PROGRAM – OCTOBER 2, 2024

TIME	LOCAL	ACTIVITY
8 am	Room B-09 - Ludus Lab	REGISTRATION

	Room D-1	**Technical Session 3 (Interface):** Generalization of Real-Time Motion Control with DRL Using Conditional Rewards and Symmetry Constraints *Luis da Silva Oliveira (Universidade Federal do Ceará – Quixadá – Brazil), Rubens Nunes (Federal University of Ceará – Brazil), Creto Vidal (Federal University of Ceará – Brazil), Joaquim Cavalcante-Neto (Federal University of Ceara (UFC) – Brazil)*
		Technical Session 3 (Interface): Exploring Mixed Reality in Digital Board Games: A Comparative Analysis of Cooperative and Competitive Modes: An In-Depth Study on User Satisfaction and Engagement *Victor Moreira (Universidade Federal do Paraná – Brazil), Lucas Almeida (Universidade Federal do Paraná – Brazil), Márcio Catapan (Federal University of Paraná – Brazil), Daniella Munhoz (Universidade Federal do Paraná – Brazil), André Demaison (Universidade Federal do Paraná – Brazil), Ingrid Winkler (Centro Universitário SENAI CIMATEC – Brazil)*
		Technical Session 3 (Interface): Evaluating Usability, User Experience, and Playability of Puzzle Game in Mixed Reality *Thiago Campos (Universidade Tecnológica Federal do Paraná – Brazil), Eduardo Damasceno (Universidade Tecnológica Federal do Paraná – Brazil), Marcelo da Silva Hounsell (UDESC – Universidade do Estado de Santa Catarina – Brazil), Natasha Valentim (Universidade Federal do Paraná – Brazil)*
		Technical Session 3 (Interface): Interactive 2D vs. 3D Loading Screens in VR: Impact on User Experience and Perceived Wait Time *Gustavo de Freitas (Universidade Federal de Santa Maria – Brazil), Natan Berwaldt (Universidade Federal de Santa Maria – UFSM – Brazil), Gabriel Di Domenico (Universidade Federal de Santa Maria – Brazil), Alfredo Cossetin Neto Neto (Universidade Federal de Santa Maria – Brazil), Cesar Pozzer (Universidade Federal de Santa Maria – Brazil)*
		Technical Session 3 (Interface): Shared Reconstructed Environments in Extended Reality *André Vital Tavernaro (Insper – Brazil), Henrique Mualem Marti (Insper – Brazil), João Guilherme Cintra de Freitas Almeida (Insper – Brazil), Matheus Freitas Santana (Insper – Brazil), Luciano Soares (Insper – Brazil)*
		Technical Session 3 (Interface): An Underwater Sound Propagation Model based on Ray Tracing for Virtual Reality *Guilherme Silva de Castro (Universidade Federal de Rio Grande – Brazil), Marcelo Malheiros (Federal University of Rio Grande – FURG – Brazil), Alessandro Bicho (Universidade Federal do Rio Grande (FURG) – Brazil)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): XR Experience to Collect Biosignals for Cybersickness Mitigation *Wedrey Silva (UNB), Thiago Porcino (PUCRJ), Carla Castanho (UNB), Ricardo Jacobi (UNB)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Virtual Reality for Medical Training *José Raul Andrade (UFPB), Antonio Araújo (UFPB), Ronei Moraes (UFPB), Liliane Machado (UFPB)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): CRIME SCENE ? VR: IMMERSIVE LEARNING EXPERIENCE ON CRIMINAL FORENSICS *Cinthia Bittencourt Spricigo (PUCPR), Adriana Goulart (PUCPR), Patrícia Custodio (PUCPR), Felipe Cortizo Elias e Silva (PUCPR)*
9 am to 11 am		**XR Experience (SVR), Student Game Competition & Interactive Works (ICEC):** Case Study on FPS Game Customization Based on Asset Replacement for Child

