MindXR 2025 Data Blitz Talks - Schedule

Session of presenting	Name of presenting author	Title of talk
June 26, S1	Harris, Jeffrey	Quantifying the Feeling of 'Being There': A Novel Approach to VR Presence Measurement
June 26, S1	Parola, Giulia	Beyond the Self: Exploring Virtual Reality Potential to Induce Self-Transcendence
June 26, S1	Rubo, Marius	Interaction Behavior in Social VR: Opportunities and Risks for Behavioral Research
June 26, S1	Mulvaney, Pat	A Novel Tool for Investigating The Key Design Features of VR Social Anxiety Tools - Development Design Reflections and Pilot Testing
June 26, S1	Gado, Sabrina	Virtual reality for the investigation of (mal)adaptive social behavior
June 26, S1	Neumann, Isabel	Social Pain Modulation in Virtual Reality
June 26, S1	Tipado, Zeus	Replacing Psychedelics in the Treatment of Depression by Simulating the Visual Psychedelic Experience through Extended-Reality (XR) Stimulation
June 26, S1	Köroglu, Sevim	Expectations and concerns about using VR applications in a medical context - A qualitative study
June 26, S1	Marloth, Maria	The ethical dimension of psychiatric patients in virtual worlds: How to prevent real harm in XR
June 27, S2	Gabay, Michal	The Effect of Virtual Reality Level of Immersion on Spatial Learning and Gaze Measures
June 27, S2	Segen, Vladislava	Using immersive virtual reality to study path integration across the aging continuum: from superagers to neurodegeneration
June 27, S2	Ash, Charlotte	A framework for co-design of an Augmented Reality navigation task to detect early Alzheimer's disease in routine clinical practice
June 27, S2	Gruber, Liron	Disentangling the physiological and cognitive pathways of fear and anxiety: using VR and fMRI
June 27, S2	Andreu, Catherine	'Numadelic' VR experiences for improving mental health outcomes in patients facing life-threatening illness
June 27, S2	Vol, Ilan	Extending virtual reality exposure therapy tools to interactive place attachment treatment for PTSD and to the October 7th war cultural context
June 27, S2	Fejer, George	Altered States of Viscereality: Augmenting Breathwork with Bio-Responsive Virtual Reality to induce altered states of consciousness
June 27, S2	Tipado, Zeus	How psychedelics and VR could reveal how we become immersed in reality