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   Sommario/riassunto   In recent years, mixed and augmented reality has been expanding from an exciting research field into a commercially viable technology The field is highly interdisciplinary, combining work in diverse disciplines, ranging from human centered research into user interfaces, interaction techniques, education, design, human factors, wearable computing and mobile computing, through more technology oriented research including computer graphics, display technology, computer vision, sensors, signal processing and computer networking The growing interest in mixed and augmented reality applications is creating new challenges for research in all of these areas The conference tracks are The Science & Technology (S&T) program The Arts, Media and Humanities (AMH) program.