



# 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

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

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

**First day – Tuesday, September 3 (continued)**

|               |   |
|---------------|---|
| 13:30 – 14:00 | <b>Welcome session</b><br><i>Iveta Fajnerová, Jiří Horáček, Lenka Lhotská</i>   |
| 14:00 – 15:00 | <b>Keynote talk: Professor Maria T Schultheis</b><br><i>Chair: Bonnie Connor</i><br>★ "Technology & Cognition": Examining new trends and opportunities  |
| 15:00 – 16:00 | <b>Session 1: VR exposure - Trauma</b><br><i>Chair: TBS</i><br>👤 Michael Roy – <i>Computer Monitor versus Augmented Reality: Expanding 3MDR Therapy for PTSD: A Randomized Controlled Trial (CARE4PTSD)</i><br>👤 Raúl Durón-Figueroa – <i>Development and Usability Evaluation of Virtual Environments for the Treatment of Post-Traumatic Stress Disorder in Earthquake Victims</i><br>👤 Albert Rizzo – <i>The Virtual Ukraine Project: Trauma Therapy in Warzones with Virtual Reality</i>  |
| 16:00 – 16:30 | Coffee break  |
| 16:30 – 18:00 | <b>Session 2: VR exposure - Anxiety</b><br><i>Chair: Albert Skip Rizzo</i><br>👤 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><br>👤 Muhammad Arifur Rahman – <i>Optimizing VRET: EEG data for ML Models with Real-Time Biofeedback</i><br>👤 Martina Janíková – <i>Virtual environment for exposure therapy of obsessive-compulsive disorder enriched with olfactory stimuli: A pilot study</i><br>🗣 Soledad Quero – <i>Enhancing exposure therapy effectiveness: projection-based augmented reality for specific cockroach phobia treatment compared to traditional treatment regarding stimuli variability.</i><br>🗣 Markéta Jablonská – <i>Design and Evaluation of Virtual Environments for Exposure Therapy of Aviophobia: Early Feasibility Study</i><br>🗣 Barbora Darmová – <i>Evaluating Virtual Scenarios through the Lens of the Contrast Avoidance Model in the Context of Generalized Anxiety Disorder Treatment</i>   |
| 18:00 – 19:00 | <b>Cyberspace, Behavior and e-Therapy (CYBER) – Poster session</b><br><i>Chair: Matthew Harris &amp; Michal Sedlak</i><br>💬 Jiayao Chen & Suvechhaya Shrestha – <i>Enhancing Emotional Connection and Engagement in Long-Distance Relationships: A Comparative Study of Virtual Reality and Video Calls</i><br>💬 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><br>💬 Vaishali Goyal & Gustavo Menegon – <i>The temporal neural dynamics of aesthetic appreciation for visual art</i><br>💬 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><br>💬 Nina Belousova, Mariam Barseguyan & Vladimir Zyablov – <i>Psychological Impact of Breast Cancer and Premature Menopause: Digital Intervention Approach</i><br>💬 Miltiadis Gialousis & Diogo Gomes – <i>Psychological Trait Assessment Prior to Therapeutic Sessions using Open-Ended Questions</i><br>💬 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><br>💬 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**

