



www.xrsalento.it

The International Conference on eXtended Reality (XR Salento 2024) offers the opportunity to bring together the community of researchers from academia and industry, computer scientists, engineers, physicians in order to share points of views, experiences, know-how and technical results related to eXtended Reality technologies and applications, 3D visualization, games and serious games.

XR Salento is an evolution of previous editions of the International Conference on Augmented Reality, Virtual Reality and Computer Graphics (Salento AVR), which had united the AR/VR community since 2014.

XR Salento 2024 is supported by University of Salento and provides a unique opportunity for discussion and debate among scientists, engineers, educators, students and allows them to connect with fellow entrepreneurs and companies operating in the same sector, thus experiencing applications of these emerging technologies.

Topics of interest for submission include, but are not limited to:

TECHNOLOGIES

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

APPLICATIONS

- Industry
- · Medicine and Rehabilitation
- Cultural Heritage
- Education and Inclusion
- Arts and Art Therapy
- Games and Serious Games
- Marketing
- Digital Twin
- Metaverso

HUMAN FACTORS

- Presence and Cognition
- Interaction
- Virtual Humans

Papers submitted to **XR Salento 2024** must not have been previously published.

The decision of acceptance will be based on the ability to contribute to the state-of-the-art, originality of ideas, quality of the methodology adopted, clarity and significance of the results.

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





The steering committee will award the best papers, the best poster, the best graphic abstract and the best demo.

Paper submission: April 15, 2024

Notification of acceptance: May 31, 2024

Camera-ready submission: June 10, 2024

Contact: info@xrsalento.it







