



**CHITALY2025**  
Salerno

**16th Biannual Conference of the Italian SIGCHI Chapter**

*“Technologies and Methodologies of Human-Computer Interaction in the Third Millenium “*





## ORGANIZING COMMITTEE

### **General Chairs**

*Genoveffa Tortora – Università degli Studi di Salerno*

*Maristella Matera – Politecnico di Milano*

### **Program Chairs**

*Giuliana Vitiello – Università degli Studi di Salerno*

*Paola Barra – Università degli Studi di Napoli Parthenope*

### **Long Papers Chairs**

*Rita Francese – Università degli Studi di Salerno*

*Antonio Piccinno – Università degli Studi di Bari*

### **Short Papers Chairs**

*Monica Sebillo – Università degli Studi di Salerno*

*Ilaria Torre – Università degli Studi di Genova*

### **Pictorials Chairs**

*Valentina Nisi – University of Lisbon, Portugal*

*Chiara Ceccarini – Università di Bologna*

### **Workshop Chairs**

*Massimo Zancanaro – Università degli Studi di Trento*

*Pietro Battistoni – Università degli Studi di Salerno*

*Fabio Buttussi – Università degli Studi di Udine*

### **Poster Chairs**

*Andrea Antonio Cantone – Università degli Studi di Salerno*

*Dragan Ahmetovic – Università degli Studi di Milano*

### **Interactive Experience Chairs**

*Elisa Giaccardi – Politecnico di Milano*

*Maria Luce Lupetti – Politecnico di Torino*

### **Doctoral Consortium Chairs**

*Luigi De Russis – Politecnico di Torino*

*Silvio Barra – Università degli Studi di Napoli Federico II*

*Catia Prandi – Università di Bologna*

**Publications Chairs**

*Fabiana Venero – Università degli Studi di Torino*

*Alberto Monge Roffarello – Politecnico di Torino*

**Internationals Chairs**

*Paloma Diaz – University of Madrid “Carlos III”*

*Pablo Cesar – Centrum Wiskunde & Informatica (CWI)*

*Joel Lanir – University of Haifa*

*George Caridakis – University of the Aegean*

**Accessibility Chairs**

*Rosa Lanzilotti – Università degli Studi di Bari*

*Davide Spano – Università degli Studi di Cagliari*

**Local Chairs**

*Paola De Roberto – Università degli Studi di Salerno*

*Alessia Auriemma Citarella – Università degli Studi di Salerno*

*Fabiola De Marco – Università degli Studi di Salerno*

**Publicity Chairs**

*Emanuele Panizzi – “La Sapienza” Università di Roma*

*Maria Menendez-Blanco – Free University of Bolzano*

**Web Chairs**

*Francesca Perillo – Università degli Studi di Salerno*

*Cesare Tucci – Università degli Studi di Salerno*

## TABLE OF CONTENTS

<b>Organizing Committee</b> .....	<b>2</b>
<b>Conference Information</b> .....	<b>7</b>
<b>DAY 1: October 6, 2025 - Workshop</b> .....	<b>8</b>
<b>Sense XR: The Feeling of Virtual, XR, Haptics, and 3D Graphics</b> .....	<b>8</b>
<b>CHAMPionS: Conversational Human-AI Methodologies for Performance in Sports</b> .....	<b>8</b>
<b>Smart-AM 2025: AI-Driven Innovations for Intelligent Additive Manufacturing</b> .....	<b>8</b>
<b>EMPATH-IA: EMpowering PATients THrough AI, Multimedia, and Explainable HCI</b> .....	<b>8</b>
<b>RAISE: Resilient AI Framework for Secure and Ethical Machine Learning Systems</b> .....	<b>9</b>
<b>COL-SAI: COLlaboration and Learning through Symbiotic Artificial Intelligence</b> .....	<b>9</b>
<b>DAY 2: October 7, 2025 - Workshop</b> .....	<b>10</b>
<b>Data Craft as Boundary AI Practice</b> .....	<b>10</b>
<b>LINFA: Linguistic &amp; Informatic Insights on AI for Gender, Accessibility, and Inclusivity</b> .....	<b>10</b>
<b>CRISTAIN: Supporting Crime Resolution Through Artificial Intelligence</b> .....	<b>10</b>
<b>ECO-SET: A Multidisciplinary Approach to Plan Ecosystem Services for Cities in Transition</b>	<b>10</b>
<b>SIG in Participatory AI: Identifying Research Gaps and Building Community Infrastructure     for Citizen-Centred AI</b> .....	<b>11</b>
<b>DAY 3: October 8, 2025 – Main conference</b> .....	<b>12</b>
<b>Opening remarks</b> .....	<b>12</b>
<b>Keynote - Nuno Nunes <i>The role of Digital in the New European Bauhaus</i></b> .....	<b>12</b>
<b>Coffee Break &amp; DC Poster Session 1</b> .....	<b>12</b>
<b>Session A.1: Work &amp; Digital Well-Being</b> .....	<b>13</b>
<b>Session B.1: AI, Ethics &amp; Responsible Design</b> .....	<b>13</b>
<b>Session A.2: Eyes, Brain, and Body</b> .....	<b>13</b>
<b>Session B.2: Special Session on New Interfaces and New Interaction Paradigms for     Empowering Passengers</b> .....	<b>14</b>
<b>Session A.3: Extended Reality I</b> .....	<b>14</b>
<b>Session B.3: Art, Music, and Creative Interaction</b> .....	<b>15</b>
<b>Coffee Break &amp; DC Poster Session 2</b> .....	<b>15</b>
<b>Session A.4: Learning, Play &amp; Education Technologies I</b> .....	<b>15</b>

<b>Session B.4: Accessibility</b> .....	16
<b>CHIItaly 2025 Doctoral Consortium</b> .....	16
<b>Welcome Dinner</b> .....	16
<b>DAY 4: October 9, 2025 – Main conference</b> .....	17
<b>Keynote - Pablo Cesar</b> <i>Social Extended Reality: Achieving Presence and Togetherness through Immersive Realistic Experiences</i> .....	17
<b>1-Minute Poster and Interactive Experience Pitch I</b> .....	17
<b>Coffee Break &amp; Poster Session</b> .....	17
<b>Interactive Experience Session</b> .....	18
<b>Session A.5: Extended Reality II</b> .....	18
<b>Session B.5: Security and Trust</b> .....	19
<b>Session A.6: Multisensory Interaction and Haptics</b> .....	19
<b>Session B.6: Conversational Agents &amp; Symbiotic AI</b> .....	19
<b>Coffee Break &amp; Poster Session</b> .....	20
<b>Interactive Experience Session</b> .....	20
<b>ACM SIGCHIItaly Town Hall Meeting</b> .....	21
<b>Social Event</b> .....	21
<b>DAY 5: October 10, 2025 – Main conference</b> .....	22
<b>Keynote - Ann Blandford</b> <i>Working at the interface between HCI and Health: tales of challenges and triumphs</i> .....	22
<b>Coffee Break and Poster Session</b> .....	22
<b>Interactive Experience Session</b> .....	23
<b>MEDCHI Panel</b> .....	23
<b>Session A.7: Sustainability</b> .....	23
<b>Session B.7: Human-Centered Data and Explainable AI</b> .....	23
<b>Session A.8: Human-Environment Interaction</b> .....	24
<b>Session B.8: Learning, Play &amp; Education Technologies II</b> .....	24
<b>Coffee Break and Poster Session</b> .....	25
<b>Interactive Experience Session</b> .....	25
<b>Closing remarks</b> .....	25