|               |  |
|---------------|--|
| 09:00 – 10:20 | <b>Session 3: Autism – Assessment Tools &amp; Participatory Design</b><br><i>Chair: William Farr &amp; Bonnie Connor</i> <ul style="list-style-type: none"><li>👤 Isaac Lee – <i>Can an LLM AI-Augmented ADI-R Improve Diagnostic Pathways and Educational Outcomes for Autistic Individuals?</i></li><li>👤 William Farr – <i>External Fine Motor Markers of Neurodivergence: Pilot Results of the TangiBall</i></li><li>👤 Sean Haddick – <i>Through The Eyes of An Autistic Child: The Role of Technology and Autistic Researchers in Developing Interventions</i></li><li>👤 Pascal Meital – <i>Online Course for Autistic Adults: Usability Study and Participatory Design</i></li></ul>  |
| 10:20 – 10:50 | Coffee break   |
| 10:50 – 11:30 | <b>Session 4: Autism – Social Skills &amp; Public Transport</b><br><i>Chair: William Farr</i> <ul style="list-style-type: none"><li>👤 Ali Adjorlu – <i>Virtual Station: Virtual Reality as a Bridge to Independence in Public Transportation for Autistic Youth</i></li><li>🗣️ Ali Adjorlu – <i>Enhancing Social Skills in Autism Spectrum Disorder: A Virtual Reality Intervention for Educational Settings</i></li><li>🗣️ Sean Haddick – <i>Metahumans: A Framework for Assessment and Feedback of Social-Emotional Reciprocity</i></li></ul>  |
| 11:30 – 12:10 | <b>Session 5: Sexology</b><br><i>Chair: Iveta Fajnerová</i> <ul style="list-style-type: none"><li>👤 Ali Adjorlu – <i>Virtual Sex Therapy: A virtual Psychotherapy Intervention to Help Individuals with Sexual Dysfunction Difficulties</i></li><li>👤 Ondřej Vaníček – <i>Female sexual response to audiovisual stimuli in 2D/3D modality and first/third person perspective</i></li></ul>   |
| 12:10 – 13:10 | Lunch (provided)   |
| 13:10 – 14:10 | <b>Keynote talk: Mónica Spínola</b><br>Penny Standen Best Early Career Paper Award Winner 2022<br><i>Chair: Iveta Fajnerová &amp; David Brown</i> <ul style="list-style-type: none"><li>★ <i>Functional Neuropsychological Assessment: past, present and future.</i></li></ul>   |
| 14:10 – 15:30 | <b>Session 6: Pain &amp; Palliative</b><br><i>Chair: Sara Ventura</i> <ul style="list-style-type: none"><li>👤 Anna Zubková – <i>The use of experiential VR to minimize anxiety in children with life limiting condition: A Randomized Control Trial</i></li><li>👤 Martin Zielina – <i>Virtual Reality in Burn Treatment: A Comparative Study of High and Low Immersion Approaches on Pain and Anxiety Relief</i></li><li>👤 Alexander Moreno – <i>Preliminary results of a systematic review of the use of virtual reality in palliative care</i></li><li>👤 Carolyn Thomas – <i>Existential Biophilic VR Therapy – Developing a Protocol for Care Settings</i></li></ul>  |
| 15:30 – 16:00 | Coffee break   |
| 16:00 – 17:10 | <b>Session 7: Cognition &amp; Spatial Navigation</b><br><i>Chair: Cecilia Sik-Lanyi &amp; Renáta Cserjési</i> <ul style="list-style-type: none"><li>👤 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></li><li>👤 Matthew Harris – <i>Exploring the potential of using a Spatial Navigation Task to measure cognitive decline in adults with intellectual disabilities</i></li><li>👤 Kathryn N. Devlin – <i>Virtual Reality Driving Simulation May Enhance the Prediction of Real-World Unsafe Driving</i></li><li>🗣️ Mochammad Hannats Hanafi Ichsan – <i>Navigation in 3D Virtual Environment for Older Adults</i></li></ul> |

# International Conference on Disability, Virtual Reality and Associated Technologies

Prague, 3 – 6 September, 2024

## Second day – Wednesday, September 4 (continued)

|               |  |
|---------------|--|
| 17:10 – 18:00 | <b>Session 8: Emotions</b><br><i>Chair: Sean Haddick</i> <ul style="list-style-type: none"> <li>👤 Alex Sumich – <i>Beneficial effects on subjective mood and brain function of biophilic quality in university environments shown in virtual reality</i></li> <li>👤 Jiří Pešek – <i>Assessing emotional memory in VR</i></li> <li>🗨️ Raissa de Oliveira Negrao – <i>Exploring Emotional Responses to Virtual Reality Environments in Younger Adults</i></li> </ul> |
| 19:30 – 23:00 | <b>Social evening &amp; dinner</b> - <a href="#">see Program Specials for details</a>  |