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	Lab NEXUS	Appropriateness *Edson Coelho Rodrigues (UFC), Diego Mendes (UFC), Ícaro da Silva Barbosa (UFC), Creto Vidal (UFC), Joaquim Cavalcante-Neto (UFC), Antonio Melo Jr (UFC), George Allan Menezes Gomes (UFC)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): XR Framework Proposal to Assist Designers in Minimizing Cybersickness *Leonardo Giuri Santiago (PUCRJ), Victhor Kronemberger (PUCRJ), Thiago Porcino (PUCRJ), Renato Cherullo (PUCRJ), Alberto Raposo (PUCRJ)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Simulator for military terrain study *Raphael Almeida (PUCRJ), Thiago Gonçalves (PUCRJ), Alberto Raposo (PUCRJ)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Proof of Concept of XR Application in the Construction of Logistics Warehouses *Jarbas Jácome (UFPE), Luís Alves (UFPE), Ricardo Brazileiro (UFPE)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Serious Applications in a First-Person Shooter Style Game in Virtual Reality *Thiago Gonçalves (PUCRJ), Raphael Almeida (PUCRJ), Thiago Porcino (PUCRJ), Alberto Raposo (PUCRJ)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Virtual Reality in Astronomical Education: Improving the Understanding of Eclipses with Interactive Simulations *Joao Araujo (UFC)*
		XR Experience (SVR), Student Game Competition & Interactive Works (ICEC): Virtual Reality and Biofeedback for Automotive Experience Assessment in Industry 5.0 *Ingrid Winkler (SENAI CIMATEC), Gabriel Santos (SENAI CIMATEC), Rafael Miguez (SENAI CIMATEC), Felipe Leão Dias (SENAI CIMATEC), Márcio Soussa (SENAI CIMATEC)*
	EST Auditorium – Block C	**WUW – Workshop of Undergraduate Works:** Virtual Reality and Eye Tracking in Usability Testing for Industry 4.0 *Felipe Leão Dias (Centro Universitário SENAI CIMATEC – Brazil), Gabriel Santos (Senai Cimatec – Brazil), Rafael Miguez (Centro Universitário SENAI CIMATEC – Brazil), Ingrid Winkler (Centro Universitário SENAI CIMATEC – Brazil)*
		WUW – Workshop of Undergraduate Works: Human-Computer Interface using Gaze Tracking approaches *Eduardo Sakamoto (UNIOESTE – Brazil), Claudio Mauricio (Unioeste – Universidade Estadual do Oeste do Paraná – Brazil), Fabiana Peres (Unioeste – Brazil)*
		WUW – Workshop of Undergraduate Works: INFo: An augmented reality System for Publicizing Teaching Professional Information *Cristhinny Pires Araujo (Universidade Federal de Goiás – Brazil), Daniela Nascimento (UFG – Brazil), Carlos Henrique Rorato Souza (Universidade Federal de Goiás – Brazil), Sergio Carvalho (Universidade Federal de Goiás – UFG – Brazil), Luciana Berretta (Universidade Federal de Goiás – Brazil)*
		WUW – Workshop of Undergraduate Works: Eye Tracking and Immersive Environments: Analysing the Automotive Experience *Rafael Miguez (Centro Universitário SENAI CIMATEC – Brazil), Gabriel Santos (Senai Cimatec – Brazil), Felipe Leão Dias (Centro Universitário SENAI CIMATEC – Brazil), Ingrid Winkler (Centro Universitário SENAI CIMATEC – Brazil)*
		WUW – Workshop of Undergraduate Works: Gêmeo Digital com Módulo de Otimização da Movimentação de Braço Robótico Utilizando a Heurística de

		Lin-Kernighan *Gabriel Ludke (Ifes – Brazil), Rodrigo Andreão (Instituto Federal do Espírito Santo – Brazil), Saulo Ribeiro (Universidade Vila Velha – Brazil), Mario Mestria (Instituto Federal de Educação, Ciência e Tecnologia do Espírito Santo – Brazil)*
11 am to 12 pm	**EST Auditorium – Block C**	**Ethical, safe and inclusive XR technologies: the way forward** **Keynote: Ekaterina Prasolova-Førland**

