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Nota di contenuto	-- Extended Reality in Health and Medicine. -- A Personalized Captioning Strategy for the Deaf and Hard-of-Hearing Users in an Augmented Reality Environment. -- A Study of Gaze Contact Conditioning in Children with Autism Based on AR Technology. -- Exploring the Effectiveness of Assistive Technology: A Preliminary Case Study Using Makey Makey, Tobii Eye Tracker, and Leap Motion. -- Therapies for strabismus and amblyopia in children: are we ready to take advantage of XR?. -- Mixed Reality Versus 3D Printing In Presurgical Visualization Of Soft and Hard Tissues: Selected Cases. -- Transforming Anatomopathology with XR Pathology: A Usability Study on HoloLens Integration. -- VheaRts: Reporting a single-centre experience in developing and implementing a virtual reality application for planning treatment of congenital heart disease. -- XR-based serious game for assessing bradykinesia in patients with Parkinson's Disease. -- Improving understanding of cardiovascular structures: a workflow to visualize patient-specific simulations in virtual reality. -- AEducAR3.0: an exciting hybrid educational platform for a comprehensive neuroanatomy learning. -- ‘HeadTurner VR’– Developing a virtual reality game for measuring neck mobility. -- Surgical Simulation in Extended Reality for OR 2.0 using Unreal Engine 5 to Improve Patient Outcomes. -- Surgical Tool Tracking:

Comparative Analysis of AR camera, OptiTrack IR, and RealSense Depth Camera Systems. -- Brain Visualizer: a Tool for EEG Data Processing and 3D Brain Activity Visualization. -- Fostering Interactive Mindfulness Experiences in VR. -- Endless Runner Game in Virtual Reality Controlled by a Self-Paced Brain-Computer Interface Based on EEG and Motor Imagery. -- Immersive Virtual Environments for Treating Social Phobia in Adolescents with High-Functioning Autism. -- Evaluating the Efficacy of Virtual Reality in Pain Management during Pediatric Dental Procedures: A Randomized Controlled Trial. -- A Mixed Reality eye-tracking investigation on key factors affecting food consumption habits. -- Multimodal assistance system for the care of individuals in early stages of dependency using augmented reality and artificial intelligence. -- Mixed-Reality tool for craniotomy procedures: preliminary evaluation of a hologram-to-head registration algorithm. -- A Mixed Reality Tool for Orthopedic Preoperative Planning Support. -- Mixed Reality Application for Treatment Planning in Radiotherapy. -- Exploring Virtual Reality Surgical Planning Applications in Paediatric Orthopaedics: A Preliminary Case Study. -- Developing and implementing a gamification feature in a virtual reality temporal bone surgical simulator. -- Too Much Guidance? A Brief Review of How Cognitive Support Affects Learning Motor Skills and Implications for VR/XR Technologies. -- Using HTA and UML in Analysis and Design Phases for a VR-based Nursing Lab. -- Virtual Reality and Conversational AI for Complementing Patient Education in Chronic Disease Management. -- VR-based Empathy experience for nonprofessional care-giver training. -- Development of a Virtual Reality Platform for Multiuser Training in Medical Diagnosis. -- Extended Reality to Enhance Well-being in Paediatric Department: A Preliminary Evaluation of the Il Piccolo Principe Project. -- Avatar Surgeon, Digital Pathology and Telementoring: SICE New Technology and Training Research Group Experience.

Sommario/riassunto

The four-volume proceedings set LNCS 15027, 15028, 15029 and 15030 constitutes the refereed proceedings of the International Conference on Extended Reality, XR Salento 2024, held in Lecce, Italy during September 4–7, 2024. The 63 full papers and 50 short papers included in these proceedings were carefully reviewed and selected from 147 submissions. They were organized in the following topical sections: Extended Reality; Artificial Intelligence & Extended Reality; Extended Reality and Serious Games in Medicine; Extended Reality in Medicine and Rehabilitation; Extended Reality in Industry; Extended Reality in Cultural Heritage; Extended Reality Tools for Virtual Restauration; Extended Reality and Artificial Intelligence in Digital Humanities; Extended Reality in Learning; and Extended Reality, Sense of Presence and Education of Behaviour.