli	Usability evaluation of Mixed Reality applications in VET training
Maurizio Mauri, Stefano Triberti, Daniela Villani	The silence of art: investigating the emotional experience of a virtual museum by facial expression analysis
Orjola Braholli, Mariana Ataide, Julius Emig, Ilaria Di Blasio, Elias Niederwieser, Dietmar Siegele, Dominik Matt	Design and development of a dynamic fire signage system for building evacuation: a VR simulation study
Jakub Flotyński, Mikołaj Maik, Paweł Sobociński, Michał Śliwicki	Semantic explorable representation of 3D content behavior
Valerio De Luca, Giulia Pellegrino, Lucio Tommaso De Paolis	The impact of usability and learnability on presence factors in a VR human body navigator
Robin Fischer, Wei-Xiang Lian, Shiann-Jang Wang, Wei-En Hsu, Li-Chen Fu	Seamless Virtual object transitions: enhancing user experience in cross-device Augmented Reality environments

11:00 - 11:30 *Coffee break*

11:30 - 12:30 – room Teatrino **Keynote Speaker 2** **Mariano Alcañiz -** *Polytechnic University of Valencia, Spain* *"From Reality to Extended-Social Reality: conceptualizing XR as a bridge between mirror world"*

12:30 - 13:30 – room Teatrino **Session 4a** **Biometrics, IOT and Biosignal-Based technologies in XR** *Chair: **Giovanni D'Errico** - Polytechnic University of Turin, Italy*	
Giovanna Mastrati, Pasquale Arpaia, Simone Barbato, Giovanni D'Errico, Nicola Moccaldi, Rachele Robbio, Selina Christin Wriessenegger	HRV-based detection of fear of heights in a VR environment
José Miguel Ramírez-Sanz, Helia Marina Peña-Alonso, Ana Serrano-Mamolar, Álvar Arnaiz-González, Andrés Bustillo	Detection of stress stimuli in learning contexts of iVR environments
Marina Carulli, Elena Spadoni, Chiara Barone, Monica Bordegoni	Emotion tracking in Virtual Reality fashion shows
Ilaria Di Blasio, Julius Emig, Elias Niederwieser, Dietmar Siegele, Dominik Matt	Extended Reality product configuration for flexible production system: a case study
13:30 - 14:30 *Lunch*	
14:30 - 15:45 - Chiostro del '500 **Poster session**	
Markus Dresel, Julia Plaumann, Nicole Jochems	Investigating age differences in passive haptic feedback for immersive Virtual Reality: a pilot study on configuration tasks
Markus Dresel, Bastian Schmeier, Nele Balke, Bjoern Emkes, Wan Abdul Aliim Wanali, Nicole Jochems	Rapid Mixed Reality prototyping for novel interaction devices: evaluating a transparent handheld display
YanXiang Zhang, YiDan Wang, Yi Song	Integrating fragmented historical sites VR based on time-space clues for modern history education
Irene Capecchi, Iacopo Bernetti, Tommaso Borghini, Alessio Caporali	CaldanAugmenty – Augmented Reality and serious game App for urban cultural heritage learning
Vito Del Vecchio, Mariangela Lazoi, Marianna Lezzi	Digital Twin and Extended Reality in industrial contexts: a bibliometric review
Nejc Hirci, Žiga Lesar, Matija Marolt, Matevž Pesek	Evaluating virtual reality as immersive medium for enhancing music skills
Ahmed Ala Eddine Benali, Massimo Cafaro, Italo Epicoco, Marco Pulimeno, Enrico Junior Schioppa, Jacopo Bonan, Massimo Tavoni	Smart meters and customer consumption behavior: an exploratory analysis approach

