



Program

Presentation types:

- 🗨️ Standard Podium Presentation (15 min)
- 🗨️ Short Poster Presentation (8 min)
- 🗨️ CYBER Presentations PART 1+2 (12 min)
- 🗨️ CYBER Poster Presentations (5 min)
- 🎮 Pitch Presentation (5 min)

First day – Tuesday, September 3 – Red room

08:00 onwards	Registration of the attendees
08:45 – 09:00	Conference opening
09:00 – 10:25	Cyberspace, Behavior and e-Therapy (CYBER) – Part 1 <i>Chair: Iveta Fajnerova</i> <ul style="list-style-type: none">🗨️ Suriia Akhmetova & Misgana Desalegne – <i>VR-based training for improvement of positive body image: A Pilot Study</i>🗨️ Urme Bose & Bryan Hilanga – <i>A longitudinal exploratory study of neurophysiological reactions among young adults during psychometric testing</i>🗨️ Ling Zeng & Maria Hashmi – <i>Multisensory Integration and Embodiment: A Virtual Reality-Based Study</i>🗨️ Laura Valentina Lesmes Castañeda & Selin Saglam – <i>Gamification of a VR Task to Modify Attentional Bias Towards Body Parts Related to Weight</i>🗨️ Wu Panzifan & Maria Castro – <i>Exposure therapy in Virtual Reality for children and adolescents with selective mutism: A usability pilot study</i>
10:25 – 10:45	Coffee break
10:45 – 12:30	Cyberspace, Behavior and e-Therapy (CYBER) – Part 2 <i>Chair: Nicholas Shopland</i> <ul style="list-style-type: none">🗨️ Prince Paul Appiah – <i>Predicting Dropout at an Innovative Tech-focused Vocational Education Program using Machine Learning</i>🗨️ Ilia Kulagin & Daniel Velez Marin – <i>Exploring Verbal Speech Patterns to assess Attachment Style and tendencies towards Anxiety and Depression</i>🗨️ Javad Modaresi & Rafael Paulino – <i>Avatar-Enabled Virtual Therapist Application for Cognitive Rehabilitation Intervention in Traumatic Brain Injury and Post-Stroke Patients</i>🗨️ Sadia Maqsood – <i>Cybersecurity Assessment and Training Simulator In Virtual Reality for Workplace Employees</i>🗨️ Fernanda Lima Pimentel & Sandip Bhusal – <i>Assessing Oxygenation Changes using fNIRS in a Time-Pressure Task</i>🗨️ Oluwatobiloba Sodade & Yusuf Sani – <i>Psychology of Frailty and Prediction of Fall among Elderly People Living in French Nursing Homes</i>
12:30– 13:30	Lunch (included)



First day – Tuesday, September 3 (continued) – Red room

13:30 – 14:00	Welcome session <i>Iveta Fajnerová, Jiří Horáček, Lenka Lhotská</i>
14:00 – 15:00	Keynote talk: Professor Maria T Schultheis <i>Chair: Bonnie Connor</i> ★ <i>"Technology & Cognition": Examining new trends and opportunities</i>
15:00 – 15:40	Session 1: VR exposure – Trauma <i>Chair: Iveta Fajnerová</i> 👤 Michael Roy – <i>Computer Monitor versus Augmented Reality: Expanding 3MDR Therapy for PTSD: A Randomized Controlled Trial (CARE4PTSD)</i> 👤 Albert Rizzo – <i>The Virtual Ukraine Project: Trauma Therapy in Warzones with Virtual Reality</i>
15:40 – 16:10	Coffee break
16:10 – 17:00	Session 2: VR exposure – Anxiety disorders <i>Chair: Albert Skip Rizzo</i> 👤 Soledad Quero – <i>Overcoming traditional exposure treatments: Preliminary results from a Randomized Controlled Trial evaluating the efficacy of Projection-Based Augmented Reality Exposure Treatment for cockroach phobia.</i> 👤 Soledad Quero – <i>Enhancing exposure therapy effectiveness: projection-based augmented reality for specific cockroach phobia treatment compared to traditional treatment regarding stimuli variability.</i> 👤 Markéta Jablonská – <i>Design and Evaluation of Virtual Environments for Exposure Therapy of Aviophobia: Early Feasibility Study</i> 👤 Barbora Darmová – <i>Evaluating Virtual Scenarios through the Lens of the Contrast Avoidance Model in the Context of Generalized Anxiety Disorder Treatment</i>
17:00 – 18:00	Cyberspace, Behavior and e-Therapy (CYBER) – Poster session <i>Chair: Matthew Harris & Michal Sedlak</i> 👤 Kátia dos Santos Estevães & Abigya Melese – <i>Transforming perspectives: the impact of virtual embodiment on attitudes and responses to gender-based harassment in the metaverse</i> 👤 Vaishali Goyal & Gustavo Menegon – <i>The temporal neural dynamics of aesthetic appreciation for visual art</i> 👤 Nina Belousova, Mariam Barseguyan & Vladimir Zyablov – <i>Psychological Impact of Breast Cancer and Premature Menopause: Digital Intervention Approach</i> 👤 Miltiadis Gialousis & Diogo Gomes – <i>Psychological Trait Assessment Prior to Therapeutic Sessions using Open-Ended Questions</i> 👤 David Felipe Vega Villa & Vaihbav Mehra – <i>Can an LLM-equipped Multimodal Chatbot adapted to psychological techniques improve Mental Wellbeing? A preliminary study description</i> 👤 Bruna Filipa Augusto da Silva, Jana Subirana & Amir Ansari – <i>Enhancing Personality Assessment: From Self-Reported Questionnaires to Deep Learning Predictions</i> 👤 Jiayao Chen & Suvechhaya Shrestha – <i>Enhancing Emotional Connection and Engagement in Long-Distance Relationships: A Comparative Study of Virtual Reality and Video Calls</i> 👤 Esra Bayısın & Asmar Khalilli – <i>Using artificial intelligence to model cognitive load and adapt challenging tasks during immersions in virtual reality: Phase 1 – a literature review and study protocol for people diagnosed with schizophrenia</i>



