

# Message from the Chairs

## VARSE 2025

Welcome to VARSE 2025, the Third International Workshop on Virtual and Augmented Reality Software Engineering, co-located with ASE 2025. Following the successful editions of VARSE 2022 and VARSE 2024, this year's workshop continues to serve as a leading forum for researchers and practitioners exploring the intersection of Virtual Reality (VR), Augmented Reality (AR), and Software Engineering.

With the rapid development of immersive platforms such as Unity, Apple ARKit, Google ARCore, and Meta for Developers, software engineers face new technical and methodological challenges. The VARSE series was founded to bring together academic researchers and industry professionals to address these challenges, spanning topics such as testing automation, performance optimization, security and privacy, software design, analysis, and maintenance for XR systems.

This year's workshop features a half-day program including a keynote presentation, invited talks, paper sessions, and a closing panel discussion. We are delighted to host a diverse set of contributions that reflect both foundational and emerging directions in XR software engineering. Many papers present early-stage research, datasets, and infrastructure studies that lay the groundwork for the next generation of tools and methodologies in immersive software development.

VARSE 2025 follows a double-anonymous review process, aligning with ASE's standards to ensure fairness and rigor. Each submission was evaluated by three reviewers from our international program committee, based on novelty, technical soundness, and potential impact. We extend our deepest gratitude to all reviewers for their thoughtful and constructive feedback, which helped strengthen the accepted papers and shaped a balanced, high-quality program.

The workshop also continues its mission to build a growing, interdisciplinary community at the intersection of VR/AR technology and software quality engineering. By encouraging short, early-stage papers and open discussions, VARSE 2025 aims to lower the barrier for collaboration and idea exchange between academia and industry. Participants include researchers from leading universities and developers from start-up and enterprise XR companies, fostering dialogue on real-world problems and forward-looking research directions.

We sincerely thank all authors for submitting their latest work, the reviewers and program committee members for their generous time and expertise, and the ASE 2025 organizers for their invaluable support in hosting the workshop. Our appreciation also goes to the invited speakers and panelists, whose insights will guide our community toward addressing the next generation of challenges in virtual and augmented reality software engineering.

VARSE 2025 would not have been possible without the collaborative spirit of our community. Our special thanks go to all the PC members and the co-chairs. Over the past three years, the workshop has grown from a small, exploratory gathering into a regular ASE-affiliated venue that

connects multiple disciplines: software testing, program analysis, AI-assisted software engineering, graphics performance optimization, and XR interaction design. We hope that this year's workshop will further strengthen these connections, inspire new collaborations between academia and industry, and help shape the research roadmap for the next generation of immersive software systems.

We hope you find VARSE 2025 an inspiring and productive venue for exchanging ideas, forging collaborations, and shaping the future of XR software engineering.

Enjoy the workshop and ASE 2025!

**VARSE 2025 Program Co-Chairs**

Xue Qin, Xusheng Xiao, Shuqing Li, Wei Wang