

Thursday (12th of June)
(Preliminary program – may be revised before the conference)

Registration opens
08.30

Welcome
09.30 – 09.50
 (Hav 1-2)

Keynote 1: Lucia Valmaggia
09.50 – 10.50
 (Hav 1-2)

Break
10.50 – 11.30
 (Posters, VR playground, Coffee)

Parallell sessions 1
11.30 – 12.30
 (Rooms)

(Hav 1-2)	(Zee)	(Umi1)	(Umi2)	(Umi3)
Symp. The Use of Virtual Reality to Assess and Improve Mental Health in Children and Adolescents Catharina Bergwerff Sheila van Berkel Hanneke Creemers Nina Krupljanin	Symp. VR-Based Eye-Tracking for Psychiatric Assessment and Machine Learning-Driven Analysis Alberte Cathrine Ehrhardt Jeppesen Fatime Zeka Ingrid Jakobi Wolff Madsen	Symp. VR interventions for psychosis: advances in the treatment of paranoia, auditory verbal hallucinations, negative symptoms and social functioning Elise Van Der Stouwe Wim Veling Sara Breivik Soleim Valentin Maximilian Donath	Oral. Framework for Conceptualizing VR Applications in Psychotherapy Sofia Seinfeld Tarafa Oral. VR Implementation in Mental Healthcare: A Marathon, Not a Sprint - Lessons from a Longitudinal Evaluation of a VR Training Program Marileen Kouijzer	Oral. Virtual reality enhanced CFT intervention for severe conduct problems: CFT+VR study Marko Manninen Oral. Prerequisites for, and outcomes of, virtual reality-assisted psychological treatment of aggression for violent offenders Fernando González Moraga

			<p>Oral. Promoting mental health literacy among healthcare workers: illustration of how qualitative research can support the development of VR training Dominique Therrien</p>	<p>Oral. Journey towards the introduction of VR/AR Interventions within a forensic mental health and intellectual disability service in Aotearoa, New Zealand: Mhairi Duff</p>
			<p>Oral. A Randomized Controlled Trial of a Virtual Reality Group Intervention to Enhance Mentalisation in Healthcare Professionals Veerle Andries</p>	<p>Pitch. Effect of VRAPT-ID in Reducing Aggression in Forensic Psychiatric Inpatients in the Netherlands and Belgium: A Multicenter Randomized Controlled Trial Patricia Van Reekum</p>
<p>LUNCH 12.30 – 13.45 (Posters, VR playground)</p>				
<p>Parallell sessions 2 13.45 – 14.45 (Rooms)</p>				
(Hav 1-2)	(Zee)	(Umi1)	(Umi2)	(Umi3)
<p>Symp. Virtual Reality-Assisted Therapy (VRT) for Distressing Voices in Psychotic Disorders and Eating Disorders: Exploring User and Therapist Experiences Mads Juul Christensen Mads J. Christensen Katrine Rasmussen Nina Kappel Hansen</p>	<p>Symp. Industry – Bridging the Gap: Bringing Research Innovations to Market – round table discussion Annika Gustafsson Filip Sterving Daniel Kemppi</p>	<p>Symp. Normative Aspects of Extended Reality in Forensic Mental Healthcare: Results from the VIRTUETHIC Project Matthé Scholten Stefanie Solar Liezl Launspach Madleina Manetsch</p>	<p>Oral. VR relaxation for adolescents & young adults with disabilities: reducing distress and improving emotion regulation Chris Geraets</p>	<p>Oral. Facing your inner critic: a RCT investigating a Virtual Reality intervention with and without a perspective change for excessive self-criticism Marit Hidding</p>

			<p>Oral. Virtual Reality in Children's and Adolescents' Mental Health: A Scoping Review. N. Krupljanin</p>	<p>Oral. Physiological Activation and Interoceptive Training during Virtual Reality Slot Machine Gambling Elena Gomis-Vicent</p>
			<p>Oral. Switching Sides: The Effects of IVR Outgroup Embodiment on Cooperative Intergroup Decision-Making Xenia Stieger</p>	<p>Oral. Virtual Calm Rooms as a Tool for Anxiety Reduction in Psychiatric Inpatient Care Maria Ilioudi</p>
			<p>Oral. Exploring the Impact of a Cardio-Visual Full-Body Illusion on Embodiment and Body Image Fiammetta Zanetti</p>	<p>Oral. Effects of virtual reality relaxation on physiological and self-reported stress in people with mental health conditions Lisanne Robbmond</p>
<p>Break 14.45 – 15.30 (Posters, VR playground, coffee)</p>				
<p>Keynote 2: Märta Wallinius 15.30 – 16.30 (Hav 1-2)</p>				
<p>VR playground and drinks 16.30 -</p>				
<p>Dinner 19.00</p>				

Friday (13th of June)
(preliminary program – may be revised before the conference)

Registration opens
08.30

Keynote 3: Louise Birkedahl Glenthøj
09.00 – 10.00
(Hav 1-2)

Break
10.00 – 10.45
(Posters, VR playground, coffee)

Keynote 4: Philip Brey
10.45 – 11.45
(Hav 1-2)

