



**Wednesday  
September 4**

**Registration**  
8<sup>00</sup> - 9<sup>30</sup>

**Conference Opening**  
9<sup>30</sup> - 10<sup>00</sup>

**Keynote Speaker 1**  
10<sup>00</sup> - 11<sup>00</sup>

coffee break

**Sessions 1**  
11<sup>30</sup> - 13<sup>00</sup>

**Sessions 2**  
11<sup>30</sup> - 13<sup>00</sup>

lunch

**Sessions 3**  
14<sup>00</sup> - 15<sup>30</sup>

**Sessions 4**  
14<sup>00</sup> - 15<sup>30</sup>

coffee break

**Poster 1**  
16<sup>00</sup> - 17<sup>00</sup>

**Guided Tour**  
19<sup>00</sup> - 20<sup>00</sup>

**Thursday  
September 5**

**Sessions 5**  
9<sup>00</sup> - 10<sup>00</sup>

**Sessions 6**  
9<sup>00</sup> - 10<sup>00</sup>

**Keynote Speaker 2**  
10<sup>00</sup> - 11<sup>00</sup>

coffee break

**Sessions 7**  
11<sup>30</sup> - 13<sup>00</sup>

lunch

**Sessions 8**  
14<sup>00</sup> - 15<sup>15</sup>

**EuroXR Association**  
15<sup>15</sup> - 15<sup>30</sup>

coffee break

**Poster 2**  
16<sup>00</sup> - 17<sup>00</sup>

**Gala Dinner**  
20<sup>00</sup> - 23<sup>00</sup>

**Friday  
September 6**

**Sessions 9**  
9<sup>00</sup> - 10<sup>00</sup>

**Sessions 10**  
9<sup>00</sup> - 10<sup>00</sup>

**Keynote Speaker 3**  
10<sup>00</sup> - 11<sup>00</sup>

coffee break

**Sessions 11**  
11<sup>30</sup> - 13<sup>00</sup>

lunch

**Sessions 12**  
14<sup>00</sup> - 15<sup>00</sup>

**Company Space**  
15<sup>00</sup> - 15<sup>30</sup>

coffee break

**Poster 3**  
16<sup>00</sup> - 17<sup>00</sup>

**Conference Closing**  
17<sup>00</sup> - 17<sup>30</sup>

**Saturday  
September 7**

**Panel 1**  
(in Italian)  
9<sup>30</sup> - 10<sup>30</sup>

coffee break

**Panel 2**  
(in Italian)  
11<sup>00</sup> - 12<sup>00</sup>

# September 4, 2024

9,30 - 10,00 Room Teatrino

## Conference opening

10,00 - 11,00 Room Teatrino

## Keynote Speaker 1: Sergi Bermúdez i Badia - University of Madeira, Portugal

Applications of VR to Stroke Rehabilitation and Fitness Training

*Coffee break*

11,30 - 13,00 Room Teatrino

## Session 1: Extended Reality in Learning

Chair: Carola Gatto

1. GardenWords – A garden watering AR game for learning vocabulary using speech  
*Ilias Logothetis, Nikolas Vidakis, Iraklis Katsaris*
2. An Authoring Tool for XR Learning Environments  
*Ramón Zatarain Cabada, María Lucía Barrón Estrada, Manuel Alberto Sotelo Rivas, María Blanca Ibáñez*
3. Exploring the Effectiveness of Assistive Technology: A Preliminary Case Study Using Makey Makey, Tobii Eye Tracker, and Leap Motion  
*Hugo Arias Flores, Sandra Sanchez-Gordon, Kevin Valencia-Aragón*
4. Immersive 360° Experiences for Geoscience Learning  
*Blanka Barbagallo, Antonella Senese, Roberto Ambrosini, Lorenzo Cresi, Massimiliano Franceschini, Cecilia Delia Almagioni, Bruno Arcuri, Arianna Crosta, Sabrina De Rosa, Taise Litholdo, Samantha Lopopolo, Veronica Manara, Jacopo Melada, Arianna Maria Montemurro, Alessia Spezza, Maurizio Maugeri, Guglielmina Adele Diolaiuti*
5. OcuLeO: Immersive VR Learning Adventure  
*Gaia Sasso, Chiara Evangelista, Giovanni Giuliodori, Marcello Carrozzino*