Federico De Lorenzis, Alessandro Visconti, alberto cannavò, Fabrizio Lamberti	**MetaLibrary: towards social immersive environments for readers**
Giulio Ammannato, Francesca Chiesi	Game over, trauma! Empowering trauma healing through gaming
Luca Greci, Ferdinando Bosco, Vincenzo Croce	The Social and hUman ceNtered XR: SUN XR project
Pasquale Arpaia, Giovanni D'Errico, Mirco Frosolone, Lucio Tommaso De Paolis, Giovanna Mastrati, Nicola Moccaldi	Role of the motor cortex in Virtual Reality-based neurofeedback for emotional self-regulation
Giovanni D'Errico, Pasquale Arpaia, Lucio Tommaso De Paolis, Antonio Esposito, Carola Gatto, Sabrina Grassini, Giovanna Mastrati, Nicola Moccaldi, Angela Natalizio, Benito Luigi Nuzzo	Design and development of an adaptive multisensory Virtual Reality system for emotional self-regulation
Luigi O. Freire, Edwin P. Pruna, Ivón P. Escobar, Byron P. Corrales	3D Virtual system of the automatic vehicle painting process using the hardware in the loop technique, oriented to industrial automation training
Yevgeniya Daineko, Bakhyt Alipova, Madina Ipalakova, Zhiger Bolatov, Dana Tsoy	Angioplasty surgery simulator development: Kazakhstani experience
15:45 - 16:15 *Coffee break*	
16:15 - 17:15 - room Teatrino **Session 4b** **Biometrics, IOT and Biosignal-Based technologies in XR** *Chair:* **Giovanna Mastrati** - *University of Naples Federico II, Italy*	
Angelo Martella, Amro Issam Hamed Attia Ramadan, Cristian Martella, Mauro Patano, Antonella Longo	State of the art (the present and the future) of urban Digital Twin platforms
Muqaddas Gull, Omar Arif	Multi-label generalized zero-shot learning using identifiable variational autoencoders
Ilaria Durosini, Milija Strika, Silvia Francesca Maria Pizzoli, Gabriella Pravettoni	Emotions and "sense of presence" in the psycho-Verse: psychological support for breast cancer survivors in the Metaverse
Mame Cheikh Sow, Ahlem Assil, David Garcia, Sinuhé Martinez, Mourad Zghal, David Baudry	Towards the development of a Digital Twin for micro learning factory : a proof of concept

16:15 - 17:30 – room Chiostro **Session 5** **Framework development and evaluation tools for XR** *Chair: **Sara Arlati** - STIIMA-CNR, Italy*	
Alberto Cannavò, Roberto Pesando, Fabrizio Lamberti	A framework for animating customized avatars from monocular videos in virtual try-on applications
Ahmet Kose, Aleksei Tepljakov, Saleh Alsaleh, Eduard Petlenkov	The experience of a self-assessment tool for enhancing XR technology adoption in SMEs and HEIs across Europe
Lingyao Jin	Comparison of user intent for Mixed Reality and Augmented Reality in hedonistic shopping experiences
Bruno Ježek, Ondřej Šimeček, Martin Konvička, Antonín Slabý	Visualization of large datasets in Virtual Reality systems
Ziad Monla, Ahlem Assila, djaoued Beladjine, Mourad Zghal	A Conceptual Framework for Maturity Evaluation of BIM-based AR/VR Systems based on ISO Standards
20:00 - 23:00 **Gala dinner**	

Friday 8th September

09:00 - 10:00 – room Teatrino **Session 6** **Extended Reality for Training and Intraoperative Support in Surgery** *Chair: **Valerio De Luca** - University of Salento, Italy*	
Laura Cercenelli, Nicolas Emiliani, Chiara Gulotta, Mirko Bevini, Giovanni Badiali, Emanuela Marcelli	Augmented Reality in orthognathic surgery: a multi-modality tracking approach to assess the temporomandibular joint motion
Klaudia Proniewska, Radek Kolecki, Anna Grochowska, Krzysztof Piotr Malinowski, Jakub Kenig, Piotr Richter, Julia Dąbrowa, Jafar Mortada, Peter van Dam, Agnieszka Pregowska	The application of the preoperative image-guided 3D visualization supported by Machine Learning to the prediction of organs reconstruction during pancreaticoduodenectomy via a Head-Mounted Displays
Giulia Pellegrino, Maria Cristina Barba, Giovanni D'Errico, Muhammed Yusuf Küçükkara, Lu**cio Tommaso De Paolis**	eXtended Reality & Artificial Intelligence-based surgical training: a review of reviews
Kavitha Anandan, S. Pravin Kumar, Darsana G Nair, Sudhir Ganesan	Enhancing visualization of surgical tool through integrated motion tracking system

10:00 - 11:00 – room Teatrino
Session 7
Extended Reality to Support Human-Robot Interaction
Chair: Federico Manuri - Polytechnic University of Turin, Italy