## CONFERENCE INFORMATION

### Conference Title

CHIItaly 2025 — 16<sup>th</sup> Biannual Conference of the Italian SIGCHI Chapter

Theme: *Technologies and Methodologies of Human-Computer Interaction in the Third Millennium*

### Dates and Venue

October 6 – 10, 2025

Grand Hotel Salerno

Lungomare Clemente Tafuri 1, 84127 Salerno, Italy

### Conference Scope

Over the last two decades, Human–Computer Interaction has been deeply reshaped by the emergence of new technologies and methodologies: artificial intelligence, augmented and virtual reality, robotics, conversational agents, wearables, and more. CHIItaly 2025 aims to bring together researchers, practitioners, and professionals to discuss challenges and opportunities introduced by these innovations, fostering exchange and collaboration across disciplines.

### Organization

CHIItaly 2025 is organized by the Department of Computer Science, University of Salerno.

### Local Context

Salerno, located on the Gulf of Salerno, combines history, culture, and natural beauty. It is a strategic gateway to the Amalfi Coast and the Cilento National Park. Points of interest include the Medieval Cathedral of San Matteo, Arechi Castle, the historic city center, and the seaside promenade.

## DAY 1: OCTOBER 6, 2025 - WORKSHOP

### Registration

08:00

During the day, **coffee breaks** and **lunch** are scheduled at the following times:

- 10:30 – 11:00 – Coffee Break
- 12:30 – 14:00 – Lunch
- 15:30 – 16:00 – Coffee Break

The workshop program is as follows:

### SENSE XR: THE FEELING OF VIRTUAL, XR, HAPTICS, AND 3D GRAPHICS

09:00 – 17:30 in Positano Room

The rapid evolution of Extended Reality (XR) technologies—encompassing Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR)—has transformed how users interact with digital content and how researchers design human-computer interactions. This workshop explores immersive technologies with particular focus on videogames and multisensory experiences, especially haptics, to redefine human-machine interaction. It promotes an interdisciplinary dialogue through both theoretical discussions and practical demonstrations.

### CHAMPIONS: CONVERSATIONAL HUMAN-AI METHODOLOGIES FOR PERFORMANCE IN SPORTS

09:00 – 12:30 in Furore Room

This workshop focuses on conversational systems and intelligent interfaces for data access, decision support, and trust in AI-driven environments. Conversational interfaces, powered by NLP and machine learning, represent a transformative HCI approach that lowers cognitive barriers and enables rapid, intuitive, and personalized interaction with complex data. Particular attention is given to high-stakes, dynamic domains such as healthcare, education, emergency response, and sports.

### SMART-AM 2025: AI-DRIVEN INNOVATIONS FOR INTELLIGENT ADDITIVE MANUFACTURING

09:00 – 12:30 in Maiori Room

This workshop explores the intersection of HCI, AI, and digital manufacturing, focusing on user-centred interaction paradigms for intelligent production. It emphasizes transparent and adaptive environments in the context of Industry 5.0, highlighting process optimization, quality assurance, and collaborative design in additive manufacturing.

### EMPATH-IA: EMPOWERING PATIENTS THROUGH AI, MULTIMEDIA, AND EXPLAINABLE HCI

14:00 – 17:30 in Furore Room

This workshop addresses the empowerment of patients through AI, HCI, and Explainable AI (XAI), with a focus on multimedia applications. By making AI outputs interpretable and transparent, and combining them with user-centred HCI design, the workshop highlights how patients can become active participants in healthcare. Topics include health literacy, informed decision-making, and collaboration with clinicians using tools such as dashboards, wearables, and virtual health assistants.

### **RAISE: RESILIENT AI FRAMEWORK FOR SECURE AND ETHICAL MACHINE LEARNING SYSTEMS**

14:00 – 17:30 in Maiori Room

This workshop promotes a socio-technical perspective on AI, focusing on resilience, security, and ethics. It addresses challenges such as data quality, privacy protection, human-centred AI design, and validation of ML systems. Participants will discuss innovative techniques to build AI that is secure, interpretable, and inclusive while ensuring robustness, fairness, transparency, and accountability.

### **COL-SAI: COLLABORATION AND LEARNING THROUGH SYMBIOTIC ARTIFICIAL INTELLIGENCE**

14:00 – 17:30 in Amalfi Room

COL-SAI investigates human-AI symbiosis, shifting the paradigm from automation to collaboration and co-adaptation. The workshop explores how humans and AI systems can learn from each other, exchange knowledge, and enhance decision-making, learning, and co-creation processes. The goal is to deepen understanding of how AI can become a true partner in daily life and professional contexts.

## DAY 2: OCTOBER 7, 2025 - WORKSHOP

### Registration

08:00

During the day, **coffee breaks** and **lunch** are scheduled at the following times:

- 10:30 – 11:00 – Coffee Break
- 12:30 – 14:00 – Lunch
- 15:30 – 16:00 – Coffee Break

The workshop program is as follows:

### DATA CRAFT AS BOUNDARY AI PRACTICE

09:00 – 17:30 in Furore Room

This workshop explores “Data Craft”—creative practices that manipulate and reinterpret data to challenge AI narratives and foster public engagement. By treating data imperfections as a resource rather than a flaw, Data Craft promotes reflection on human–AI relations and helps broaden access to discussions about AI’s societal impacts. Through hands-on activities, the workshop investigates how data craft can be systematically integrated into participatory AI, bridging art, design, HCI, and media studies.

### LINFA: LINGUISTIC & INFORMATIC INSIGHTS ON AI FOR GENDER, ACCESSIBILITY, AND INCLUSIVITY

09:00 – 17:30 in Positano Room

LINFA addresses how institutional communication (education, public health, law, media) can unintentionally reproduce biases and exclusion. It focuses on creating AI-driven strategies for equitable, gender-inclusive, and accessible language. The workshop invites contributions from linguists, computer scientists, and social scientists to examine multilingual resources, sociolinguistic biases, inclusive discourse practices, and prototype applications promoting fairness and accessibility in AI-powered communication.

### CRISTAIN: SUPPORTING CRIME RESOLUTION THROUGH ARTIFICIAL INTELLIGENCE

09:00 – 12:30 in Maiori Room

The CRISTAIN workshop addresses how AI can support crime investigation and resolution. It explores innovative methodologies to improve forensic evidence analysis, reduce human errors, and preserve the integrity of crime scene data. Topics include machine learning, computer vision, and augmented reality to enhance investigation processes, support victims, and reduce operational costs. Special focus is placed on designing intuitive human–computer interfaces for professionals in law enforcement.