11,30 - 13,00 Room Chiostro

## Session 2: Extended Reality

Chair: Ciril Bohak

1. DigiWeather: Synthetic Rain, Snow and Fog Dataset Augmentation  
*Ivan Nikolov*
2. Large-area Spatially Aligned Anchors  
*Joni Vanherck, Lode Jorissen, Nick Michiels, Ishtar Vandebroek, Brent Zoomers, Eric Joris*
3. X-NR: Towards an Extended Reality-driven Human Evaluation Framework for Neural-Rendering  
*Lorenzo Stacchio, Emanuele Balloni, Lucrezia Gorgoglione, Marina Paolanti, Emanuele Frontoni, Roberto Pierdicca*
4. Development and Evaluation of Mobile Augmented Reality for Astronomy (MARA)  
*Ulka Chandini Pendit, Siti Nurul Mafhuzah Mohamad, Kee Yauw Shiuan*
5. Proof-of-Work Explained In VR: A Case Study  
*Thomas Keller, Michael Gämperli, Elke Brucker-Kley*

*Lunch*

14,00 - 15,30 Room Teatrino

**Session 3: Extended Reality in Medicine and Rehabilitation**

*Chair: Sergi Bermudez I Badia*

1. Therapies for strabismus and amblyopia in children: are we ready to take advantage of XR?  
*Andrea Francesco Abate, Carmen Bisogni, Fabio Narducci*
2. A Personalized Captioning Strategy for the Deaf and Hard-of-Hearing Users in an Augmented Reality Environment  
*Deogratias Shidende, Thomas Kessel, Sabine Moebis, Anna Treydte*
3. Assessment of Neuroaesthetic Criteria to Select Hedonic Stimuli for Rehabilitation: a Preliminary Study  
*Francesco Morciano, Marta Mondellini, Giovanni D'Errico, Carola Gatto, Giulia Pellegrino, Alessandro Antonietti, Fulvia Palesi, Lucio Tommaso De Paolis*
4. Virtual Reality for Carpal Tunnel Syndrome Rehabilitation: A Comprehensive Approach to Therapeutic Efficacy  
*Jose-E. Naranjo, Paulina Ayala, Carlos Barrionuevo, Cristian-X. Espin, Marcelo-V. Garcia*
5. 'HeadTurner VR'— Developing a virtual reality game for measuring neck mobility  
*Joan Condell, James Connolly, Philip Gardiner, Agni Paul*
6. Fostering Interactive Mindfulness Experiences in VR  
*Andrea Chirico, Tommaso Palombi, Giovanna Varni, Radoslaw Niewiadomski, Yifei Li, Fabio Lucidi, Maurizio Mancini*

14,00 - 15,30 Room Chiostro

**Session 4: Extended Reality**

*Chair: Giovanni D'Errico*

1. Style transfer of computer-generated orthophoto landscape images into a realistic look  
*Nejc Krajšek, Ciril Bohak*
2. Effects of 6DoF Motion on Cybersickness in Interactive Virtual Reality  
*Jit Chatterjee, Liesl Spruyt, Nicolas Pirson, Maria Torres Vega*
3. X-SITE CAVE: Evolution of High-Resolution Immersive Display Towards a Cost-Efficient and Open-Source Design  
*Florian Richter, Bernhard Jung*
4. A Flexible Framework for Using NLP In XR  
*Andrew Miller, Stavros Kalafatis*
5. 6DoF Mobile AR for 3D Content Prototyping: Desktop Software Comparison with a Generation Z Focus  
*Antonia Perez Gomez, Alberto Saldaña Navedo, Eduardo Saldaña Navedo*

*Coffee break*

16,00 - 17,00 Chiostro

**Poster session 1**

1. A cross-platform-multi-user virtual training environment for waterproofing  
*Tero Kaarlela, Tomi Pitkääho, Sami Salo*
2. Temporal Augmented Reality Based on Gesture Interaction for history and science education  
*Juan David Salazar Rodriguez, Yanxiang Zhang, Chung-Wei Feng*