Second day – Wednesday, September 4 – Red room

09:00 – 10:20	Session 3: Autism – Assessment Tools & Participatory Design <i>Chair: William Farr & Bonnie Connor</i> <ul style="list-style-type: none">🗣️ Isaac Lee – <i>Can an LLM AI-Augmented ADI-R Improve Diagnostic Pathways and Educational Outcomes for Autistic Individuals?</i>🗣️ William Farr – <i>External Fine Motor Markers of Neurodivergence: Pilot Results of the TangiBall</i>🗣️ Sean Haddick – <i>Through The Eyes of An Autistic Child: The Role of Technology and Autistic Researchers in Developing Interventions</i>🗣️ Pascal Meital – <i>Online Course for Autistic Adults: Usability Study and Participatory Design</i>
10:20 – 10:50	Coffee break
10:50 – 11:30	Session 4: Autism – Social Skills & Public Transport <i>Chair: William Farr</i> <ul style="list-style-type: none">🗣️ Ali Adjorlu – <i>Virtual Station: Virtual Reality as a Bridge to Independence in Public Transportation for Autistic Youth</i>🗣️ Emil Rosenlund Høeg – <i>Enhancing Social Skills in Autism Spectrum Disorder: A Virtual Reality Intervention for Educational Settings</i>🗣️ Sean Haddick – <i>Metahumans: A Framework for Assessment and Feedback of Social-Emotional Reciprocity</i>
11:30 – 12:10	Session 5: VR exposure – Design implementations <i>Chair: James Lewis</i> <ul style="list-style-type: none">🗣️ Muhammad Arifur Rahman – <i>Optimizing VRET: EEG data for ML Models with Real-Time Biofeedback</i>🗣️ Martina Janíková – <i>Virtual environment for exposure therapy of obsessive-compulsive disorder enriched with olfactory stimuli: A pilot study</i>
12:10 – 13:10	Lunch (included)



