



Detailed Program of Scientific Sessions

EuroXR 2023

Version 1

(September 18, 2023)

EuroXR 2023 - Detailed Program of Scientific Sessions

Scientific Keynote Speakers (3 sessions of 60 min each)

Understanding and Harnessing Self-Avatars to Investigate and Mitigate Bias
Tabitha C. Peck

The Infinite Loop Understanding, Improving and Enriching VR Interaction
Ferran Argelaguet

Socially Interactive 3D Digital Humans: When AI meets XR for Non-verbal Communication
Zerrin Yumak

Scientific session 1 - Interaction in Virtual Reality (110 min)

A model for assessing and sorting virtual locomotion techniques according to their fidelity to real walking (Long paper)

Molina Massó, Juan González, Gonzalez, García Jiménez

The WalkingSeat: a Leaning Interface for Locomotion in Virtual Environments (Long paper)

Vezzani, Strada, Bottino, Praticò

Ubiquity of VR: Towards Investigating Ways of Interrupting VR Users to Obtain their Attention in Public Spaces (Medium paper)

Wang, Schimmerl, Wintersberger, Kocur

Rhythmic Stimuli and Time Experience in Virtual Reality (Long paper)

Picard, Botev

Scientific session 2 - Designing XR Experiences (100 min)

A Mixed Reality Setup for Prototyping Holographic Cockpit Instruments (Medium paper)

Liedtke, Zintl, Klinker

AR Patterns: Event-driven Design Patterns in Creating Augmented Reality Experiences (Long paper)

Ackermann

An open-source fine-grained benchmarking platform for wireless virtual reality (Short paper)

Danhier, El Khoury, Macq

Collaborative VR Anatomy Atlas (Medium paper)

Almaree, Fischer, Weller, Zachmann

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3D molecules visualization with XRmol: an AR web tool for mobile devices (Medium paper)

Pittarello, Simeoni, Corazza

Scientific session 3 - Human Factors in XR: Performance, Acceptance, and Design (90 min)

Correlations of Flow, Usability, Workload and Presence with Task Performance in a Spatially Distributed Memory Task (Medium paper)

Gründling, Feld, Zielasko, Weyers

Evaluating the Worker Technology Acceptance of a Mixed Reality Technical Documentation (Medium paper)

Laviola, Romano, Gattullo, Uva

Changes in concentration performance after short-term virtual reality training in e-athletes (Medium paper)

Lachowicz, Serweta-Pawlik, Jamro, Żurek

XR for First Responders: Concepts, Challenges and Future Potential of Immersive Training (Short paper)

Uhl, Regal, Schrom-Feiertag, Murtinger, Tscheligi

Biophilic Design of Virtual Workplaces: Effect of Animations on User Attention (Medium paper)

Romano, Laviola, Uva, Gattullo