3. Measuring the limit of perception of bond stiffness of interactive molecules in VR via a gamified psychophysics experiment  
*Rhoslyn Roebuck Williams, Jonathan Barnoud, Luis Toledo, Till Holzapfel, David R. Glowacki*
4. Does It Break the Presence? Using Procedurally Generated Virtual Environments for Controlled Variation in VR Experiments to Foster Generalizability  
*Markus Dresel, Oleg Docenko, Tim Schrills, Nicole Jochems*
5. Integrating Terrain Data into Virtual Reality Systems for Outer Space Exploration  
*Giuseppe Lorenzo Catalano, Agata Marta Soccini, Eugenio Topa*
6. Enhancing Quran Comprehension: A VR Approach  
*Fatmah Alahmadi, Maram Meccawy*
7. Engineering a BIM-based Mixed Reality application for the life-cycle management of buildings  
*Christos Stentoumis, Minas Katsiokalis*
8. Indicators Specification for Maturity Evaluation of BIM-based VR/AR Systems Using ISO/IEC 15939 Standard  
*Ziad Monla, Ahlem Assila, Djaoued Beladjine, Mourad Zghal*
9. Designing Complex Gesture-Based Scenarios for Semantic VR Training System  
*Michał Śliwicki*
10. Development of an object management system in virtual reality  
*Dana Tsoy, Sanzhar Otkilbaev, Madina Ipalakova, Dana Tsoy, Yevgenia Daineko*
11. TRACENET - a VR framework to support online collaborative training activities  
*Roberto Battisti, Elisa Mariarosaria Farella, Silvia Marchesi, Giulio Perda, Vitor Reis, Fabio Remondino, Simone Rigon, Paolo Vaccari, David Wran-Schumer*
12. Virtual Cockroaches? Envisioning Dimensions of VToys and Related Play Experiences  
*Katriina Heljakka, Mattia Thibault*
13. A task-interaction framework to monitor mobile learning activities based on Artificial Intelligence and Augmented Reality  
*Marco Arrigo, Mariella Farella, Giovanni Fulantelli, Daniele Schicchi, Davide Taibi*
14. Collaborative Intelligence and Hyperscanning: Exploring AI application to Human-Robot Collaboration through a Neuroscientific Approach  
*Flavia Ciminaghi, Laura Angioletti, Katia Rovelli, Michela Balconi*
15. Integrating Virtual Reality and Artificial Intelligence in Agricultural Planning: Insights from the V.A.I.F.A.R.M. Application  
*Iacopo Bernetti, Tommaso Borghini, Irene Capecci*
16. Validation of a MediaPipe system for markerless motion analysis during virtual reality rehabilitation  
*Carlaalberto Francia, Filippo Motta, Lucia Donno, Mario Covarrubias Rodriguez, Cristina Dornini, Antonia Madella, Manuela Galli*
17. Quality Attributes in Virtual Reality System Design: A User Perspective  
*Ananth N. Ramasari-Chandra*
18. Phygital Paper Crafting: A Physical Interactive System to Support Paper Crafting in a Virtual Environment  
*Hanzhe Bao, Sky Lo Tian Tian*
19. Using HTA and UML in Analysis and Design Phases for a VR-based Nursing Lab  
*Ahmad Ewais, Mohammad F. Obeid, Mohammad Asia*

**September 5, 2024**

9,00 - 10,00 Room Teatrino

**Session 5: Extended Reality in Medicine and Surgery**

Chair: Laura Cencenelli

1. Mixed Reality Versus 3D Printing in Presurgical Visualization of Soft and Hard Tissues: Selected Cases  
*Filip Górski, Maciej Okła, Emilia Smolarek, Magdalena Żukowska*
2. Surgical Tool Tracking: Comparative Analysis of AR camera, Opti Track IR, and RealSense Depth Camera Systems  
*Kavitha Anandan, Pravin Kumar S., Jane Elona, Divya Balathay, Tharun R Ragav, Sudhir G.*
3. XR-based serious game for assessing bradykinesia in patients with Parkinson's Disease  
*Egidio De Benedetto, Anna De Rosa, Augusta Giglio, Alessandro Pepino, Gabriele Riccio, Ersilia Vallefucio*
4. Transforming Anatomopathology with XR Pathology: A Usability Study on HoloLens Integration  
*Marta Mondellini, Francesca Menghi, Marco Sacco, Luca Greci*