Second day – Wednesday, September 4 (continued) – Red room

13:10 – 14:10	Keynote talk: Mónica Spínola Penny Standen Best Early Career Paper Award Winner 2022 <i>Chair: Iveta Fajnerová & David Brown</i> ★ <i>Functional Neuropsychological Assessment: past, present and future.</i>
14:10 – 15:30	Session 6: Pain & Palliative <i>Chair: Sara Ventura</i> 🗣️ Anna Zubková – <i>The use of experiential VR to minimize anxiety in children with life limiting condition: A Randomized Control Trial</i> 🗣️ Martin Zielina – <i>Virtual Reality in Burn Treatment: A Comparative Study of High and Low Immersion Approaches on Pain and Anxiety Relief</i> 🗣️ Alexander Moreno – <i>Preliminary results of a systematic review of the use of virtual reality in palliative care</i> 🗣️ Carolyn Thomas – <i>Existential Biophilic VR Therapy – Developing a Protocol for Care Settings</i>
15:30 – 16:00	Coffee break
16:00 – 17:10	Session 7: Cognition & Spatial Navigation <i>Chair: Cecilia Sik-Lanyi & Renáta Cserjési</i> 🗣️ Suhani Dheer – <i>Beyond Diagnosis: The Cognitive Demands of Stopping and Turning Behaviors Among Drivers With and Without Multiple Sclerosis and Implications for Driving Safety</i> 🗣️ Matthew Harris – <i>Exploring the potential of using a Spatial Navigation Task to measure cognitive decline in adults with intellectual disabilities</i> 🗣️ Kathryn N. Devlin – <i>Virtual Reality Driving Simulation May Enhance the Prediction of Real-World Unsafe Driving</i> 🗣️ Mochammad Hannats Hanafi Ichsan – <i>Navigation in 3D Virtual Environment for Older Adults</i>
17:10 – 18:00	Session 8: Emotions <i>Chair: Sean Haddick</i> 🗣️ Alex Sumich – <i>Beneficial effects on subjective mood and brain function of biophilic quality in university environments shown in virtual reality</i> 🗣️ Jiří Pešek – <i>Assessing emotional memory in VR</i> 🗣️ Raissa de Oliveira Negrao – <i>Exploring Emotional Responses to Virtual Reality Environments in Younger Adults</i>
19:30 – 23:00	Social evening & dinner – see Program Specials



Third day – Thursday, September 5 – Red room

09:00 – 10:15	Session 9: Education <i>Chair: David Brown</i> <ul style="list-style-type: none">🗣️ Iveta Fajnerová – <i>Teaching Psychopathology from a First Person Perspective using VR simulation</i>🗣️ Thomas Hughes-Roberts – <i>Enabling Creativity through Game Making for the Socially Marginalised: Co-Designing a Game Making Toolkit</i>🗣️ Teresa Souto – <i>What happened after ethical decision-making training went virtual: some features about VREthics Application</i>🗣️ Adam Novotník – <i>Method of Loci and PEG system in VR as learning method for patients with ADHD</i>🗣️ Cecilia Sik-Lanyi – <i>Modelling realistic avatars for the “P-game” negotiation game</i>
10:15 – 10:45	Coffee break
10:45 – 12:00	Session 10: Rehabilitation <i>Chair: Pedro Gamito</i> <ul style="list-style-type: none">🗣️ Ian Male – <i>What stops therapists from using virtual reality in paediatric acquired brain injury upper limb rehabilitation?</i>🗣️ Emil Rosenlund Høeg – <i>Exploring therapists’ technology acceptance of virtual reality bike-based rehabilitation: A longitudinal study</i>🗣️ Philip Breedon – <i>Development of an immersive Virtual Reality (VR) system to improve the quality of rehabilitation for paediatric Ataxia Telangiectasia (A-T) patients</i>🗣️ Gianluca Sorrento – <i>Conditions for inducing freezing of gait in Parkinson’s disease freezers on a split-belt treadmill in a virtual environment</i>
12:00 – 13:00	Lunch (included)
13:00 – 14:00	Keynote talk: Professor Mariano Alcañiz <i>Chair: Pedro Gamito</i> <ul style="list-style-type: none">★ <i>Could Embodied Conversational Agents Be the Future for Assessment and Interventions in Clinical Psychology?</i>
14:00 – 14:50	Session 11: Design Ideas <i>Chair: Emil Rosenlund Høeg</i> <ul style="list-style-type: none">🗣️ Sharon Mozgai – <i>Virtual Humans in Mobile Health (mHealth) Applications: Designing for increased user-engagement and adherence</i>🗣️ Michal Sedlák – <i>Feasibility of using OCD exposure therapy application with VR omnidirectional treadmill: A study protocol</i>🗣️ Tereza Langová – <i>Virtual Reality Games for Lying Patients</i>🗣️ Hanan Namrouti – <i>Comparison Between 2D and 3D Icons as Menus in Virtual Reality Assessing the Usability of the Menus and User Satisfaction</i>



Third day – Thursday, September 5 (continued) – RESPIRIUM

Transfer of program from Red room (2nd floor) to RESPIRIUM (3rd floor)