LUNCH
11.45 – 13.00
(Posters, VR playground)

Parallell sessions 3
13.00 – 14.00
(Rooms)

(Hav 1-2)	(Zee)	(Umi1)	(Umi2)	(Umi3)
Symp. Youth mental health Pia Enebrink Camilla Söderberg Livia van Leuven	Symp. Virtual Reality Applications in Forensic Psychiatry Fedde Sappeli Jill Lobbestael Andrea Lockertsen- Pedersen Lisa Klein Haneveld	Symp. Virtual Reality-based Cognitive Training in Mental Health Johannes Andresen Astrid Endrup Iversen Johannes Andresen Andreas Elleby Jespersen	Oral. Detection of visual- proprioceptive discrepancy as a direct measure of perceived self- location David Antoš	Oral. Face Your Fears: Virtual reality- based cognitive behavioral therapy (VR-CBTp) versus CBTp for paranoia in patients with schizophrenia spectrum disorders: Results of a randomized clinical trial UN Jeppesen

			<p>Oral. Self-criticism and suicidal ideations in students and the impact of two single-session virtual reality interventions Marit Hidding</p>	<p>Oral. Lived Experience: "After 27 years, I'm finally voices free" Sara Leander Pehrson</p>
			<p>Oral. Exploring Mixed Reality for Collaborative Gamified Therapeutic Interventions in Mental Health Jose Luis Soler-Dominguez</p>	<p>Oral. Reduced Sensitivity and Increased False Percepts Linked to Delusional Ideation in Virtual Reality Simulations of Visual Distortions Fabian D. Mueller</p>
			<p>Oral. Fair play: The promise and pitfalls of using commercial VR games in psychological research Raul Szekely</p>	<p>Pitch. ZenctuaryVR+: A Co-Designed VR Environment for Stress Reduction and Cognitive Support in Elderly Care Ágnes Karolina Bakk</p>
<p>Break 14.00 – 14.45 (Posters, VR playground, coffee)</p>				
<p>Keynote 5: Giuseppe Riva 14.45 – 15.45 (Hav 1-2)</p>				
<p>Panel discussion, summary 15.45 – 16.30</p>				

Posters day 1 (Thurs)	Posters Day 2 (Fri)
Virtual Reality (VR) for Neurodegenerative Disorders: Key Findings and Future Directions Oscar Arturo Mayora Ibarra	The impact of immersive 3D VR environments combined with background music on anxiety symptoms among undergraduate students at DAK university Mishleen Marcos
A Paradigm Shift in Psychological Support through Virtual and Real Interactions Erica Santaguida	Feasibility, acceptability and effectiveness of smartphone-based virtual reality relaxation for a psychiatric population: an explorative pilot study Sylvie Bernaerts
AI-Integrated VR and EEG Diagnostic Framework for Early Detection of Alzheimer's and Cognitive Impairments Beyzanur Demirkaya	Non-invasive physiological measures in virtual reality stress interventions: a systematic review Lisanne Robbmond
From research to clinical practice: implementation of VR relaxation in ambulatory and inpatient mental health settings Bart Lestestuiver	Ethical Aspects of Extended Reality in Psychiatry Maria Marloth
Effectiveness of Mindfulness Skills Training in Virtual Reality (MST-VR) in Schizophrenia: Preliminary Results from a Controlled Trial Dawid Kruk	PrevED MR: A mixed reality intervention for preventing eating disorders and enhancing emotional regulation. Aikaterini Ampatzoglou
Virtual reality aggression prevention training: feasibility study of a new module focused on arousal regulation Frank van den Boogert	In search of ambiguity: a codesign process to develop immersive scenarios to address socio-cognitive biases of forensic patients with schizophrenia Mathieu Dumont
Exploring the effects of sociodemographic and clinical factors on VR aggression treatment Kasja Woicik	Leveraging virtual reality to study risk preference and impulsivity: Insights from a dual scoping review Loreen Tisdall
The effects of relaxation using virtual reality in forensic psychiatric patients. A randomized crossover clinical trial. Saskia Roggeman	Examining self-efficacy as a predictor of immersion and enjoyment in virtual-reality based interventions targeting emotion regulation in adolescents. Aikaterini Ampatzoglou
Visual characteristics of children with ASD and/or ADHD during VR classroom viewing: an analysis using machine learning-based image classification Ayako Ide-Okochi	Virtual Nature Exposure for Older Adults: A Multiple-Case Study on Nature Connectedness, Usability, and Cybersickness in Immersive VR Juliana Rojas-Rincón

<p>Data-Driven Identification of Areas of Interest in VR Eye Tracking David-Levente Kovacs</p>	<p>The Use of Immersive Virtual Reality in Sensory Sessions on an Older Peoples Mental Health Ward: Service Evaluation of Feasibility and Acceptability. Felix Clay</p>
<p>Exploring Virtual Reality in Severe Mental Health Treatment: Innovations and Impact Sara Leander Pehrson</p>	

Tracks
VR in forensic settings
VR for children and youth
Technological aspects of VR
VR in mental health settings
VR in assessment and treatment of psychosis