

**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**  
**Virtual Reality and Mental Health: Two Decades of Innovation**  
**09.50 – 10.50**  
 (Hav 1-2)

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

**Parallell sessions 1**  
**11.30 – 12.30**  
**(Rooms)**

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

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

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



**Friday (13th of June)**  
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**Registration opens**  
**08.30**

**Keynote 3: Louise Birkedahl Glenthøj**  
**Immersive Realities: Advancing Psychosis Treatment Through Virtual Interventions**  
**09.00 – 10.00**  
**(Hav 1-2)**

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

**Keynote 4: Philip Brey**  
**Well-Being and mental health in social VR**  
**10.45 – 11.45**  
**(Hav 1-2)**

**LUNCH**  
**11.45 – 13.00**  
**(Posters, VR playground)**

**Parallell sessions 3**  
**13.00 – 14.00**  
**(Rooms)**

<b>(Hav 1-2)</b>	<b>(Zee)</b>	<b>(Umi1)</b>	<b>(Umi2)</b>	<b>(Umi3)</b>
Symp. Youth mental health <b>Pia Enebrink</b> <b>Camilla Söderberg</b> <b>Livia van Leuven</b>	Symp. Virtual Reality Applications in Forensic Psychiatry <b>Fedde Sappeli</b> <b>Jill Lobbestael</b>	Symp. Virtual Reality-based Cognitive Training in Mental Health <b>Johannes Andresen</b> <b>Astrid Endrup Iversen</b> <b>Johannes Andresen</b>	Oral. Detection of visual- proprioceptive discrepancy as a direct measure of perceived self- location <b>David Antoš</b>	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 <b>UN Jeppesen</b>

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

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

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

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