9,00 - 10,00 Room Chiostro

**Session 6: Extended Reality in Industry**

Chair: Giulia Pellegrino

1. Augmented Reality for Enhanced Usability and Functionality of Industrial SCADA Systems  
*Jose-E. Naranjo, Paulina Ayala, José Cruz-Cando, Mayra-S. Albán-Taipe, Marcelo-V. Garcia*
2. Instructive HMI Approach Based on Augmented Reality for UFactory Lite 6 Robotic Arm Basic Control  
*Jose E. Naranjo, Mauro Darío Albarracín Álvarez, Marcelo V. Garcia*
3. Managing Training Scenarios in a Distributed Virtual Electrician Training System  
*Adam Gałzkwicz*
4. 3D Virtual System for Learning in the Interpretation of Piping and Instrumentation Diagrams Using the ISA 5.1 Standard  
*Silvia Alpusig, Ivón Escobar, Andrés Guano, Edwin Pruna*

10,00 - 11,00 Room Teatrino

**Keynote Speaker 2: Emanuele Frontoni - University of Macerata, Italy**

XR in the era of GenAI: creativity in human-AI content creation environments

*Coffee break*

11,30 - 13,00 Room Teatrino

**Session 7: Extended Reality in Health and Medicine**

Chair: Valerio De Luca

1. Brain Visualizer: A Tool for EEG Data Processing and 3D Brain Activity Visualization  
*Emanuele Balloni, Roberto Pierdicca, Marina Paolanti, Emiliano Santarnecchi*
2. Immersive Virtual Environments for Treating Social Phobia in Adolescents with High-Functioning Autism  
*Massimo Bergamasco, Marcello Carrozzino, Isaac Calvis, Carolina Marconi, Simone Pisani, Erica Santaguida, Mel Slater, Maria V. Sanchez-Vives*
3. Improving understanding of cardiovascular structures: a workflow to visualize patient-specific simulations in virtual reality

*Claudio Capelli, Fabrizio Crascì, Endrit Pajaziti, Salvatore Pasta, Silvia Schievano, Liam Swanson*

4. AEducAR3.0: An exciting hybrid educational platform for a comprehensive neuroanatomy learning  
*Laura Cercenelli, Stefano Stradiotti, Barbara Bortolani, Achille Tarsitano, Lucia Manzoli, Giovanni Badiali, Stefano Ratti, Emanuela Marcelli*
5. Surgical Simulation in Extended Reality for OR 2.0 using Unreal Engine 5 to Improve Patient Outcomes  
*Roy Eagleson, Sandrine de Ribaupierre*
6. VheaRts: Reporting a single-centre experience in developing and implementing a virtual reality application for planning treatment of congenital heart disease  
*Endrit Pajaziti, Georgios Belitsis, Claudio Capelli, Andrew Cook, Anusha Jegatheeswaran, Martin Kostolny, Branko Mimic, Silvia Schievano, Felix Thiel*

*Lunch*

*14,00 – 15,15 Room Teatrino*

**Session 8: Extended Reality in Industry**

*Chair: Valerio De Luca*

1. An Approach Toward Training Better Construction Industry Installers by Using Augmented Reality  
*Jeffrey Kim, Darren Olsen*
2. XR-Based Digital Twin for Industry 5.0: a Usability and User Experience Evaluation  
*Giovanni Grego, Federica Nenna, Luciano Gamberini*
3. Developing a User-Centered VR Platform for Applying Robotic Furniture  
*Juan David Salazar Rodriguez, Chung-Wei Feng*
4. Development of Educational Tools for Industrial Control using HIL Simulation  
*Jessica Ortiz*
5. Digital Twins: Innovation in Automated Systems Control Education  
*Víctor H. Andaluz, Jessica Ortiz*