12 pm to 1:30 pm	**LUNCH**

1:30 pm to 3 pm	**Room D-1**	**Technical Session 4 (Human Factors):** Effects of Nonsensical Responses in Virtual Human Simulations on Clinicians' Empathic Communication and Emotional Responses (JBCS) *Alexandre Gomes de Siqueira (University of Florida), Heng Yao (University of Florida), Sarah Bloch-Elkouby (Icahn School of Medicine), Megan L. Rogers (Texas State University), Olivia C. Lawrence (Teachers College), Devon Peterkin (Teachers College), Sifan Zheng (Teachers College), Kathleen Feeney (Florida International University), Erica D. Musser (Barnard College|), Igor Galynker (Icahn School of Medicine), Benjamin Lok (University of Florida)*
		Technical Session 4 (Human Factors): Analysing Hybrid Neural and Ray Tracing Perception for Foveated Rendering *Horácio Henriques (Universidade Federal Fluminense – Brazil), Eder Oliveira (Universidade Federal Fluminense – Brazil), Esteban Clua (Universidade Federal Fluminense – Brazil), Daniela Trevisan (Universidade Federal Fluminense – Brazil)*
		Technical Session 4 (Human Factors): What if Video See-Through in HMDs Changes How Accurately We Perform Tasks? *Gustavo Domingues (Universidade Estadual do oeste do Paraná – Campus Foz do Iguaçu – Brazil), Vitor Vieira (Universidade Estadual do Oeste do Paraná – Brazil), Leina Yoshida (Universidade Estadual do Oeste do Paraná – Brazil), Amadeo Neto (UFPE – Brazil), Letícia de Oliveira (Universidade Estadual do Oeste do Paraná – Brazil), João Marcelo Teixeira (Universidade Federal de Pernambuco – Brazil), Fabiana Peres (Unioeste – Universidade Estadual do Oeste do Paraná – Brazil), Claudio Mauricio (Universidade Estadual do Oeste do Paraná – Brazil), Fátima Nunes (EACH-Universidade de São Paulo – Brazil)*
		Technical Session 4 (Human Factors): Expanding the VR for the Social Good Initiative to Brazilian Higher Education *Eduardo Palmeira (Universidade do Estado de Santa Catarina – Brazil), Julia Lima (UDESC – Brazil), Gabriela Sardá (UDESC – Brazil), Marcelo Gomes Ferreira (Universidade Estadual de Santa Catarina – Brazil), Pedro Guillermo Feijóo-García (Georgia Institute of Technology – USA), Alexandre Gomes de Siqueira (University of Florida – USA)*
		Technical Session 4 (Human Factors): Interactive Educational Game for Chemistry in Virtual Reality with User Gesture Interactions via Smartwatches *Lucas Amaral (Inst. Fed. Goiano – Brazil), Jamilly Santos (Inst. Fed. Goiano – Brazil), Fabrízzio Alphonsus Alves de Melo (Inst. Fed. Goiano – Brazil), Nunes Soares (Inst. Fed. Goiano – Brazil), Luciana Cardoso (Inst. Fed. Goiano – Brazil), Thamer Horbylon Nascimento (Inst. Fed. Goiano – Brazil)*

2 pm to 3 pm	**EST Auditorium – Block C**	**Panel 2:** Immersive Technologies: challenges of the inclusive design in times of natural hazards and climate change **Panelists:** *Daniela Cardoso Tavares (Universidade Federal do Rio de Janeiro), Mauro Ricardo da S. Teófilo (SIDIA Instituto de Ciência e Tecnologia), Renan Luigi M. Guarese (Royal Institute of Technology – Sweden)*

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		Moderator: *Jean Felipe P. Cheiran (Universidade Federal do Pampa)*