## Third day – Thursday, September 5

|               |  |
|---------------|--|
| 09:00 – 10:15 | <b>Session 9: Education</b><br><i>Chair: David Brown</i> <ul style="list-style-type: none"> <li>👤 Iveta Fajnerová – <i>Experiential Learning Game Simulating Symptoms of Mental Disorders</i></li> <li>👤 Thomas Hughes-Roberts – <i>Enabling Creativity through Game Making for the Socially Marginalised: Co-Designing a Game Making Toolkit</i></li> <li>👤 Teresa Souto – <i>What happened after ethical decision-making training went virtual: some features about VREthics Application</i></li> <li>🗨️ Adam Novotník – <i>Method of Loci and PEG system in VR as learning method for patients with ADHD</i></li> <li>🗨️ Cecilia Sik-Lanyi – <i>Modelling realistic avatars for the “P-game” negotiation game</i></li> </ul>  |
| 10:15 – 10:45 | Coffee break   |
| 10:45 – 12:00 | <b>Session 10: Rehabilitation</b><br><i>Chair: Pedro Gamito</i> <ul style="list-style-type: none"> <li>👤 Ian Male – <i>What stops therapists from using virtual reality in paediatric acquired brain injury upper limb rehabilitation?</i></li> <li>👤 Emil Rosenlund Høeg – <i>Exploring therapists’ technology acceptance of virtual reality bike-based rehabilitation: A longitudinal study</i></li> <li>👤 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></li> <li>👤 Gianluca Sorrento – <i>Conditions for inducing freezing of gait in Parkinson’s disease freezers on a split-belt treadmill in a virtual environment</i></li> </ul>                       |
| 12:00 – 13:00 | Lunch (provided)   |
| 13:00 – 14:00 | <b>Keynote talk: Professor Mariano Alcañiz</b><br><i>Chair: Pedro Gamito</i> <ul style="list-style-type: none"> <li>★ <i>Could Embodied Conversational Agents Be the Future for Assessment and Interventions in Clinical Psychology?</i></li> </ul>  |
| 14:00 – 15:00 | <b>Session 11: Design Ideas</b><br><i>Chair: Emil Rosenlund Høeg</i> <ul style="list-style-type: none"> <li>👤 Sharon Mozgai &amp; Albert Rizzo – <i>Virtual Humans in Mobile Health (mHealth) Applications: Designing for increased user-engagement and adherence</i></li> <li>🗨️ Michal Sedlák – <i>Feasibility of using OCD exposure therapy application with VR omnidirectional treadmill: A study protocol</i></li> <li>🗨️ Tereza Langová – <i>Virtual Reality Games for Lying Patients</i></li> <li>🗨️ Hanan Namrouti – <i>Comparison Between 2D and 3D Icons as Menus in Virtual Reality Assessing the Usability of the Menus and User Satisfaction</i></li> <li>🗨️ Hyosun Kweon – <i>VR based Community Reintegration Contents Design: Focusing on mobility activities</i></li> </ul> |
| 15:00 – 15:30 | Coffee break   |
| 15:30 – 16:30 | <b>Company panel discussion</b><br><i>Chair: Albert Skip Rizzo</i>   |

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|---------------|---|
| 16:30 – 19:00 | <b>Company presentations &amp; demos with catering</b><br><i>Chair: Ali Adjorlu &amp; Iveta Fajnerova</i> |
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**Fourth day – Friday, September 6**

|               |   |
|---------------|---|
| 09:00 – 10:00 | <b>Session 12: Cognition - Varia</b><br><i>Chair: Orly Lahav</i> <ul style="list-style-type: none"><li>🗣️ Kinga Nedda Pete – <i>Immersive virtual reality experiences for the improvement of attention in post-COVID-19 condition</i></li><li>🗣️ Soma Zsebi – <i>The assessment of the cognitive profile of elderly individuals using Virtual Reality: A comparison between experienced and inexperienced users</i></li><li>🗣️ 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></li><li>🗣️ Karolína Zuzánková – <i>Virtual environment aiming to train cognitive flexibility in patients with Obsessive – Compulsive Disorder</i></li></ul> |
| 10:00 – 10:20 | Coffee break  |
| 10:20 – 11:30 | <b>Session 13: Relaxation &amp; Nature</b><br><i>Chair: Mufti Mahmud</i> <ul style="list-style-type: none"><li>🗣️ Lukáš Hejtmánek – <i>It's Not All About the Graphics: Finding Calm in Stylized Digital Forests</i></li><li>🗣️ Ágnes Karolina Bakk – <i>Designing Nature Simulated VR Applications for Hospitalized Seniors</i></li><li>🗣️ Patrícia Szabó – <i>Design virtual reality games that instruct proper breathing techniques with dynamically changing virtual environment</i></li><li>🗣️ Donovan Morel – <i>Effect of natural environment simulation on depression score: single case approach in French university students</i></li></ul>   |
| 11:30 – 12:00 | Coffee break / small lunch  |
| 12:00 – 13:00 | <b>Best paper award ceremony and closing remarks</b><br><i>Chair: Iveta Fajnerová &amp; David Brown &amp; Paul Sharkey</i>  |
| 13:00 – 14:00 | <b>Cyberspace, Behavior and e-Therapy (CYBER) – Diploma ceremony</b><br><i>Chair: Pedro Gamito</i>  |
| 14:00 ...     | Goodbye ceremony  |