*15,15 - 15,30 Room Teatrino*

**EuroXR – The European Association for Extended Reality**

*Coffee break*

*16,00 - 17,00 Chiostro*

**Poster session 2**

1. Genetic algorithm and VR for assessing the level of expertise of maintenance operator  
*Axel Foltyn, Florence Danglade, Christophe Guillet, Frédéric Merienne*
2. Personalising the training process with adaptive virtual reality: a proposed framework, challenges and opportunities  
*Álvar Arnaiz González, Andrés Bustillo, Gadea Lucas Pérez, José Miguel Ramírez Sanz, Ana Serrano Mamolar*
3. Towards Concepts for Digital Twins in Higher Education  
*Yevgeniya Daineko, Aigerim Seitnur, Dana Tsoy, Madina Ipalakova, Akkyz Mustafina, Miras Uali*
4. An Evaluation Method for Digital Twin Development Platforms  
*José Monteiro, João Barata*
5. A Mixed Reality eye-tracking investigation on key factors affecting food consumption habits

6. Multimodal assistance system for the care of individuals in early stages of dependency using augmented reality and artificial intelligence  
*Carlos Aliaga-Torro, Isabel Ferri-Molla, Juan Izquierdo-Domenech, Jordi Linares-Pellicer*
7. Mixed-Reality tool for craniotomy procedures: preliminary evaluation of a hologram-to-head registration algorithm  
*Alessandro Albanesi, Paolo Ferroli, Luca Massimi, Alberto Cesare Luigi Redaelli, Marco Schiariti, Vito Stifano, Emiliano Votta*
8. Avatar Surgeon, Digital Pathology and Telementoring: SICE New Technology and Training Research Group Experience  
*Francesca Vescio, Michele Ammendola, Giuseppe Massimiliano De Luca, Giuseppe Currò, Silvia Curcio, Riccardo Memeo, Nicola de'Angelis, Giuseppe Navarra, Valeria Zuccalà, Andrea Balla, Umberto Bracale, Ludovica Guerriero, Giovanni Laracca, Vinicio Mosca, Domenico Spoletini, Monica Ortenzi, Pietro Mascagni*
9. A Mixed Reality Tool for Orthopedic Preoperative Planning Support  
*Sílvia Gonçalves, Miguel Nunes, Jaime Campos, Alexandre Carrança, Luís Magalhães, João Ribeiro, Nuno Sousa*
10. Mixed Reality Application for Treatment Planning in Radiotherapy  
*Sofia Breschi, Elena De Momi, Barbara Jereczek, Giulia Marvaso, Federico Mastroleo, Camilla Porfidi, Alberto Redaelli, Veronica Ruozzi, Maria Giulia Vincini, Mattia Zaffaroni*
11. Exploring Virtual Reality Surgical Planning Applications in Paediatric Orthopaedics: A Preliminary Case Study  
*Adriano De Rosa, Giulia Alessandri, Edoardo Pignatelli, Grazia Chiara Menozzi, Giovanni Trisolino, Leonardo Frizziero*
12. Developing and implementing a gamification feature in a virtual reality temporal bone surgical simulator  
*Steven Arild Wuyts Andersen, Anders Nøhr, Mads Sølvesten Sørensen, Peter Trier Mikkelsen*
13. Too Much Guidance? A Brief Review of How Cognitive Support Affects Learning Motor Skills and Implications for VR/XR Technologies  
*Patrick Oden, Maurice Lamb, Peter Thorvald, Erik Billing*
14. Virtual Reality and Conversational AI for Complementing Patient Education in Chronic Disease Management  
*Elke Brucker-Kley, Thomas Keller, Janick Michot, Christian Scherer, Stephan Segerer*
15. VR-based Empathy experience for nonprofessional care-giver training  
*Ming Tang*
16. ARFood: Pioneering Nutrition Education for Generation Alpha through Augmented Reality and AI-Driven Serious Gaming  
*Irene Capeocchi, Iacopo Bernetti, Tommaso Borghini*
17. Enhancing Presentation Skills: A Virtual Reality-Based Simulator with Integrated Generative AI for *Dynamic Pitch Presentations and Interviews*  
*Meisam Taheri, Kevin Tan*
18. Endless Runner Game in Virtual Reality Controlled by a Self-Paced Brain-Computer Interface Based on EEG and Motor Imagery  
*Pasquale Arpaia, Antonio Esposito, Enza Galasso, Fortuna Galdieri, Angela Natalizio, Marco Parvis, Michael Sommeling, Mattia Volpe*