### ECO-SET: A MULTIDISCIPLINARY APPROACH TO PLAN ECOSYSTEM SERVICES FOR CITIES IN TRANSITION

14:00 – 17:30 in Maiori Room

ECO-SET develops data-driven methods for urban planning that leverage ecosystem services to guide sustainable city transformations. By integrating ICT, AI, and geospatial technologies, this workshop addresses biodiversity preservation, resilience, and sustainable urban development. The workshop aims to bridge HCI,

environmental planning, and civic engagement, demonstrating how data tools like QGIS and CO<sub>2</sub> prediction models can inform strategies for urban sustainability.

### SIG IN PARTICIPATORY AI: IDENTIFYING RESEARCH GAPS AND BUILDING COMMUNITY INFRASTRUCTURE FOR CITIZEN-CENTRED AI

(<https://sites.google.com/view/participatory-ai/>)

*Note: participation in this event is included in registration for the main conference.*

14:00 – 17:30 in Amalfi Room

*Abstract:* As AI systems increasingly impact society, a critical disconnect exists between AI development and meaningful citizen participation. While HCI has extensive expertise in participatory methods, translating these to AI contexts presents unique challenges that remain understudied. This SIG convenes researchers, practitioners, and advocates to collectively identify research gaps, methodological challenges, and infrastructure needs for advancing Participatory AI. Rather than proposing solutions, we aim to map the problem space: What questions should we be asking? What resources does our community need? Which collaborations could accelerate progress? Through structured activities including gap analysis, resource mapping, and needs assessment, participants will contribute to defining a research agenda for Participatory AI. Outputs include a landscape analysis of open research questions, an inventory of needed resources (datasets, tools, methods), and a roadmap for community infrastructure. This SIG establishes the foundation for a sustained research community focused on democratising AI innovation.

## DAY 3: OCTOBER 8, 2025 – MAIN CONFERENCE

### Registration

08:00

### OPENING REMARKS

08:30 – 09:00 in Vietri Room

### KEYNOTE - NUNO NUNES

#### THE ROLE OF DIGITAL IN THE NEW EUROPEAN BAUHAUS

09:00 – 10:00 IN VIETRI ROOM

Abstract: The keynote will explore the digital dimension of the Bauhaus of the Seas. This New European Bauhaus Lighthouse project envisions sustainable, inclusive, and innovative interactions with coastal and maritime ecosystems. In this keynote, I will highlight how digital tools and interventions are instrumental in advancing the project's strategic goals – bringing together aesthetics, sustainability, and inclusivity to transform human relationships with the sea. Key examples and case studies will illustrate the role of digital technologies in enabling participatory design, fostering community engagement, and promoting new models for ecological restoration. These include using digital platforms for co-creation, sensor-based systems for real-time environmental monitoring, or interactive installations that raise awareness of coastal ecosystem health. The keynote will emphasise how these interventions align with the broader vision of the Bauhaus of the Seas. They are a new opportunity to widen the role of human-computer interaction and sustainable interaction design.



### COFFEE BREAK & DC POSTER SESSION 1

10:00 – 10:30

- Iterative Negotiation in Intent-Based Interactions: Bridging the User Interface Accessibility and Usability Gap with LLMs  
*Qi Ai*
- Decoding Bias in Generative AI. Framing Socio-Technical Data Literacy as a Collective Critical Practice  
*Antonella Autuori*
- Toward Multimodal, Memory-Augmented Agents: Just-in-Time Interfaces for XR through LLMs  
*Luca Cordioli*
- Designing Symbiotic AI through a Multidisciplinary Framework  
*Antonio Curci*
- UniMIDIHub: A Prototype of Accessible Digital Musical Instruments for Musical Inclusion  
*Vanessa Faschi*
- Empowering Users in Human-Robot Interaction through End-User Development and Large Language Models  
*Luigi Gargioni*
- Designing Phygital Artefacts With and For Young Children  
*Muhammad Bilal Khan*
- Designing Interactive Systems for AI Automated Walkability Assessment  
*Matteo Mocchi*

- A Digital Twin Coaching System for Practical Shooting  
*Stefano Morzenti*

## SESSION A.1: WORK & DIGITAL WELL-BEING

10:30 -11:50 in Vietri Room

- Am I Productive? Exploring the Experience of Remote Workers with Task Management Tools  
*R. Beale, O. Williams* [Long Paper]
- It Doesn't Feel Like Work: General vs Specialized Digital Tech for Mental Well-Being Support  
*A. Wruk, X. Ding* [Long Paper]
- "Using a Computer for the First Time, So I Feel It's Hard": A Qualitative Analysis of Usability Pain Points for Blue-and White-Collar Users in an 86-Participant User Study  
*B. J. Jansen, J. Azem, J. Salminen* [Long Paper]
- Digitally Mapping Abortion Access: The Case of the Crowdsourced Digital Map of Obiezione Respinta  
*C. Bosco, V. Cruciani Salvia, P. C. Shih* [Short Paper]
- Fusing Gratitude Journaling and Citizen Science: A Youth-Centered Co-Design Framework for Mental Well-Being and Data Literacy  
*T. Zambon, C. Ceccarini, C. Prandi* [Short Paper]

## SESSION B.1: AI, ETHICS & RESPONSIBLE DESIGN

10:30 -11:30 in Capri Room

- Evaluating LLMs for Synthetic Personas Generation: A Comparative Analysis of Personality Representation and Censorship Effects  
*L. Casoria, P. Neroni, L. Sabatucci, A. Augello and G. Caggianese* [Long Paper]
- Evaluating the Gaps in Existing AI Ethics Frameworks for Children  
*G. Ragone, S. Tibidò, P. Buono, R. Lanzilotti, A. Ragone, M. T. Baldassarre* [Short Paper]
- Beyond Utility in Recommender Systems: Leveraging LLMs for Enhanced User Experiences  
*B. M. Deconcini, G. Coucourde, L. Console, M. Anout, G. Gaudio, M. Visciola* [Short Paper]
- MultiMoodfy a Lego-Like Emotion-Aware Music Recommender for Spotify  
*M. De Marsico, M. Rotiroti* [Short Paper]
- Prompting Realities: Exploring the Potentials of Prompting for Tangible Artifacts  
*Mahan Mehrvarz, Dave Murray-Rust and Himanshu Verm* [Short Paper]