Antonellamaria Rita Mendicino, Ester Bani, Fabrizio Cutolo, Marta Caretto, Tommaso Simoncini, Vincenzo Ferrari	A cheap and powerful stereo endoscope Lab mock-up for robotic surgery to implement and test machine vision and Augmented Reality prototypes
Lorenzo Gerini, Fabio Solari, Manuela Chessa	Passive haptic feedback for more realistic and efficient grasping movements in virtual environments
Guillaume Klein, Jean-Rémy Chardonnet, Jérémy Plouzeau, Frédéric Merienne	Evaluating telecollaboration modalities for the realization of an industrial maintenance operation in a constrained environment
Adam Gałązkiewicz, Mikołaj Maik, Krzysztof Walczak, Cyryl Leszczyński, Julia Głowaczewska	A comprehensive approach to the analysis of VR training progress of Industry 4.0 employees

11:00 - 11:30
Coffee break

11:30 - 12:30 – room Teatrino
Keynote Speaker 3
Fabrizio Lamberti - *Polytechnic University of Turin, Italy*
"Extended Reality for Education and Training"

12:30 - 13:30 – room Teatrino
Session 8a
Extended Reality for Health and Wellbeing
Chair: Giulia Pellegrino - University of Salento, Italy

Mattia Barbieri, Giulia Aurora Albanese, Elisabetta Capris, Andrea Canessa, Silvio Paolo Sabatini, Giulio Sandini	Realter: an immersive simulator to support low-vision rehabilitation
Marta Mondellini, Sebastian Rutkowski, Vera Colombo	Cycling in immersive VR: motivation and affects in post-COVID patients
Sara Arlati, Marta Mondellini, Eleonora Guanziroli, Mauro Rossini, Isabella Martinelli, Franco Molteni	Virtual reality-based rehabilitation for patients with stroke: preliminary results on user experience

13:30 - 14:30
Lunch

14:30 - 15:00 – room Teatrino
Session 8b
Extended Reality for Health and Wellbeing
Chair: Giulia Pellegrino - University of Salento, Italy

Nicola Felice Capece, Carola Gatto, Gilda Manfredi, Gabriele Gilio, Benito Luigi Nuzzo, Lucio Tommaso De Paolis, Ugo Erra	**Enhancing art therapy with Virtual Reality and hand gesture recognition: a case study in pottery modeling**
Carola Gatto, Giovanni D'Errico, Fabiana Nuccetelli, Benito Luigi Nuzzo, Maria Cristina Barba, Valerio De Luca, Lucio Tommaso De Paolis	Measuring the effectiveness of Virtual Reality for stress reduction: psychometric evaluation of the ERMES Project

15:00 - 15:45 - Chiesa di San Francesco della Scarpa **XR Competition** *Chair: **Lucio Tommaso De Paolis** - University of Salento, Italy*
15:45 - 16:15 *Coffee break*
16:15 - 17:00 *Company space*
17:00 - 17:30 – room Teatrino **Conference XR - Closing** and Best Paper Awards

Keynote Speakers

Antonella Guidazzoli – *CINECA, Italy*

Antonella Guidazzoli graduated with honors in Electronics and History from the University of Bologna. Since 2007, she has been the head of the Visual Information Technology Laboratory (VISIT Lab- http://visitlab.cineca.it) at CINECA (www.cineca.it/en), one of the most important Supercomputing centers internationally. The Visit Lab is responsible for activities on advanced visualization methods ranging from scientific visualization to real-time 3D graphics and XR applications. She is also a lecturer and course director of the CINECA Summer School on Computer Graphics for Cultural Heritage. Antonella has published several papers in major international conferences such as the ACM SIGGRAPH conference and won awards for projects in the field of e-Culture and Digital Heritage. In addition, Antonella is an evangelist of Quantum computing.

