



XR SALENTO 2024
International Conference
on eXtended Reality
September 4-7, 2024 – Lecce, Italy

**Wednesday
September 4**

Registration
8⁰⁰ - 9³⁰

Conference Opening
9³⁰ - 10⁰⁰

Keynote Speaker 1
10⁰⁰ - 11⁰⁰

coffee break

Sessions 1
11³⁰ - 13⁰⁰ Sessions 2
11³⁰ - 13⁰⁰

lunch

Sessions 3
14⁰⁰ - 15³⁰ Sessions 4
14⁰⁰ - 15³⁰

coffee break

Poster 1
16⁰⁰ - 17⁰⁰

Guided Tour
19⁰⁰ - 20⁰⁰

**Thursday
September 5**

Sessions 5
9⁰⁰ - 10⁰⁰

Sessions 6
9⁰⁰ - 10⁰⁰

Keynote Speaker 2
10⁰⁰ - 11⁰⁰

coffee break

Sessions 7
11³⁰ - 13⁰⁰

lunch

Sessions 8
14⁰⁰ - 15¹⁵

EuroXR Association
15¹⁵ - 15³⁰

coffee break

Poster 2
16⁰⁰ - 17⁰⁰

Gala Dinner
20⁰⁰ - 23⁰⁰

**Friday
September 6**

Sessions 9
9⁰⁰ - 10⁰⁰

Sessions 10
9⁰⁰ - 10⁰⁰

Keynote Speaker 3
10⁰⁰ - 11⁰⁰

coffee break

Sessions 11
11³⁰ - 13⁰⁰

lunch

Sessions 12
14⁰⁰ - 15⁰⁰

Company Space
15⁰⁰ - 15³⁰

coffee break

Poster 3
16⁰⁰ - 17⁰⁰

Conference Closing
17⁰⁰ - 17³⁰

**Saturday
September 7**

Panel 1
(in Italian)
9³⁰ - 10³⁰

coffee break

Panel 2
(in Italian)
11⁰⁰ - 12⁰⁰

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 Vandebroeck, 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 Capecchi
16. Validation of a MediaPipe system for markerless motion analysis during virtual reality rehabilitation
Carlalberto 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. Ramaseri-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 Cercenelli

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 Vallefucoco
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 Gałqzkiewicz
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 Danglede, 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 Carranço, 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 Sølvsten 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 Capecchi, 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 Scutto, 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, Evg 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 8: 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 Fasiel, 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