



XR SALENTO 2025

International Conference on eXtended Reality

June 17-20, 2025 – Otranto, Italy



www.xrsalento.it

The **International Conference on eXtended Reality (XR Salento 2025)** offers a unique opportunity for researchers, professionals, engineers, and academics from various fields to exchange insights, share experiences, and present advancements in eXtended Reality (XR) and Artificial Intelligence (AI).

Supported by the University of Salento, **XR Salento 2025** serves as a platform for scientists, engineers, educators, students, entrepreneurs, and industry professionals to collaborate, exchange ideas, and explore the latest advancements in XR and AI technologies.

TECHNOLOGIES

- Virtual Reality
- Augmented Reality
- Mixed Reality
- Artificial Intelligence

APPLICATIONS

- Industry
- Medicine and Rehabilitation
- Cultural Heritage and Arts
- Education and Inclusion
- Digital Twin

XR Salento 2025 accepts **full papers** (12-20 pages), and **short papers** (6-11 pages).

Accepted papers will be published in **Lecture Notes in Computer Science**, edited by Springer.



Long Paper submission: March 16, 2025
Short Paper submission: March 31, 2025
Notification of acceptance: April 15, 2025
Camera-ready submission: April 30, 2025

THEMATIC SESSIONS

Thematic sessions have the main aim of creating a mini-workshop on a specific topic.

Thematic Session 1: AI-Driven XR Innovations in Healthcare: Bridging Technology and Ethics

Thematic Session 2: Transforming Research and Clinical Interventions with eXtended Reality

Thematic Session 3: Crafting Virtual Humans for Immersive XR Applications: Advancements, Applications, and Challenges

Thematic Session 4: eXtended Reality for Cultural Tourism Sustainability

Thematic Session 5: Digital Twin and Smart Virtual Representations for Cultural Heritage

Thematic Session 6: Exploring eXtended Reality for Serious Games: Design, Technology, and Applications

Thematic Session 7: Digital Twin: Innovative Approaches in Industry and Healthcare

Thematic Session 8: XR for Art, Design, and Entertainment

Thematic Session 9: Virtual Restoration of artworks: innovations, challenges, and future perspectives

Thematic Session 10: Integrating Artificial Intelligence, Computer Vision and Augmented Reality in Computer-Assisted Intervention: challenges and opportunities

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