



**Detailed Program of Poster and Demo Sessions**  
EuroXR 2023

Version 3  
(November 27, 2023)

## EuroXR 2023 - Detailed Program of Poster and Demo Sessions

### Poster and Demo Sessions

- **Wednesday, November 29 (17:30 – 18:00)**  
Posters/Demos fast-forward - Van Cappellen Zaal – Floor Ground
- **Thursday, November 30 (10:50 – 11:20)**  
Posters/Demos Exhibition session 1 - Mees Zaal – Floor 4th
- **Thursday, November 30 (14:50 – 15:20)**  
Posters/Demos Exhibition session 2 - Mees Zaal – Floor 4th
- **Friday, December 1 (14:00 – 14:30)**  
Posters/Demos Exhibition session 3 - Mees Zaal – Floor 4th

### List of accepted Posters

1. Aggressive saliency-aware point cloud compression.  
*Eleftheria Psatha, Dimitrios Laskos, Gerasimos Arvanitis and Konstantinos Moustakas*
2. Enhancing health and safety monitoring of construction sites with Mixed Reality.  
*Thomas Papaioannou, Tina Katika, Fotios Konstantinidis, Konstantinos Routsis, Spyridon Bolierakis, Georgios Tsimiklis, Giannis Karaseitanidis and Angelos Amditis*
3. AEOLIAN AR mobile application: Disaster tales to enhance preparedness of citizens and bridge the Risk Perception Action Gap.  
*Orestis Sampson, Panagiotis Michalis, Chrysoula Papathanasiou, Giannis Karaseitanidis and Angelos Amditis*
4. Augmented Swiss Heritage: Visualizing cultural heritage with Augmented Reality.  
*Nadine Ganz, Simonne Bosiers and Onna Rageth*
5. Towards an Immersive WebXR-based Solution for Smart Farming: Enhancing Transparency and Comprehensibility in Agricultural Management.  
*Irene Bouzón, Ignacio Pedrosa, Moisés Muñiz and Roberto Abad*
6. Developing advanced automotive user interface using augmented reality.  
*Hansung Lee, Byeongjun Choi, Ilwan Kim, Jinho Son and Jongtae Park*
7. ProuVR: a collaborative design and evaluation virtual reality platform.  
*Nawel Khenak, Yiran Zhang, Cédric Bach and Guillaume Jégou*

## EuroXR 2023 - Detailed Program of Poster and Demo Sessions

8. AR coupled with localized simulation technology for Cultural Heritage.  
*Georgios Karafotias, Tina Katika, Spyridon Bolierakis, Giannis Karaseitanidis and Angelos Amditis*
9. Plug and Learn: eXpeRtise at a Distance.  
*Frank Ansorge, Simon Gunkel and Elias Meltzer*
10. Exploring Social Presence in the Metaverse: A User Study on Immersive Interactions.  
*Paolo Barzon, Sylvie Dijkstra-Soudarissanane and Omar Niamut*
11. Digital Meets Physical – Giving Digital Heritage Objects Presence in a Physical Environment.  
*Monika Keenan*
12. Augmented Reality for Developing Interior Design Skills in Secondary Education.  
*Zinta Zalite-Supe, Lana Franceska Dreimane, Anna Ansone, Linda Daniela and Astra Rudolfa*
13. Mixed Reality Collaboration in Industrial Scenarios.  
*Marton Szabo-Kass, Michael Kernbichler and Daniel Fabry*
14. Effects of Extended REALITY Visuals on Game Playability through User Satisfaction.  
*Leve Yassine Aydi, Meriam Elleuch and Mohamed Kchaou*
15. Alterations in alternating attention following short-term virtual reality training in amateur e-athletes.  
*Maciej Lachowicz, Dariusz Jamro, Anna Serweta-Pawlik, Alina Źurek and Grzegorz Zurek*
16. Designing an experimental virtual museum for extended social inclusion through multimodality.  
*Eleftherios Anastasovitis, Georgia Georgiou, Eleni Matinopoulou, Spiros Nikolopoulos and Ioannis Kompatsiaris*  
*Authors.*

## EuroXR 2023 - Detailed Program of Poster and Demo Sessions

### List of accepted Demos

1. Advancing Collaborative Remote Operations through Social Extended Reality: A Case Study in Search and Rescue.  
*Tessa Klunder, Bas Binnerts, Galit Rahim, Sylvie Dijkstra-Soudarissanane and Omar Niamut*
2. Unified Interface for Programming and Control of Industrial Robots.  
*Yevhen Bondarenko, Simone Luca Pizzagalli, Vladimir Kuts and Tauno Otto*
3. Demonstration of the Open-source virtual reality project for vocational training and career guidance.  
*Mikhail Fominykh and Ekaterina Prasolova-Førland*