## SESSION A.2: EYES, BRAIN, AND BODY

11:50 -13:00 in Vietri Room

- Eyes on the Code: Mapping Critical Thinking Through Eye-Tracking for Student-LLM Coding Interactions  
*M. T. Sqalli* [Long Paper]
- FocuGazeDx: Real-Time Eye-Tracking Framework for Radiological Image Analysis  
*M. M. Napolitano, L. Cascone, L. Di Biasi, C. Tacchetti, M. Nappi* [Short Paper]
- How Well is Human Attention Preserved in fMRI-Based Visual Brain Decoding?  
*M. Moradi, M. Moradi, M. Grassia, G. Mangioni* [Short Paper]
- Toward EEG Based Biometric Authentication in Virtual Reality: a Pilot Usability and Performance Study  
*C. Tucci, L. Di Biasi, F. De Marco, A. Auriemma Citarella, A. Della Greca, I. Amaro, G. Tortora* [Short Paper]

- The Tussle Between Brain Waves and Hairstyles: A Case Study of Usability Challenges with an Entry-Level EEG Device for Female Participants  
*H. Almerexhi, J. Salminen, B. Jansen* [Short Paper]
- How Age Influences the Interpretation of Emotional Body Language in Humanoid Robots  
*I. Consoli, G. Palestra, C. Mattutino, B. N. De Carolis, C. Gena* [Short Paper]

## SESSION B.2: SPECIAL SESSION ON NEW INTERFACES AND NEW INTERACTION PARADIGMS FOR EMPOWERING PASSENGERS

11:30 -13:00 in Capri Room

- Pedestrians' perception of road crossing while interacting with Automated Vehicles: A Virtual Reality experiment  
*S. Shahi, A. Debnath, S. Birrell, B. Horan, S. Alatrash, W. Payre*
- Human-Centered Design Framework for Complex Human-Machine Interface in Autonomous Ferry Navigation  
*A. Krassa, D. Spallazzo, O. Smogeli, A. J. Parmar*
- Towards Context-Aware UX in Automated Mobility: BLE Based Passenger Detection via Smartphones  
*V. S. Varma Datla, S. Zeppieri, A. Aiuti, A. Bisante, G. Trasciatti, E. Panizzi*
- Accessible Autonomous Vehicles: A Human-Computer Interaction Literature Review  
*C. Lengkong, C. Mayas and M. Hirth*
- Evaluating Biometric and Behavioral Markers of Intoxication in Drivers: A Pilot Study  
*B. Salamat Ravandi, M. Fransson, V. Fabricius, N. Vandeleene, C. Francois, R. Lowe*
- Towards more trustworthy automated driving: comparing Anthropomorphic and Biophilic interfaces: Comparing Biophilic and Anthropomorphic in automated driving  
*S. Mosafarchi, M. Ingenito, G. Vitiello, A. Morteza pour, A. Naddeo*

### Lunch

13:00 – 14:30

## SESSION A.3: EXTENDED REALITY I

14:30 -16:00 in Vietri Room

- Attentive Saliency and Photorealism in Immersive Virtual Environments  
*D. Pintani, G. Benvegnù, F. M. Lorusso, C. Chiamulera, A. Giachetti, A. Caputo* [Long Paper]
- Exploring LLM-Driven Interaction for Knowledge Retrieval in Extended Reality  
*L. Cordioli, L. Piro, M. Valoriani, M. Matera* [Long Paper]
- VirtuOR: A Multidisciplinary Project for Designing and Setting Immersive Virtual Environments for Intraoperative Pain Management  
*F. Caruso, S. Peretti, N. Liberati, T. Di Mascio* [Long Paper]
- Generating Half-Body Virtual Avatars of Teachers in E-learning Contexts  
*D. Roberto, B. N. De Carolis* [Short Paper]
- Communication and Team Performance Among Generation Z: A Study Using the VR Application 'Keep Talking and Nobody Explodes'  
*A. Witoszek-Kubicka, M. Chalupczak, K. Rudzinski, M. Igràs-Cybulska* [Short Paper]
- Intelligent Mixed Reality Twins of Workplace Equipment for Training Individuals with Borderline Intellectual Functioning  
*T. Zarraonandia, R. Cuervo-Rosillo, A. Montero, P. Diaz* [Short Paper]

## SESSION B.3: ART, MUSIC, AND CREATIVE INTERACTION

14:30 -16:00 in Capri Room

- Style Matters: Exploring the Role of Art Style in AI-Generated Images on Engagement in a Gamified Text Labelling Interface  
*F. Althani, C. Madge, M. Poesio* [Long Paper]
- Towards accessible Digital Interfaces for music creativity  
*R. Zaccagnino, G. Costagliola, R. De Prisco, M. De Rosa, V. Fuccella, D. Malandrino, D. Salerno* [Long Paper]
- Demystifying Bharatanatyam: A Multi-Modal Framework for Extracting Meanings and Associations in Indian Classical Dance  
*J. Galphade, U. Sait, D. Das, P. Saratkar* [Long Paper]
- Setting the Stage for Fictional and Artificial Characters  
*A. De Angeli, P. Grigis* [Long Paper]
- Blooming Beats: An Interactive Explainable Recommender System for Exploring Personal Music Narratives through Data Humanism Principles  
*I. Al-Hazwani, N. Ahmed, A. Fedosov, O. Aschwanden, L. Huber, D. Lutziger, C. Kirchdorfer, J. Bernard* [Pictorial]

## COFFEE BREAK & DC POSTER SESSION 2

16:00 – 16:30

- ATHEnA: Designing a Cognitive-Informed Toolkit for Computational Thinking Education  
*Giulia Paludo*
- Autonomous Agent Crowd Simulation in Immersive Virtual Reality  
*Massimiliano Pascoli*
- Enhancing Well-being through Socially Assistive Robot  
*Francesca Perillo*
- Supporting, Not Solving: Human-Centered AI Systems in Education  
*Francesca Russo*
- Novel Interactive Systems Promoting More Intentional Technology Use  
*Luca Scibetta*
- Empathising with Nature: A Heart of Stone or a Stone with a Heart?  
*Ioanna Terzi*
- An Edu-Metaverse framework to foster knowledge gain and retention  
*Biagio Tomasetig*
- Transforming Interactive Systems with Large Language Models: Accelerating Interface Design and Evaluation  
*Stefano Zeppieri*

## SESSION A.4: LEARNING, PLAY & EDUCATION TECHNOLOGIES I

16:30 -18:00 in Vietri Room

- SeaStory: An Interactive Visual Novel to Raise Awareness About the Monk Seal  
*S. C. Olim, V. Nisi, P. Campos, M. Dionisio* [Long Paper]
- A Teacher-Driven Framework for Reliable and Personalised AITutors  
*S. Valtolina, R. A. Matamoros Aragon, F. Epifania* [Long Paper]
- A Descriptive Review of Image Datasets for Accessible Alternative Descriptions in STEM Domains  
*M. Cardia, M. Buzzi, G. Galesi, B. Leporini* [Long Paper]
- Watchword: a serious game for non-literal language skills assessment  
*T. Di Bella, O. Garcia-Pañella, R. Actis-Grosso* [Short Paper]