**September 6, 2024**

9,00 - 10,00 Room Teatrino

**Session 9: Extended Reality for Arts and Cultural Heritage**

*Chair: Federica Faggiano*

1. LLM-Aided Museum Guide: Personalized Tours Based on User Preferences  
*Iva Vasic, Hans-Georg Fill, Ramona Quattrini, Roberto Pierdicca*
2. The Mediating Effect of Presence on Musical Emotions in Virtual Environments  
*Jean-Christophe Sakdavong, Théo Le Goff, Samuel Désirée, Milana Dzhamalova, Nissoite Abdou, Bruno Mesz*
3. The Missing Sky: a dome for the SS. Medici of Alberobello. VR for heritage valorization  
*Dario Costantino*
4. Exploring Acoustics Perception through XR Spatial Audio Experiences: Experiments and Data Collection for the 'Listen to The Theatre' Project  
*Andrea Gozzi, Andrea Guazzini*

9,00 - 10,00 Room Chiostro

**Session 10: Extended Reality Tools for Virtual Restauration**

*Chair: Bruno Rodriguez Garcia*

1. Integration and (re)Use of Digitized Data in a Geomatics -Virtual Reality Workflow for Heritage Site Virtual Reconstruction: The Case of Tiwanaku UNESCO Site, Bolivia  
*Ashraquet Bastawrous, Gabriele Bitelli, Anna Forte, Giuseppe Orefici*
2. A tool for the analysis and Virtual Reality visualization of the virtual restoration of Cultural Heritage 3D models  
*Bruno Rodriguez-García, Laura Corchia, Federica Faggiano, Lucio Tommaso De Paolis, Diana García-Tejerina*
3. Beneath the Louvre pyramid: immersive auralisation workflow for evaluating potential acoustic treatments  
*David Poirier-Quinot, Sebastien Jouan, Brian Katz, Sarabeth Mullins*

10,00 - 11,00 Room Teatrino

**Keynote Speaker 3: Andres Bustillo - University of Burgos, Spain**

Machine Learning integration in Virtual Reality environments: present and prospective future

*Coffee break*

11,30 - 13,00 Room Teatrino

**Session 11: Extended Reality, Sense of Presence and Education of Behaviour**

*Chair: Stefano Triberti*

1. Assessing Sense of Presence and Emotions based on Job-Related Expertise: A Pilot Study with Police Officers  
*Donatella Ciarmoli, Caterina Sapone, Lucrezia Savioni, Chiara Scuotto, Stefano Triberti*
2. The impact of virtual reality social platforms on autobiographical memory and self-disclosure: an experimental study  
*Anna Flavia Di Natale, Giulia Cremaschi, Fabio Frisone, Giuseppe Riva, Daniela Villani*



3. Is immersivity important in training soft skills in the metaverse?  
*Sabrina Bartolotta, Andrea Gaggioli, Letizia Garza, Virginia Motta, Marta Pizzolante*
4. Effective Navigation in VR Spaces Using Visual and Auditory Stimulation  
*Jorge Martin Gutierrez, Marta Sylvia Del Rio Guerra, Jessica Marian Delgado Garza, Oscar Luciano Flores Leija*
5. Evaluation of the Effectiveness of Traditional Training vs. Immersive Training: A Case Study of Building Safety & Emergency Training  
*Ming Tang, Mikhail Nikolaenko, Evv Boerwinkle, Samuel Obafisoye, Aayush Kumar, Mohsen Rezayat, Sven Lehmann, Tamara Lorenz*
6. Factors Influencing Higher Education Academics' Acceptance of Augmented Reality Applications in Post-Pandemic Era: Pilot Study  
*Baraa Albishri, Karen Blackmore, Elena Prieto-Rodriguez*
7. 3D virtual system for training operators in automatic control of a two-phase separator  
*Silvia Alpusig, Ivón Escobar, Andrés Guano, Edwin Pruna*