Mariano Alcañiz – *Polytechnic University Of Valencia, Spain*

Mariano Alcañiz, Ph.D., is the founding director of the Immersive Neurotechnologies Lab (LabLENI) at UPV and a Full Professor of Biomedical Engineering at the Polytechnic University of Valencia. His general research interests hover around a better understanding and enhancement of human cognition, combining insights and methods from computer science, psychology, and neuroscience. His work is centered on using empirical, behavioral science methodologies to explore people as they interact in these digital worlds, and Extended Reality simulations. He has been involved in clinical psychology, neurodevelopmental disorders, consumer neuroscience, organizational neuroscience, education and training projects. He has published more than 350 academic papers in interdisciplinary journals such as Scientific Reports and PLoS One and domain-specific journals in biomedical engineering, computer science, psychology, marketing, management, psychology, and education. The Spanish Research Agency and the European Commission have continuously funded his work for 30 years. He is the coordinator of several national and European R&D programs of excellence. He has been the National Program Coordinator of the Information Society Technology (IST) of the Ministry of Science and Innovation of Spain (2015-2019) and the Spanish representative for ICT area at the Horizon 2020 European Research Program Committee. He is also Vice-President for Academic and Scientific Issues of the European Association for Extended Reality (EURO-XR). The US Interactive Media Institute awarded him the Cybertherapy Lifetime Achievement Award in 2012.

Fabrizio Lamberti – *Polytechnic University of Turin, Italy*

Fabrizio Lamberti received his MSc and the PhD degrees in Computer Engineering from Polytechnic University of Turin, Italy in 2000 and 2005 respectively. Currently, he is a Full Professor at the Department of Control and Computer Engineering, Politecnico di Torino, where he leads the "Graphics and Intelligent Systems" research laboratory and is responsible for the hub of VR@POLITO, the "Virtual Reality" initiative of Politecnico di Torino. Since October 2021, he is the Chair of the PhD Programme of Politecnico di Torino in "Computer and Control Engineering". Fabrizio Lamberti authored/co-authored more than 250 technical papers in the areas of computer graphics and vision, human-machine interaction, intelligent computing, and educational technologies. Since 2002, he is a Senior Member of IEEE. He is currently a Member of the Board of Governors (Elected Member at Large 2021–2023) of IEEE Consumer Technology Society (CTSoc). He is also serving as Vice President for Technical Activities of CTSoc. He is currently serving as an Associate Editor for IEEE Transactions on Computers, IEEE Transactions on Learning Technologies, IEEE Transactions on Consumer Electronics, IEEE Consumer Electronics Magazine.

Social Events

Guided tour of Lecce

6th September
19:00 - 20:00
Meeting point: Saint Oronzo Square, on the she-wolf mosaic
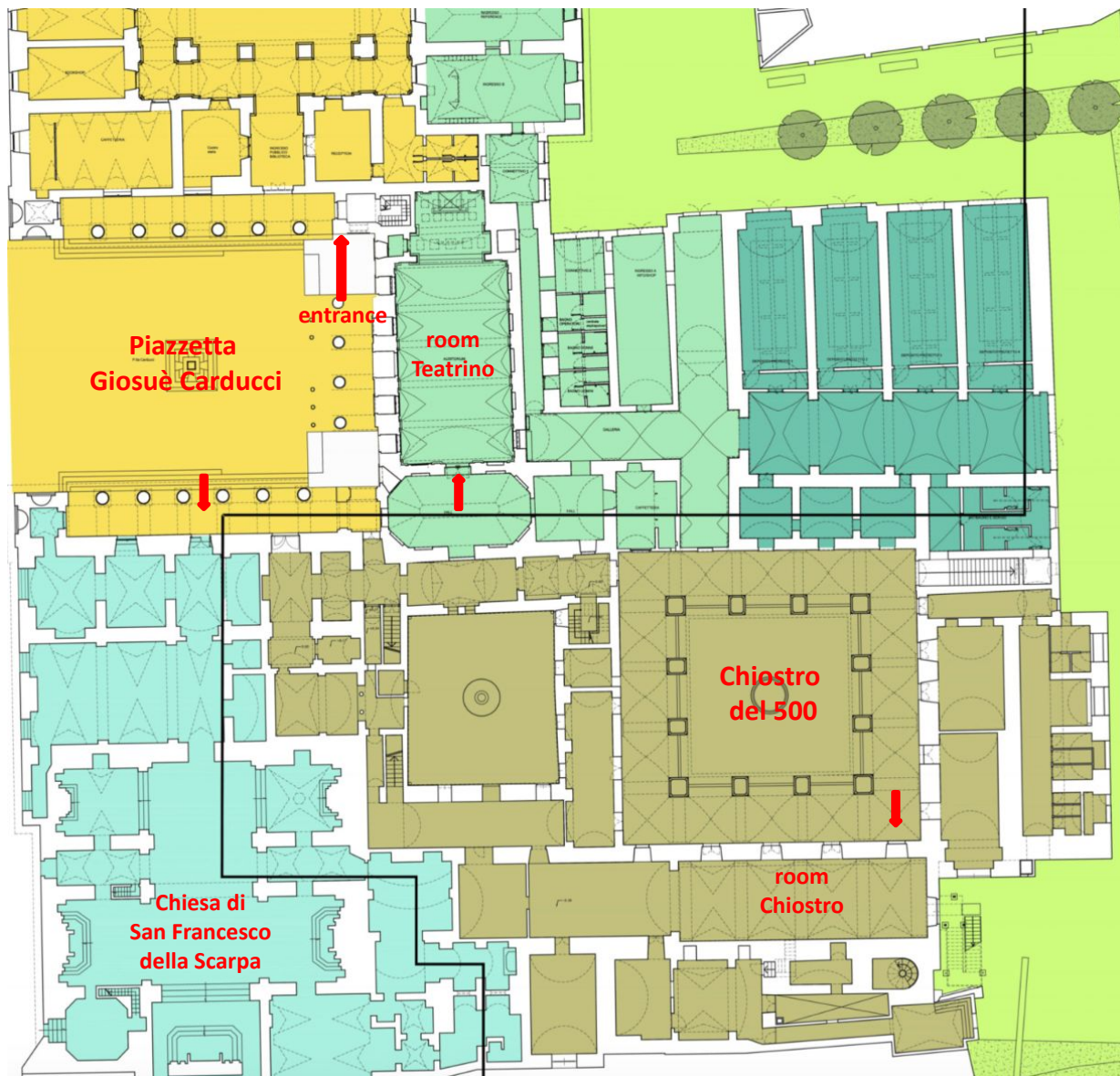

