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Nota di contenuto	-- eXtended Reality for Cultural Tourism Sustainability. -- Exploring the Impact of Virtual Reality Immersion on Visitor Experience and Learning in Museums. -- User-Centered Design (UCD) for Virtual Reality in Digital Cultural Heritage: A case study of "Djerba View VR". -- Integrating Extended Reality in Cultural Heritage: From Visitor Experience to Sustainable Engagement. -- Experiencing digital travel vs. substituting physical travel with digital travel - on intention to use digital travel applications in the future. -- Extending Cultural Heritage.

A Touch-Free Mixed Reality System for Engaging Museum Spaces and Rapid Content Authoring. -- Playing Through the Past: AR and Gamification in the Cultural Heritage Tour Meppen 1638. -- Designing Cinematic Storytelling for Sustainable Cultural Tourism: The Anime Experience. -- eXtended Reality for Art, Design, and Entertainment. -- Responsive Procedural Morphologies Adapting to Environmental Factors in XR. -- VR Enhanced Music Performance: Immersive Tools for Artistic Research. The experimentation of a VR Version of Tierkreis by K. Stockhausen. -- From Tool to Space: Towards Classifying New Media Art. -- VRStory - A Collaborative Virtual Reality Tool for Storyboarding. -- The Impact of Transition Design on CVR Narratives: an Eye Tracking Research. -- Urban Augmentations: A Technical Framework for Implementing Large-Scale XR Experiences. -- Cognitive Framing in Virtual Environments: How Experts Perceive and Evaluate Spatial Models. -- Theatre of Contingency: Exploring New Paradigms for Extended Reality Theatre. -- Intangible Heritage meets Virtual Reality: an explanatory study on the use of immersive technologies for live performances. -- Interactive Art Appreciation with Augmented Reality. -- The Reality of Silk: an AR Try-On System forTraditional Chinese Costumes. -- Sound Caption for Immersive Experience. -- Comparison of Digital Restoration and Reconstruction Techniques in Frescoes: two Apulian Case Studies. -- Expanding the Stage: a preliminary discussion of the impact of Extended Reality on the Performing Arts. -- Digital Twin and Smart Virtual Representations for Cultural Heritage. -- Digitization, heterogeneity and convergence on eight museums and archeological sites in the south of Italy. -- Applicability Parameters in a Digital Twin for Cultural Heritage. -- Digital Cultural Heritage Twins, the Context, the Theory and Some Experiments. -- A virtual learning experience in Sustainable Fashion: Escape Room. -- Designing the Ideal Mixed Reality (MR) Headset for ArchaeologicalFieldwork. -- Enter the Hindenburg: Experiencing Cultural Heritage by Social Interaction in Hybrid Space. -- Information Systems and Digital Twin for Cultural Heritage preservation management. -- Integration of BIM and Augmented Reality for the recovery of historical built heritage: a research perspective. -- Modeling Virtual Reality Adoption in Cultural Heritage: Identifying Key Constructs from Literature. -- UAVs for the Study and Enhancement of Cultural Heritage: A Scoping Overview. -- IoT-Driven Digital Twin based on VR for Smart Monitoring of Cultural Heritage Sites: La Grotta degli Animali in Florence Case Study. -- Methodologies and Analysis of Work in BIM in Archaeology: Review and Future Perspectives. -- AI-Powered Mixed Reality for Reviving Al-Khwarizmi's Heritage in Inclusive Education: A Digital Twin Approach. -- New Contributions to the Study of the Dolmen of Alberite, Villamartín (Cádiz, Andalusia).

| 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.