*Lunch*

*14,00 – 14,30 Room Teatrino*

**Session 12: Extended Reality in Health and Medicine**

*Chair: Valerio De Luca*

1. Exploring the Impact of AI-Driven Virtual Assistants in AR and VR Environments for Special Needs Education: A Quantitative Analysis  
*Azza Basiouni, Rouhi Faisal, Khaled Shaalan*
2. A Study of Gaze Contact Conditioning in Children with Autism Based on AR Technology  
*Tian Zhao, Ni Ding, Yuling Li, Ruidong Liu*

*14,30 – 15,30 Room Teatrino*

**Company space**

*Coffee break*

*16,00 - 17,00 Chiostro*

**Poster session 3**

1. Extended Reality to Enhance Well-being in Paediatric Department: A Preliminary Evaluation of the Il Piccolo Principe Project  
*Federica Faggiano, Maria Cristina Barba, Laura Corchia, Carola Gatto, Giovanna Ilenia Paladini, Lucio Tommaso De Paolis*
2. Exploring the Application and Usability of Emerging Technologies in Neuromotor Rehabilitation for a Patient with 5q-Spinal Muscular Atrophy Type 2 Receiving a Gene-Based Therapy: A Single Case Study  
*Luigi Macchitella, Giulia Barraco, Giuseppe Accogli, Greta Pirani, Valentina Nicolardi, Antonio Trabacca*
3. Virtual Reality and Virtual Human in support of rehabilitation methods such as lip reading  
*Marcello Carrozzino, Chiara Evangelista, Franco Tecchia, Silvia Villafranca*
4. Investigating Tourist Acceptance of a VR Multisensory System in a Public Weapons Exhibition  
*Razvan Gabriel Boboc, Gheorghe Daniel Voinea, Silviu Butnariu*
5. Empowering XR Heritage Through a Blockchain-Based Revenue Sharing System  
*Mihai Duguleana, Andreea Duguleana, Florin Girbacia*

6. Logical and Technological Representations of Architectural Space: A Comparative Analysis of Kundmannngasse Haus and Casa Batlló  
*Ambra Benvenuto*
  
7. Designing digital solutions in the cultural heritage and tourism industry for advancing visitors' experiences: SMEs needs, preferences, and expectations  
*Vito Del Vecchio, Mariangela Lazoi, Claudio Marche, Christos Mettouris, Mario Montagud, Giorgia Specchia, Mostafa Ali*
  
8. Extended Reality in Performing Arts: Enhancing the Experience of Archaeological Heritage  
*Carola Gatto, Sofia Chiarello, Federica Faggiano, Giovanna Ilenia Paladini, Giada Sumerano, Lucio Tommaso De Paolis*
  
9. Re-reading Calvino: 'Il Barone Rampante' in the Metaverse  
*Giada Sumerano, Federica Faggiano, Maria Cristina Barba, Andrea Scardicchio, Lucio Tommaso De Paolis*
  
10. Design principles for pedagogical agents in a virtual reality learning environment: providing explanations in real-time using natural language processing  
*Johanna Steynberg, Ronell Van der Merwe, Judy van Biljon*
  
11. Cyber Social Security Education  
*Vita Santa Barletta, Danilo Caivano, Christian Catalano, Marco Impedovo, Marco de Gemmis*
  
12. Virtual Reality for Synchronous Learning in Higher Education  
*Vlasios Kasapakis, Emmanouel Fokides, Apostolos Kostas, Androniki Agelada, Damianos Gavalas, George Koutromanos*
  
13. Interland4All – Using AR to Promote a Safe and Responsible Use of the Internet by Frail Children  
*Chiara Giovannini, Paolo Meriggi, Mattia Randazzo, Anna Cavallini, Mauro Del Santo, Valentina Di Giusto, Furio Gramatica, Mirta Michilli*
  
14. A View-planning Approach to 3D Reconstruction  
*Yash Turkar*
  
15. A case study in XR live performance  
*Giovanni Santini*

17,00 - 17,30 Room Teatrino

**Conference closing**