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Nota di contenuto	-- Extended Reality. -- Improving Situational Awareness During Natural Disasters Using XR Technologies. -- Empowering SMEs through XR Technologies: Bridging Expertise Gaps and Promoting Sustainable Development. -- Digital Twins for Extended Reality Tourism: User Experience Evaluation Across User Groups. -- XROV: An Immersive eXtended Reality (XR) Interface for Lunar Rover Mission Control. -- Extended Reality in Science Learning: A Comparative Study of Real, Virtual, and Mixed Environments. -- Enabling Digital Spaces:

Bringing Gaussian Splats Alive in XR. -- XR Training in Industry 5.0: Advancing Human-Machine Collaboration with the XR5.0 Training Platform. -- Opening the CAVE using OpenXR and Monado. -- Extended Reality in Education and Learning. -- Designing in an Immersive Virtual Reality Environment: Implications for Design Education. -- Enhancing Manufacturing Engineering higher education through Mixed Reality and Gaussian Splatting: Preliminary experimental results. -- A Conversational Agent for Cultural and Environmental Education: Enhancing User Experience and Immersion in Augmented Reality. -- Development and Evaluation of a Mobile Augmented Reality Application for Environmental Education. -- Bridging Technology and Learning: a case study on the role of Augmented Reality in teaching daily life skills to individuals with autism. -- The development of a no-code VR authoring platform for post-secondary educators. -- Virtual Reality Chemistry Laboratories: Transforming Chemistry Education through Immersive Experimental Learning. -- Dilemma and conflict management in Virtual Reality for teacher education students. -- IM-MetaLAB: First Step Towards a New Metaverse Laboratory for Teaching Fundamental Concepts in Instrumentation and Measurement. -- Language Learning in the XR Era: Possibilities and Challenges of Immersive Technology. -- 3D Digitization and Immersive XR Applications for Paleontology Education. -- Technology for Situation Awareness Training: New Frontiers.

Sommario/riassunto

The seven-volume set LNCS 15737-15743 constitutes the proceedings of the International Conference on Extended Reality, XR Salento 2025, held in Otranto, Italy, during June 17-20, 2025. The 128 full papers presented together with 65 short papers were carefully reviewed and selected from 256 submissions. The papers are organized in the following topical sections: Part I: Virtual Reality; and Augmented and Mixed Reality. Part II: Extended Reality; and Extended Reality in Education and Learning. Part III: Transforming Research and Clinical Interventions with eXtended Reality. Part IV: Digital Twin: Innovative Approaches in Industry and Healthcare. Part V: eXtended Reality for Cultural Tourism Sustainability; eXtended Reality for Art, Design, and Entertainment; and Digital Twin and Smart Virtual Representations for Cultural Heritage. Part VI: Crafting Virtual Humans for Immersive XR Applications; and eXtended Reality for Serious Games. Part VII: Artificial Intelligence; Integrating Artificial Intelligence, Computer Vision and Augmented Reality in Computer-Assisted Intervention; and AI-Driven XR Innovations in Healthcare: Bridging Technology and Ethics.