- GenAI for Debiasing: Evaluating a Custom Chatbot as Reflective Partner in Sustainable Design Education  
*E. Cavallin* [Short Paper]
- Visualizing the Ledger: Teaching Blockchain as Design Material  
*P. Bala, S. Scuri, C. Prandi, N. J. Nunes, V. Nisi* [Pictorial]

#### SESSION B.4: ACCESSIBILITY

16:30 -18:00 in Capri Room

- Phygital Artefacts and People with Intellectual Disability: a Case Study  
*M. Mores, M. B. Khan, A. Melonio, R. Gennari* [Long Paper]
- Toward Neurodivergent-Aware Productivity: A Systems and AI-Based Human-in-the-Loop Framework for ADHD-Affected Professionals  
*R. Deshmukh* [Long Paper]
- How an LLM Can Improve Automatic Web Accessibility Validation?  
*F. Paternò, M. Vinci, M. Manca, N. Iannuzzi* [Long Paper]
- Designing and Evaluating Rebecca: a Telepresence Robot in the Shoes of A Social Assistant for Cognitive Stimulation Therapy  
*B. N. De Carolis, N. Macchiarulo, A. La Forgia, G. Melone, F. Nardelli* [Long Paper]
- SoundShaping: Combining Music-Making and Painting in AR for Adults with Neurodevelopmental Conditions  
*V. Bauer, M. Gianotti, F. Garzotto, H. Foley* [Short Paper]
- The State of Web Accessibility for Italian Local Health Authorities  
*A. A. Cantone, M. Ingenito, M. Sebillo, G. Vitiello* [Long Paper]

#### CHITALY 2025 DOCTORAL CONSORTIUM

16:30 – 18:00 in Furore Room

#### WELCOME DINNER

19:00

The Welcome Dinner will take place on October 8, 2025, at 19:00, in the Roof Garden “Specchio di Mare” of the Grand Hotel Salerno.

Address: Lungomare Clemente Tafuri, 1, 84127 Salerno.

**Registration**

08:00

**KEYNOTE - PABLO CESAR**

*SOCIAL EXTENDED REALITY: ACHIEVING PRESENCE AND TOGETHERNESS THROUGH IMMERSIVE REALISTIC EXPERIENCES*

08:45 – 09:45 IN VIETRI ROOM

Abstract: With Social Extended Reality (XR) emerging as a new medium, where users can remotely experience immersive content with others, the vision of a true feeling of ‘being there together’ has become a realistic goal. This keynote will provide an overview about the challenges to achieve such a goal, based on results from practical case studies like the Amplify and the TRANSMIXR projects. We will discuss about different technologies, like point clouds, that can be used as the format for representing highly-realistic digital humans, and about metrics and protocols for quantifying the quality of experience. The final intention of the talk is to shed some light on social XR, as a new group of virtual reality experiences based on social photorealistic immersive content. We will discuss about the challenges regarding production and user-centric processes, and discover the new opportunities open by this new medium.



**1-MINUTE POSTER AND INTERACTIVE EXPERIENCE PITCH I**

09:45 – 10:30 in Vietri Room

**COFFEE BREAK & POSTER SESSION**

10:30 – 11:00

- Can personality affect user appreciation for transparent user models with alternative interface styles?  
*Sofia Trucco and Fabiana Venero*
- Enabling Voice-based Direct Manipulation in Intent-oriented Interaction Paradigms  
*Laura Colazzo and Maristella Matera*
- BiasDetect: Supporting Bias Identification in Search Queries  
*Parinaz Mellatdoust, Giulia Di Fede, Lina Alrabie, Maristella Matera, Cinzia Cappiello and Salvatore Andolina*
- A User-Centric System for exploring trend correlations in distributed sensor networks  
*Pietro Battistoni, Loredana Caruccio, Seniz Ceylan, Tullio Pizzuti, Giuseppe Polese and Monica Sebillo*
- A Direct Manipulation Interface for LLM-based Process Modeling  
*Sergio Pardo Gutierrez, Lina Alrabie, Giulia Di Fede, Monica Vitali and Salvatore Andolina*
- Automating Form Completion with Large Language Models  
*Alessandro Aiuti, Stefano Zeppieri, Alba Bisante, Paola Altamura, Venkata Srikanth Varma Datla, Luca D’Elia, Mariia Ershova, Viktor Malakuczi, Matteo Migliorelli, Gabriele Rossini, Carmen Rotondi, Gabriella Trasciatti, Lorenzo Imbesi and Emanuele Panizzi*
- Covert DEI design techniques for Earthly Survival in Hostile Contexts  
*Helena A. Haxvig, Pernille Bjørn, Vincenzo D’Andrea and Maurizio Teli*

- Designing Human-Centered Code Completion Tools in the Age of Generative AI  
*Giuseppe Desolda, Andrea Esposito, Francesco Greco, Cesare Tucci, Paolo Buono and Antonio Piccinno*
- Ground your Statement in Data! A Hands-on Activity to Meet European University Alliances  
*Tiziano Citro and Maria Angela Pellegrino*
- Museart: A Refined Music-Image Dataset  
*Alfredo Baione and Genoveffa Tortora*
- Camouflaged in Patterns: Designing Robust and User-Friendly CAPTCHA Challenges via Texture Blending  
*Morteza Moradi, Mohammad Moradi, Simone Palazzo, Ali Borji and Concetto Spampinato*
- In-Car Interface Design to Support Electric Taxi Drivers' Charging Decisions  
*Sofia Sjöblad, Adam El Jabaoui, Mohammad Obaid and Micaela Nilsson*
- An EST-based Generic Event Boundary Detector  
*Amir Arsalan Serajoddin Mirghaed, Nadia Benini, Gualtiero Volpe and Giovanna Varni*
- Structuring the Collection of Unstructured Data. Designing Digital Interfaces for Healthcare Experiences  
*Ginevra Terenghi, Antonella Autuori, Serena Cangiano and Marco Lurati*

#### INTERACTIVE EXPERIENCE SESSION

10:30 -11:00 in Furore Room

- Advancing Boggle – Taking BCI Web-Browsing Out of the Lab  
*Daniel Calleja, Marie Buhagiar, Chris Porter, Tracey Camilleri and Kenneth Camilleri*
- Experiencing Cactus – Browsing The Web Using Your Eyes  
*Marie Buhagiar, Daniel Calleja and Chris Porter*
- BIAS 2v: An Interactive Conversational Agent for Sustainable Design Education  
*Elena Cavallin*
- Pixie: a Personal Robot for Elderly Assistance  
*Davide Lofrese, Aurora Toma, Giuseppe Palestra and Berardina Nadja De Carolis*