3 pm to 3:30 pm	**Ground floor - STEM**	**COFFEE BREAK and POSTER SESSION**

3:30 pm to 5:30 pm	**Room D-1**	**Technical Session 5 (Health):** A baropodometric analysis of postural therapy supported by immersive virtual reality (JBCS) *Ígor Andrade Moraes (Minas Gerais State University), Eduardo Gabriel Queiroz Palmeira (University of Brasília), Raul Matsushita (University of Brasília), Alexandre Gomes de Siqueira (University of Florida), Dean A. Rodrigues de Oliveira (Federal University of Uberlândia), Alexandre Cardoso (Federal University of Uberlândia), Egard Afonso Lamounier Júnior (Federal University of Uberlândia)*
		Technical Session 5 (Health): Virtual Reality System Controlled by Embedded Artificial Intelligence for Supporting Phobia Treatment (JBCS) *Claudio H. Medaber Jambo (Universidade do Estado do Rio de Janeiro – Brazil), Vera M. B. Werneck (Universidade do Estado do Rio de Janeiro – Brazil), Rosa Maria E. M. da Costa (Universidade do Estado do Rio de Janeiro– Brazil)*
		Technical Session 5 (Health): What if… we Knew the Effects and Benefits of Virtual Reality in Childhood? *Caliope Araújo (Universidade Federal de Pernambuco – Brazil), Marina Kunst (Universidade Federal de Pernambuco – Brazil), Misa Uehara (Universidade Federal de Pernambuco – Brazil), Fabiana Peres (Unioeste – Brazil), João Marcelo Teixeira (Universidade Federal de Pernambuco – Brazil)*
		Technical Session 5 (Health): Eyes of Fear: Leveraging Emotion Recognition for Virtual Reality Experience *Isabela Ribeiro (Universidade Federal de Pernambuco – Brazil), Renatto Padilha (Universidade Federal de Pernambuco – Brazil), Gislayne Silva (Universidade Federal de Pernambuco – Brazil), Marcelo Batista da Silva (Universidade Federal de Pernambuco – Brazil), Yasmim Oliveira (University Federal of Pernampuco – Brazil), João Almeida (Universidade Federal de Pernambuco – Brazil), Cristiano Araújo, (Universidade Federal de Pernambuco – Brazil), Willams Costa (Universidade Federal de Pernambuco – Brazil), Veronica Teichrieb (Universidade Federal de Pernambuco – Brazil)*
		Technical Session 5 (Health): Facial Conformation Modeling by Anthropometric Measurements *Arnaldo Vila Nova (Universidade Federal do Ceará – Campus Crateús – Brazil), Creto Vidal (Federal University of Ceará – Brazil), Joaquim Cavalcante-Neto (Federal University of Ceara – Brazil), Lílian Carneiro (Universidade Federal do Ceará – Brazil)*
		Technical Session 5 (Health): Elevating Virtual Reality Experiences with Olfactory Integration: A Preliminary Review (JBCS) *Meryck Felipe Brito da Silva (Advanced Knowledge Center for Immersive Technologies), Igor Henrique Sanches (Advanced Knowledge Center for Immersive Technologies), Joyce Vila Verde Bastos Borba (Advanced Knowledge Center for Immersive Technologies), Ana Carolina de Amorim Barros (Advanced Knowledge Center For Immersive Technologies), Francisco Lucas Feitosa de Oliveira (Advanced Knowledge Center For Immersive Technologies), Rodrigo Mendes de Carvalho (Advanced Knowledge Center for Immersive Technologies), Arlindo Rodrigues Galvão Filho (Advanced Knowledge Center for Immersive Technologies), Carolina Horta Andrade (Advanced Knowledge Center for Immersive Technologies)*

4 pm to 5 pm	**EST Auditorium – Block C**	**Panel 3: The Generative AI Revolution in Immersive Technologies** **Panelists**: *Alexandre Gomes de Siqueira (University of Florida – USA), Arlindo Rodrigues Galvão Filho (AKCIT, Universidade Federal de Goiás), Ingrid Winkler (AKCIT, Centro Universitário SENAI CIMATEC)* **Moderator**: *Rodrigo Zempulski Fanucchi (AKCIT, Universidade Federal de Goiás)*

6 pm to 7 pm	**EST Auditorium - Block**	**Enhancing Realistic Rendering for Mixed and Virtual Reality Games**

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	C	Keynote: Esteban Clua

8 pm to 10 pm	CONFERENCE DINNER