14:50 – 15:20

Coffee break

15:20 – 16:00

Session 12: Sexology

Chair: Iveta Fajnerová

- 🗨️ Ali Adjorlu – *Virtual Sex Therapy: A virtual Psychotherapy Intervention to Help Individuals with Sexual Dysfunction Difficulties*
- 🗨️ Ondřej Vaníček – *Female sexual response to audiovisual stimuli in 2D/3D modality and first/third person perspective*

16:00 – 17:00

Company panel discussion

Chair/ Moderator: Albert Skip Rizzo

- 💡 Amir Bozorgzadeh (CEO) – *VirtuLeap*
- 💡 Giorgio Koppehele (Head of Content, Founder, CEO) – *Magic Horizons*
- 💡 Stephane Bouchard (President and CEO) – *In Virtuo*
- 💡 Jan Hrdlička (Co-Founder and CEO) – *ComGuide*

17:00 – 19:00

Company presentations & demos with catering

Chair: Ali Adjorlu & Iveta Fajnerova

(IMPORTANT NOTE: ALL PRESENTATIONS & DEMOS RUN IN PARALLEL AT THE SAME TIME)

- 🎮 Bogusława Łysakowska-Będek (Technomex) – *X Visio PRO - Therapy in Virtual Reality*
- 🎮 Marie Němcová (VR LIFE s.r.o.) – *VR Vitalis Pro*
- 🎮 Gareth Walkom (withVR) – *Therapy withVR Research withVR*
- 🎮 Martin Zielina & Zbyněk Pohořelský (VRSPACE & 2MF Charles Uni) – *VR burns*
- 🎮 Jan Hrdlička & Jiří Wild (ComGuide) – *Virtual Reality for Practicing Difficult Conversations in Healthcare – self-experience workshop (room wil be announced)*
- 🎮 Petr Hořejší & Matěj Dvořák & Jiří Podlipný (FME UWB & FMP Chales Uni) – *Risk Environment Simulator (RES©) - a virtual reality serious game on the principle of cue-exposure therapy (CET) for the treatment of alcohol use disorders (AUD)*
- 🎮 Giorgio Koppehele & Suna Koppehele (Magic Horizons) – *Magic Horizons - a unique One Stop solution for Mental Health in Virtual Reality: Calming, anxiety and pain distraction for patients - stress reduction for the staff*
- 🎮 Artur Sychov (Somnium Space) – *VR1 PCVR headset & Social VR Platform*
- 🎮 Lenka Lhotská (CIIRC CTU) – *Technical Aspects of VR Development for Medical Applications*
- 🎮 Karina Zamrazilova & Michal Vavrecka (CIIRC CTU) – *Natural Human-Robot Interaction*
- 🎮 Iveta Fajnerová (VR centre NIMH, 3MF Charles Uni) – *Virtual Reality for psychotherapy in anxiety disorders and OCD*



Fourth day – Friday, September 6 – Red room

09:00 – 10:00	Session 13: Cognition – Varia <i>Chair: Orly Lahav</i> <ul style="list-style-type: none">🗣️ Kinga Nedda Pete – <i>Immersive virtual reality experiences for the improvement of attention in post-COVID-19 condition</i>🗣️ Soma Zsebi – <i>The assessment of the cognitive profile of elderly individuals using Virtual Reality: A comparison between experienced and inexperienced users</i>🗣️ James Lewis – <i>The use of the Meta Quest as a tool for ADHD screening through a self administered immersive test of attention and activity</i>🗣️ Karolína Zuzánková – <i>Virtual environment aiming to train cognitive flexibility in patients with Obsessive – Compulsive Disorder</i>
10:00 – 10:20	Coffee break
10:20 – 11:20	Session 14: Relaxation & Nature <i>Chair: Mufti Mahmud</i> <ul style="list-style-type: none">🗣️ Lukáš Hejtmánek – <i>It's Not All About the Graphics: Finding Calm in Stylized Digital Forests</i>🗣️ Ágnes Karolina Bakk – <i>Designing Nature Simulated VR Applications for Hospitalized Seniors</i>🗣️ Patrícia Szabó – <i>Design virtual reality games that instruct proper breathing techniques with dynamically changing virtual environment</i>
11:30 – 12:00	Coffee break / small lunch
12:00 – 13:00	Best paper award ceremony and closing remarks <i>Chair: Iveta Fajnerová & David Brown & Paul Sharkey</i>
13:00 – 14:00	Cyberspace, Behavior and e-Therapy (CYBER) – Diploma ceremony <i>Chair: Pedro Gamito</i>
14:00	Goodbye ceremony