#### SESSION A.5: EXTENDED REALITY II

11:00 -12:30 in Vietri Room

- Cinema in the Metaverse: A Focus Group Study on User Experience in Virtual Reality Film Viewing  
*M. Romano, A. Cavallaro, I. La Penna, A. Frolli [Long Paper]*
- Evaluating Social Acceptance of eXtended Reality (XR) Agent Technology: A User Study  
*M. Quamara, V. Schmuck, C. Iani, A. Primavesi, A. Plaum, L. Viganò [Long Paper]*
- Immersive Virtual Reality as a Clinical Tool for Managing Dental Phobia: A Pilot Study  
*L. Rizzo, D. Rossi, M. Ingenito, G. Tortora [Short Paper]*
- INSPIRE: An INcremental, SPatio-temporal and Immersive approach for Representing and Exploring mobility data  
*C. Quere, A. Menin, H-Y. Wu, P. Moura, M. Winckler [Long Paper]*
- The TERSICORE project: A Virtual Rehabilitation Protocol Based on Creative and Social Games in the Metaverse,  
*M. Pizzolante, I. Vergine, E. Palumbo, S. Isernia, I. Aprile, M. Germanotta, V. Habib, A. Pavan, A. Cerasa, F. Baglio, C. Galimberti, A. Gaggioli [Short Paper]*

## SESSION B.5: SECURITY AND TRUST

11:00 -12:30 in Capri Room

- Caught in the Net: An Explorative HCI Study on Human Behavioral Vulnerabilities Against Phishing  
*L. Morocutti, D. Pasquali, S. Bencetti, N. Noceti, F. Rea, A. Sciutti* [Long Paper]
- SecureTAP: A Conversational Agent for Secure and Privacy-Aware Smart Home Automations  
*A. Di Serio, S. Gallo, F. Paternò* [Long Paper]
- Exploring the Potential and Challenges of Generative AI in Assistive Technology Design and Fabrication: Insights from Occupational Therapists  
*Y. Zhang, L. Aflatoony, M. Li* [Long Paper]
- Cyber Digital Twin to improve Security Education: the RedTeam Knife approach  
*V. S. Barletta, D. Caivano, C. Catalano, A. Gentile, D. P. Posa, A. Piccinno* [Short Paper]
- Trust in Trust: a Scoping Review on Trust and Conversational Agent Design  
*R. Al-Othmani, R. de Vries* [Short Paper]
- History-grounded Design Speculation as a Method for AI Impact Anticipation  
*M. L.e Lupetti, W. van der Maden, J. Sanni, L. Martinez, E. Cavallin, S.Cangiano, A. Mela, D. Murray-Rust* [Pictorial]

### Lunch

12:30 – 14:00

## SESSION A.6: MULTISENSORY INTERACTION AND HAPTICS

14:00 -15:00 in Vietri Room

- Sensory representations of categorical attributes: a user study for the multisensory interaction with information spaces  
*I. Amaro, A. Della Greca, A. Montero Montes, P. Díaz, T. Onorati, I. Aedo, G. Tortora* [Long Paper]
- A Self-Efficacy Instrument Designed to Explore Haptic User Experience Design and Development Practice: Engineering Self-Efficacy for UXD  
*J. Aldhous, E. Sobolewska, G. Webster* [Long Paper]
- Toward an Intelligible Vibrotactile Stimulation: A Gestalt-Based Perspective  
*G. Dubessy, B. Berberian, S. Pauchet, J.-C. Sarrazin, D.-B. Vo* [Short Paper]
- Enhancing Balance Through Multisensory Gaming: Evaluating Haptic and Auditory Cues for Rehabilitation  
*M. Bowen, M. B. Costa, A. L. Reyes Burga* [Short Paper]

## SESSION B.6: CONVERSATIONAL AGENTS & SYMBIOTIC AI

14:00 -15:00 in Capri Room

- Designing and Evaluating In-Situ Assistive Features to Anticipate Text-Based Responses of Conversational Agents  
*M. X. Lin Foo, I. Aslan, S. Mayer* [Long Paper]
- Conversational Web Browsing: Where Do Existing Design Guidelines Fall Short?  
*L. Piro, H.Verma, M. Matera* [Long Paper]
- Guiding Designers and Developers in Creating Symbiotic AI Systems  
*M.Calvano, A. Curci, R. Lanzilotti, A. Piccinno* [Short Paper]
- NuevAI: Streamlined Dataset Generator and Human Evaluator System for Development of Pedagogical Conversational Agents  
*S. Sayeed, S. M. R. Pial, A. Iqbal* [Short Paper]

## COFFEE BREAK & POSTER SESSION

15:00 -15:30

- Can personality affect user appreciation for transparent user models with alternative interface styles?  
*Sofia Trucco and Fabiana Venero*
- Enabling Voice-based Direct Manipulation in Intent-oriented Interaction Paradigms  
*Laura Colazzo and Maristella Matera*
- BiasDetect: Supporting Bias Identification in Search Queries  
*Parinaz Mellatdoust, Giulia Di Fede, Lina Alrabie, Maristella Matera, Cinzia Cappiello and Salvatore Andolina*
- A User-Centric System for exploring trend correlations in distributed sensor networks  
*Pietro Battistoni, Loredana Caruccio, Seniz Ceylan, Tullio Pizzuti, Giuseppe Polese and Monica Sebillo*
- A Direct Manipulation Interface for LLM-based Process Modeling  
*Sergio Pardo Gutierrez, Lina Alrabie, Giulia Di Fede, Monica Vitali and Salvatore Andolina*
- Automating Form Completion with Large Language Models  
*Alessandro Aiuti, Stefano Zeppieri, Alba Bisante, Paola Altamura, Venkata Srikanth Varma Datla, Luca D'Elia, Mariia Ershova, Viktor Malakucz, Matteo Migliorelli, Gabriele Rossini, Carmen Rotondi, Gabriella Trasciatti, Lorenzo Imbesi and Emanuele Panizzi*
- Covert DEI design techniques for Earthly Survival in Hostile Contexts  
*Helena A. Haxvig, Pernille Bjørn, Vincenzo D'Andrea and Maurizio Teli*
- Designing Human-Centered Code Completion Tools in the Age of Generative AI  
*Giuseppe Desolda, Andrea Esposito, Francesco Greco, Cesare Tucci, Paolo Buono and Antonio Piccinno*
- Ground your Statement in Data! A Hands-on Activity to Meet European University Alliances  
*Tiziano Citro and Maria Angela Pellegrino*
- Museart: A Refined Music-Image Dataset  
*Alfredo Baione and Genoveffa Tortora*
- Camouflaged in Patterns: Designing Robust and User-Friendly CAPTCHA Challenges via Texture Blending  
*Morteza Moradi, Mohammad Moradi, Simone Palazzo, Ali Borji and Concetto Spampinato*
- In-Car Interface Design to Support Electric Taxi Drivers' Charging Decisions  
*Sofia Sjöblad, Adam El Jabaoui, Mohammad Obaid and Micaela Nilsson*
- An EST-based Generic Event Boundary Detector  
*Amir Arsalan Serajoddin Mirghaed, Nadia Benini, Gualtiero Volpe and Giovanna Varni*
- Structuring the Collection of Unstructured Data. Designing Digital Interfaces for Healthcare Experiences  
*Ginevra Terenghi, Antonella Autuori, Serena Cangiano and Marco Lurati*