Gala dinner
7th September
20:00 - 23:00
Monastero degli Olivetani di Lecce
Via S. Nicola - Lecce
(event only included in regular registration)

Venue
Convitto Palmieri
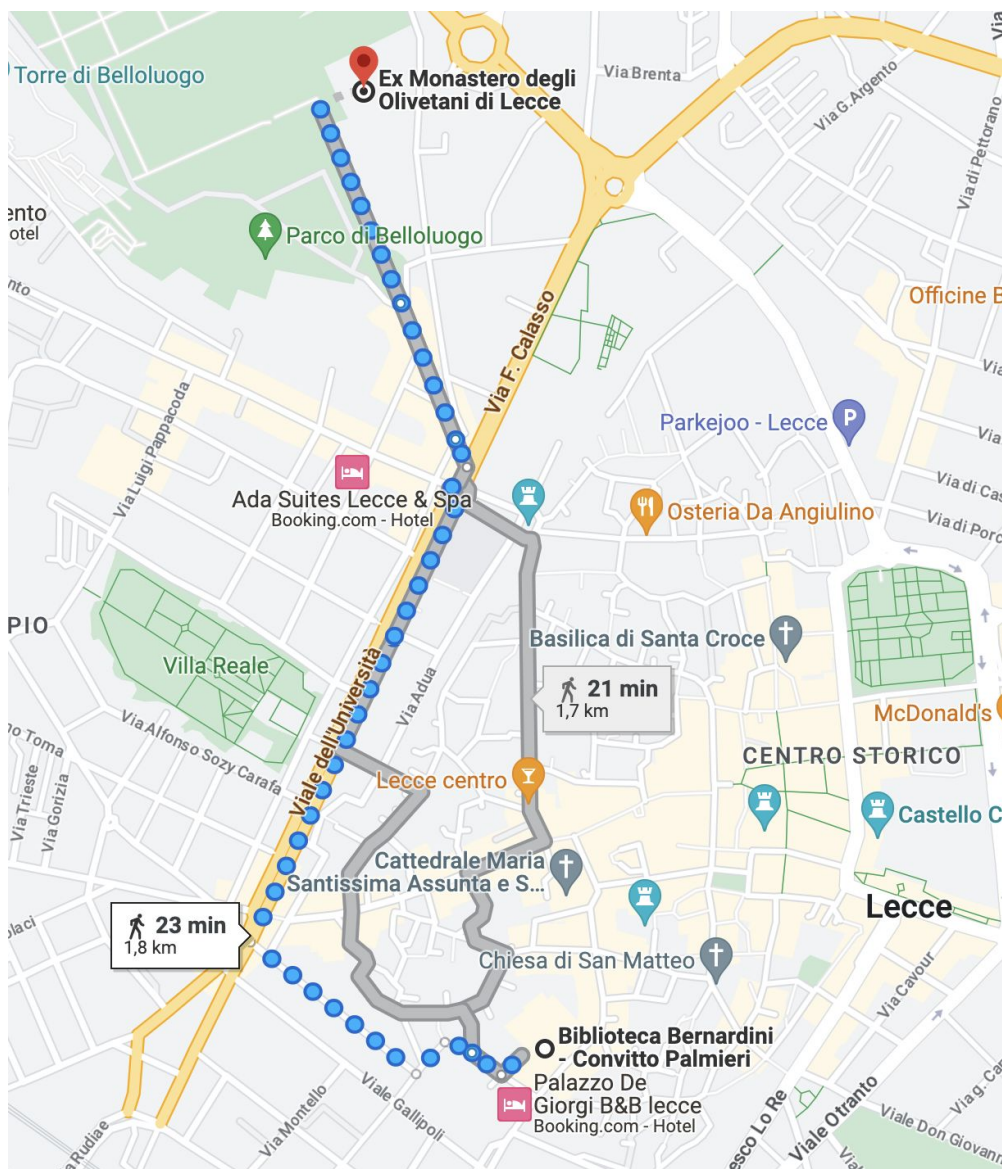Piazzetta Giosuè Carducci - Lecce

