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	Disciplina	004.019
	Soggetti	Image processing—Digital techniques
		Computer vision
		Application software
		User interfaces (Computer systems)
		Human-computer interaction
		Artificial intelligence
		Computer engineering
		Computer networks
		Computer Imaging, Vision, Pattern Recognition and Graphics
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	Nota di contenuto	Virtual Reality -- Rehabilitation of post-COVID patients: a virtual reality home-based intervention including cardio-respiratory fitness training -- Comparison of the Effect of Exposing Users For Height While Being Active versus Passive in a Virtual Environment - A Pilot Study -- A proposal for a computational framework architecture and design for massive virtual world generation and simulation -- Evaluating forms of user interaction with a virtual exhibition of household appliances -- TryItOn: A Virtual Dressing Room with Motion Tracking and Physically

based Garment Simulation -- Automatic Generation of 3D Animations from Text and Images -- Design process of a ceramic modeling application for Virtual Reality Art Therapy -- Computer Simulation of a Spectrum Analyzer Based on the Unity Game Engine -- The Influence of Method of Control and Visual Aspects on Exploratory Decisions in 3D Video Games Environments -- Collaborative virtual reality environment for training load movement with Overhead Bridge Cranes -- A VR multiplayer application for fire fighting training simulations -- Effects of Head Rotation and Depth Enhancement in Virtual Reality User-Scene Interaction -- Are we ready for take-off? Learning Cockpit Actions with VR Headsets -- Virtual Reality as a collaborative tool for digitalised crime scene examination -- A Virtual Reality Application for Stress Reduction: Design and first Implementation of ERMES project -- Efficient and Secure Transmission of Digital Data in the 5G Era -- Augmented Reality -- Hand Interaction Toolset for Augmented Reality Environments -- Assessing Visual Cues for Improving Awareness in Collaborative Augmented Reality -- Human Augmentation: An Enactive Perspective -- XRShip: Augmented Reality for Ship Familiarizations -- Coupling mobile AR with a virtual agent for end-user engagement -- 3D Audio + Augmented Reality + AI Chatbots + IoT: An Immersive Conversational Cultural Guide -- eXtended Reality -- Regulating the Metaverse, a Blueprint for the Future -- Do presence questionnaires actually measure presence? A content analysis of presence measurement scales -- Self Assessment Tool to Bridge the Gap Between XR Technology, SMEs, and HEIs* -- An overview on technologies for the distribution and participation in live events -- How to improve vehicle lateral control: the effect of visual feedback luminance -- Extended Reality Technologies and Social Inclusion: the role of Virtual Reality in Includiamoci Project.

Sommario/riassunto	This two volume proceedings, LNCS 13445 and 13446, constitutes the refereed proceedings of the First International Conference on Extended Reality, XR Salento 2022, held in Lecce, Italy, during July 6–8, 2022. Due to COVID-19 pandemic the conference was held as a hybrid conference. The 42 full and 16 short papers were carefully reviewed and selected from 84 submissions. The papers discuss key issues, approaches, ideas, open problems, innovative applications and trends in virtual reality, augmented reality, mixed reality, applications in cultural heritage, in medicine, in education, and in industry.