## INTERACTIVE EXPERIENCE SESSION

15:00 -15:30 in Furore Room

- Advancing Boggle – Taking BCI Web-Browsing Out of the Lab  
*Daniel Calleja, Marie Buhagiar, Chris Porter, Tracey Camilleri and Kenneth Camilleri*
- Experiencing Cactus – Browsing The Web Using Your Eyes  
*Marie Buhagiar, Daniel Calleja and Chris Porter*
- BIAS 2v: An Interactive Conversational Agent for Sustainable Design Education  
*Elena Cavallin*
- Pixie: a Personal Robot for Elderly Assistance  
*Davide Lofrese, Aurora Toma, Giuseppe Palestra and Berardina Nadja De Carolis*

**ACM SIGCHITALY TOWN HALL MEETING**

15:30 – 16:30 in Vietri Room

**SOCIAL EVENT**

From 17:30

The Social Dinner will be held on October 9, 2025, at 17:30, at the Hotel Due Torri in Maiori (SA).

Address: Strada Statale Amalfitana, 3, 84010 Maiori (SA).

**Registration**

08:00

**KEYNOTE - ANN BLANDFORD**

*WORKING AT THE INTERFACE BETWEEN HCI AND HEALTH:  
TALES OF CHALLENGES AND TRIUMPHS*

08:45 – 09:45 IN VIETRI ROOM

Abstract: Novel technologies, including Artificial Intelligence, Virtual Reality, telemedicine, robotics, wearables and more, offer huge promises in healthcare – for use by clinicians, patients or both together. Yet many design concepts that look great on paper or in localised settings fail to scale up into impactful clinical practice. In this talk, I will reflect on experiences of working with interdisciplinary teams on various health technology projects. These teams have involved clinicians, patients, engineers, entrepreneurs, epidemiologists and health economists as well as HCI specialists. I will draw on examples to discuss some of the challenges as well as the triumphs and present lessons learned from working in multi-disciplinary teams. These include lessons about design processes, involving users, dealing with regulations and simply working with people who have different backgrounds and values to your own. By building on these experiences, we improve the likelihood of designing and deploying healthcare technologies that are truly impactful.



**COFFEE BREAK AND POSTER SESSION**

09:45 - 10:15

- A Taxonomy for the design of External Human-Machine Interfaces for Last-Mile Delivery Robots  
*Avishag Boker and Joel Lanir*
- Designing Adaptive User Interfaces for People with Dementia: Findings from Participatory Research  
*Filippo Talami, Britt Pellens, Joana Couto Silva, Inês Silva, Ana Vasconcelos, Ricardo Graça, Prasoon Patidar, Adriano Soares, Jilte Heyvaert, Andrea Wilkinson, Niels Hendriks, Mayank Goel and Cristina Mendes-Santos*
- User-Centered Design for Emotional Well-being of Family Caregivers Helping Older People with Dementia: The Care-Ly Chatbot Interface  
*Eleonora Clarizia and Frida Milella*
- Interacting with a Green Smart Home Through its Digital Twin: A First-Person Experience  
*Davide Guizzardi and Daniela Fogli*
- Assessing Meaning in Embodied Interactive Installations  
*Maria Menendez-Blanco, Niccolò Pretto, Giulia Grillini, Giuseppe Nicastro, Francesca Condorelli, Katharina Mischer and Thomas Traxler*
- WOLB Wollelab – Exploring Human-Wool-Cobot Entanglements through Design  
*Merve Bektas, Seçil Uğur Yavuz, Matteo De Marchi and Luca Gualtieri*
- Gaze and stress-based evaluation of pilot’s attention during flight: a preliminary study  
*Sofia Marilina Glorioso, Salvatore Sorce and Antonio Esposito*
- Rehabilitation Meets the Metaverse: A Human-Centered Design Perspective  
*Ilaria Vergine, Marta Pizzolante, Sara Isernia, Edoardo Palumbo, Irene Aprile, Antonio Cerasa, Francesca Baglio, Carlo Galimberti and Andrea Gaggioli*

- Leveraging Digital Twins for stress detection in User Experience context: a combined approach using personality-traits and physiological-data  
*Alexandros Liapis, Georgia Zournatzidou, Anna Triantafyllou, Alexandra Genni and Panagiotis Sarigiannidis*
- Beyond appearances: A serious game to challenge gender stereotypes in STEM  
*Federico Paulesu, Teresa Di Bella, Antonio Buccoliero and Rossana Actis Grosso*
- A Serious Game for Safety and Health Training in the Workplace  
*Barbara Rita Barricelli, Federica Caffaro, Raffaele Cioffi, Daniela Fogli, Matteo Gremo, Margherita Micheletti Cremasco, Davide Morina and Mentore Vaccari*

#### INTERACTIVE EXPERIENCE SESSION

09:45 -10:15 in Furore Room

- Advancing Boggle – Taking BCI Web-Browsing Out of the Lab  
*Daniel Calleja, Marie Buhagiar, Chris Porter, Tracey Camilleri and Kenneth Camilleri*
- Experiencing Cactus – Browsing The Web Using Your Eyes  
*Marie Buhagiar, Daniel Calleja and Chris Porter*
- BIAS 2v: An Interactive Conversational Agent for Sustainable Design Education  
*Elena Cavallin*
- Pixie: a Personal Robot for Elderly Assistance  
*Davide Lofrese, Aurora Toma, Giuseppe Palestra and Berardina Nadja De Carolis*

#### MEDCHI PANEL

10:15 – 11:45 in Vietri Room

Maristella Matera, Massimo Zancanaro, Nuno Nunes, Paloma Diaz, Valentina Nisi (*moderator*)

#### SESSION A.7: SUSTAINABILITY

11:45 -13:00 in Vietri Room

- Stories from the Peaks: An Interactive Data Storytelling to Narrate Climate Change Impacts through a Pluralism of Voices  
*E. Mencarini, C. Leonardi, P. Massa, F. D’Errico* [Long Paper]
- How to stream sustainably: investigating avenues for sufficient use practices in Dutch households  
*M. Bodelier, M. Klösters, L. Schlindwein, P. van Empelen, H. Stokking* [Long Paper]
- The SBAM Card Deck as a Design Tool for Sustainability: An Assessment with Mobile App Designers  
*C. Tancredi, R. Presta, L. Mancuso, R. Montanari* [Long Paper]
- Design Thinking and Maritime Spatial Planning: similarities, differences and opportunities for design  
*M.Zancanaro, A. Mulazzani, A. Barbanti, S. Menegon* [Short Paper]