Gala dinner
September 7, 2023
20:00 - 23:00
Monastero degli Olivetani di Lecce
Viale S. Nicola - Lecce
(event only included in regular registration)

Saturday 9th September

Post-conference events

Panel 1 (in Italian)
9:00 - 10:30
Convitto Palmieri, room Teatrino
eXtended Reality: prospettive teoriche e applicative in Digital Humanities

coffee break
10:30 - 11:00

Panel 2 (in Italian)
11:00 - 12:30
Convitto Palmieri, room Teatrino
eXtended Reality per il benessere e la salute

Circus on Guisnes
a cura di Astragali Teatro
21:00 - 22:00
Distilleria De Giorgi, San Cesario di Lecce

XR SALENTO 2023
International Conference on eXtended Reality
September 6-9, 2023 – Lecce, Italy

Evento satellite
Sabato 9 Settembre - Convitto Palmieri (Lecce)
Ingresso libero

Introduce: **Lucio Tommaso De Paolis**
Professore Associato, Università del Salento

PANEL 1

eXtended Reality: prospettive teoriche e applicative in Digital Humanities

h. 09:00 - 10:30

Coordina: Fabio Ciracì
Direttore Centro DH, Università del Salento

Luca Bandirali - *Docente di Filosofia del Cinema, Università del Salento*

Mario Bochicchio - *Professore Associato, Università degli Studi di Bari*

Carola Gatto - *Ricercatrice, Università del Salento*

Sergio Marino - *Managing Director Orangee*

Eleonora Miccoli - *Ricercatrice, Università del Salento*

Maria Chiara Provenzano - *Ricercatrice, Università del Salento*

Valerio Cecinati - *Direttore UOC di Oncoematologia Pediatrica Ospedale SS. Annunziata, Taranto*

Andrea De Salvo - *Psicoterapeuta Ospedale Pediatrico Bambino Gesù, Roma*

Flavia Indrio - *Professoressa Ordinaria di Pediatria, Università del Salento*

Stefano Rossi - *Direttore Generale ASL Lecce*

Assunta Tornesello - *Direttrice UOC Oncoematologia Pediatrica Ospedale V. Fazzi, Lecce*

Antonio Trabacca - *Direttore Unità Disabilità Gravi dell'Età Evolutiva IRCCS Medea, Brindisi*

PANEL 2

eXtended Reality per il benessere e la salute

h. 11:00 - 12:30

Coordina: Antonio Aguglia
Presidente Associazione Tria Corda

UNIVERSITÀ DEL SALENTO
L'Università dei due mari

AVR Lab

REGIONE PUGLIA

PROVINCIA DI LECCE

CON IL CONTRIBUTO DI
Banca Popolare Pugliese