



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)

First day – Tuesday, September 3

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| from 8:00 | Registration of the attendees |
| 08:50 | 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 |
| 13:30 – 14:00 | Welcome session |
| 14:00 – 15:00 | Keynote talk: Professor Maria T Schultheis <i>Chair: Bonnie Connor</i> <ul style="list-style-type: none"> ★ "Technology & Cognition": Examining new trends and opportunities |

International Conference on Disability, Virtual Reality and Associated Technologies
Prague, 3 – 6 September, 2024

First day – Tuesday, September 3 (continued)

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|---------------|---|
| 15:00 – 16:00 | Session 1: VRET Trauma <i>Chair: Albert Skip Rizzo</i> <ul style="list-style-type: none">👤 Michael Roy – <i>Computer Monitor versus Augmented Reality: Expanding 3MDR Therapy for PTSD: A Randomized Controlled Trial (CARE4PTSD)</i>👤 Raúl Durón-Figueroa – <i>Development and Usability Evaluation of Virtual Environments for the Treatment of Post-Traumatic Stress Disorder in Earthquake Victims</i>👤 Albert Rizzo – <i>The Virtual Ukraine Project: Trauma Therapy in Warzones with Virtual Reality</i> |
| 16:00 – 16:30 | Coffee break |
| 16:30 – 17:20 | Session 2: VRET Anxiety <i>Chair: TBS</i> <ul style="list-style-type: none">👤 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> |
| 17:20 – 18:20 | Cyberspace, Behavior and e-Therapy (CYBER) – Poster session <i>Chair: Matthew Harris & Michal Sedlak</i> <ul style="list-style-type: none">👤 Jiayao Chen & Suvechhaya Shrestha – <i>Enhancing Emotional Connection and Engagement in Long-Distance Relationships: A Comparative Study of Virtual Reality and Video Calls</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>👤 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>👤 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> |

International Conference on Disability, Virtual Reality and Associated Technologies
Prague, 3 – 6 September, 2024

Second day – Wednesday, September 4

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| 09:00 – 10:20 | Session 4: Autism – Assessment Tools & Participatory Design <i>Chair: William Farr & Bonnie Connor</i> <ul style="list-style-type: none">William Farr – <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 5: 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>Ali Adjorlu – <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 3: VRET Varia <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 |
| 13:10 – 14:10 | Keynote talk: Mónica Spínola Penny Standen Best Early Career Paper Award Winner 2022 <i>Chair: Iveta Fajnerová & David Brown</i> <ul style="list-style-type: none">★ <i>Functional Neuropsychological Assessment: past, present and future.</i> |
| 14:10 – 15:30 | Session 6: Pain & Palliative <i>Chair: Sara Ventura</i> <ul style="list-style-type: none">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: 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>Donovan Morel – <i>Effect of natural environment simulation on depression score: single case approach in French university students</i> |

Second day – Wednesday, September 4 (continued)

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| 17:10 – 18:00 | Session 8: Emotions <i>Chair: Sean Haddick</i> <ul style="list-style-type: none">🗣️ 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 | See Program Specials for details |

Social evening & dinner

International Conference on Disability, Virtual Reality and Associated Technologies
Prague, 3 – 6 September, 2024

Third day – Thursday, September 5

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| 09:00 – 10:15 | <p>Session 9: EDU <i>Chair: David Brown</i></p> <ul style="list-style-type: none"> 👤 Iveta Fajnerová – <i>Experiential Learning Game Simulating Symptoms of Mental Disorders</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 | <p>Session 10: Rehabilitation <i>Chair: Pedro Gamito</i></p> <ul style="list-style-type: none"> 👤 William Farr – <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 |
| 13:00 – 14:00 | <p>Keynote talk: Professor Mariano Alcañiz <i>Chair: Pedro Gamito</i></p> <ul style="list-style-type: none"> ★ <i>Could Embodied Conversational Agents Be the Future for Assessment and Interventions in Clinical Psychology?</i> |
| 14:00 – 15:00 | <p>Session 11: Design Ideas <i>Chair: Emil Rosenlund Høeg</i></p> <ul style="list-style-type: none"> 👤 Sharon Mozgai & Albert Rizzo – <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> 👤 Hyosun Kweon – <i>VR based Community Reintegration Contents Design: Focusing on mobility activities</i> |
| 15:00 – 15:30 | Coffee break |
| 15:30 – 16:10 | <p>Session 12: Sexology <i>Chair: Iveta Fajnerová</i></p> <ul style="list-style-type: none"> 👤 Ali Adjorlu – <i>Virtual Sex Therapy: A virtual Psychotherapy Intervention to Help Individuals with Sexual Dysfunction Difficulties</i> 👤 Ondřej Vaníček – <i>Female sexual response to audiovisual stimuli in 2D/3D modality and first/third person perspective</i> |
| 16:10 – 17:10 | <p>Company panel discussion <i>Chair: Albert Skip Rizzo</i></p> |
| 17:10 – 19:00 | <p>Company presentations & demos with catering <i>Chair: Ali Adjorlu & Iveta Fajnerova</i></p> |

International Conference on Disability, Virtual Reality and Associated Technologies
Prague, 3 – 6 September, 2024

Fourth day – Friday, September 6

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| 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 – 11:30 | Session 14: Cognition & Spatial Navigation <i>Chair: Cecilia Sik-Lanyi & Renáta Cserjési</i> <ul style="list-style-type: none">🗣️ 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> |
| 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 |