#### SESSION B.7: HUMAN-CENTERED DATA AND EXPLAINABLE AI

11:45 -13:00 in Capri Room

- Instagram Reactions to a Virtual Dining Companion: Qualitative Coding vs. Automated Sentiment Analysis  
*H. Fong, R. Niewiadomski, M. Igras-Cybulska* [Long Paper]
- The Explanation Scope Does not Fit all: Local, Model-Centric and the Role of Cognitive Traits Article  
*F. M. Cau, L. D. Spano* [Long Paper]
- Ecological Validity Missing in AI-Assisted Clinical Decision Support Research: Why Real-World Context Matters

*T. Turchi, D. Mikhaylova, M. Troccoli, A. Malizia, M. G. C. A. Cimino, F. A. Galatolo, G. La Mantia, G. Campisi, O. Di Fede* [Short Paper]

- QRPATH: Evaluating QR Codes as an Alternative to Human Observation in Physical Space Wayfinding Studies  
*N. Ahmed, W. Elhag, A. Mulundika, A. Schmid, F. Gueye, E. Sharqawi, S. Jung, J. Salminen, B. Jansen* [Short Paper]
- Towards Human-Centered RAG: A Study of AI-Supported Testing Practices in Italian Public Administration  
*L. Alrabie, S. Andolina* [Short Paper]

## Lunch

13:00 – 14:30

## SESSION A.8: HUMAN-ENVIRONMENT INTERACTION

14:30 -16:00 in Vietri Room

- Different Narrative Techniques in More-Than-Human Personas  
*L. Nielsen, R. Neuhoff* [Long Paper]
- CO2 Tracker: a Platform for Improving the Awareness of Carbon Dioxide Levels in an Urban Environment  
*F. Pittarello, L. Cercato* [Long Paper]
- Representing the Human-Environment Relationship: Digital Tools for Supporting Decision-Making Processes in Urban Regeneration Initiatives  
*S. Scuri, M. Quaggiotto* [Short Paper]
- Evaluating Affordable Ultrasonic Sensors for Human-Plant Interaction  
*P. Marcelli, D. S. Lopes, V. Nisi, P. Campos, S. Grasso, G. Pennazza* [Short Paper]
- Designing Embodied Interactive Experiences on Environmental Issues  
*S. U. Yavuz, M. Menendez-Blanco, R. L. Modugno, A. Fruhstorfer* [Pictorial]
- Designing with an Assembly of Many: Eden X on rivers, their constituents and rights  
*J. Pestana, M. Pestana, M. Carvalhais, N. J. Nunes* [Pictorial]

## SESSION B.8: LEARNING, PLAY & EDUCATION TECHNOLOGIES II

14:30 -16:00 in Capri Room

- Exploring Cultural Heritage through Play: Insights from Two Case Studies Combining Immersive and Traditional Play  
*M. Correnti, F. P. Covino, A. Melonio, M. A. Pellegrino* [Long Paper]
- Investigating Human-Computer Interaction in Educational Edutainment Environments: Preliminary Results  
*G. Genito, F. De Marco, A. Auriemma Citarella, L. Di Biasi, G. Tortora* [Long Paper]
- Supporting Team-Based Learning through Robot-Mediated Quizzes: An Educational Study with Furhat  
*R. Francese, M. G. Ciobanu, L. De Santis, G. Tortora* [Long Paper]
- Immersive VR Concept Map Across Different Learning Contexts  
*M. Vallarino, I. Torre, G. Mikulski, S. Bocconi, G. Crea, G. Vercelli* [Short Paper]
- Workshops and Hybrid Toolkits for Communicating Across Disciplines  
*S. Ciciliano, R. Gennari* [Short Paper]
- Prioritizing Usability in Programming Environments for Children  
*M. Morgan, S. Ludi, V. S. Prakash Boddu, S. K. Patibanda* [Short Paper]

## COFFEE BREAK AND POSTER SESSION

16:00 -16:30

- A Taxonomy for the design of External Human-Machine Interfaces for Last-Mile Delivery Robots  
*Avishag Boker and Joel Lanir*
- Designing Adaptive User Interfaces for People with Dementia: Findings from Participatory Research  
*Filippo Talami, Britt Pellens, Joana Couto Silva, Inês Silva, Ana Vasconcelos, Ricardo Graça, Prasoon Patidar, Adriano Soares, Jilte Heyvaert, Andrea Wilkinson, Niels Hendriks, Mayank Goel and Cristina Mendes-Santos*
- User-Centered Design for Emotional Well-being of Family Caregivers Helping Older People with Dementia: The Care-Ly Chatbot Interface  
*Eleonora Clarizia and Frida Milella*
- Interacting with a Green Smart Home Through its Digital Twin: A First-Person Experience  
*Davide Guizzardi and Daniela Fogli*
- Assessing Meaning in Embodied Interactive Installations  
*Maria Menendez-Blanco, Niccolò Pretto, Giulia Grillini, Giuseppe Nicastro, Francesca Condorelli, Katharina Mischer and Thomas Traxler*
- WOLB Wollelab – Exploring Human-Wool-Cobot Entanglements through Design  
*Merve Bektas, Seçil Uğur Yavuz, Matteo De Marchi and Luca Gualtieri*
- Gaze and stress-based evaluation of pilot's attention during flight: a preliminary study  
*Sofia Marilina Glorioso, Salvatore Sorce and Antonio Esposito*
- Rehabilitation Meets the Metaverse: A Human-Centered Design Perspective  
*Ilaria Vergine, Marta Pizzolante, Sara Isernia, Edoardo Palumbo, Irene Aprile, Antonio Cerasa, Francesca Baglio, Carlo Galimberti and Andrea Gaggioli*
- Leveraging Digital Twins for stress detection in User Experience context: a combined approach using personality-traits and physiological-data  
*Alexandros Liapis, Georgia Zournatzidou, Anna Triantafyllou, Alexandra Genni and Panagiotis Sarigiannidis*
- Beyond appearances: A serious game to challenge gender stereotypes in STEM  
*Federico Paulesu, Teresa Di Bella, Antonio Buccoliero and Rossana Actis Grosso*
- A Serious Game for Safety and Health Training in the Workplace  
*Barbara Rita Barricelli, Federica Caffaro, Raffaele Cioffi, Daniela Fogli, Matteo Gremo, Margherita Micheletti Cremasco, Davide Morina and Mentore Vaccari*

## INTERACTIVE EXPERIENCE SESSION

16:00 -16:30 in Furore Room

- Advancing Boggle – Taking BCI Web-Browsing Out of the Lab  
*Daniel Calleja, Marie Buhagiar, Chris Porter, Tracey Camilleri and Kenneth Camilleri*
- Experiencing Cactus – Browsing The Web Using Your Eyes  
*Marie Buhagiar, Daniel Calleja and Chris Porter*
- BIAS 2v: An Interactive Conversational Agent for Sustainable Design Education  
*Elena Cavallin*
- Pixie: a Personal Robot for Elderly Assistance  
*Davide Lofrese, Aurora Toma, Giuseppe Palestra and Berardina Nadja De Carolis*

## CLOSING REMARKS

16:30 – 17:00 in Vietri Room