

CYBER17 SCIENTIFIC PROGRAM

Time	Tuesday, September 25, 2012 European Commission		
	Room and Description		
8:00 - 9:00	Workshop Registration and Conference Check-In		
	Pre-Conference Workshops: Morning Session		
	Floor 1 S5	Floor 1 S9	
9:00	Mobile Technologies for Well-Being: Design and Evaluation Basics <i>M. Alcaniz, Ph.D. & A. Gaggioli, Ph.D.</i>	Perceptual Illusions, the Self, Consciousness and Presence <i>O. Blanke, M.D., Ph.D. & B. Herbelin, Ph.D.</i>	
12:15	LUNCH ON YOUR OWN		
	Pre-Conference Workshops: Afternoon Session		
	Floor 1 S2	Floor 1 S5	Floor 2 S9
13:30	Brain Computer Interface Workshop <i>R. Ortner, Ph.D.</i>	VR for the Brain: Cognitive Assessment & Rehabilitation <i>N. Josman, Ph.D. & E. Klinger, Ph.D.</i>	VR for Mental Health: Treatment Manuals for Clinical Applications <i>M. Rus-Calafell, Ph.D</i> <i>G. Riva, Ph.D. &</i> <i>B. Wiederhold, Ph.D., MBA, BCIA</i>
16:45	Day Adjourns		

Time	Wednesday, September 26, 2012 European Commission		
	Room and Description		
	Floor 1 S1		
8:00	Conference Registration and Conference Check-In		
9:00	<p>Welcome Remarks Brenda K. Wiederhold <i>President, Interactive Media Institute</i> <i>Représentant de la Région de Bruxelles-Capitale</i></p>		
9:30	<p>Keynote Speaker: Robert Madelin <i>Director General, European Commission Communications Network, Content & Technology Directorate-General Brussels, Belgium</i> "CyberPsychology and Europe's Digital Futures"</p>		
10:00	NETWORKING BREAK		
10:30	<p>Digital Societal Platforms Chairs: <i>Ilias IAKOVIDIS - Head of Unit, ICT for Digital Societal Platfoms, European Commission</i></p> <p>What Can ICT Solutions and Platforms Offer to our Ageing Society Now and in the Future <i>Ilias IAKOVIDIS</i></p> <p>Involving Elderly Users in Design: Techniques to Collect Preferences for Interactive Digital Television <i>Anna SPAGNOLLI</i></p> <p>Tackling Sensitive Issues Using A Game-based Environment: A Serious Game For Sex Education <i>Katherine BROWN</i></p> <p>Feasibility Of Recruiting Peer Educators For An Online Social Networking-based Health Intervention <i>Sean D. YOUNG</i></p> <p>Virtual Representations Of The Self: Engaging Teenagers In Emotional Regulation Strategies Learning <i>Maja WRZESIEN</i></p> <p>Mindfulness Training Online For Stress Reduction: A Global Measure <i>Miguel QUINTANA</i></p> <p>DISCUSSION</p>		

Time	Wednesday, September 26, 2012 European Commission	
	Room and Description	
	Floor 1 S1	
12:35	LUNCH ON YOUR OWN	
14:00	<p><u>Health and Well-Being</u></p> <p>Chairs: <i>Peteris ZILGALVIS - Head of Unit, Health and Well-Being DG Communications Networks, Content and Technology, European Commission</i> <i>Terje PEETSO - Health and Well-Being DG Communications Networks, Content and Technology, European Commission</i></p> <p>Health and Well-Being <i>Peteris ZILGALVIS</i></p> <p>Virtual Reality in the Treatment of Body Image Disturbances After Bariatric Surgery: A Clinical Case <i>Giuseppe RIVA</i></p> <p>Electro-Physiological Data Fusion for Stress Detection <i>Alejandro RIERA</i></p> <p>Psychosocial Implications of Avatar Use in Supporting Therapy for Depression <i>Claudia PAGLIARI</i></p> <p>The Use of Internet in an Italian Clinical Sample <i>Filippo LA PAGLIA</i></p> <p>Designing Virtual Audiences for Fear of Public Speaking Training: An Observation Study on Realistic Non-Verbal Behavior <i>Sandra POESCHL</i></p> <p>Exergaming For the Elderly: Effects Of Different Types Of Game Feedback On Performance Of A Balance Task <i>Claudine J C LAMOTH</i></p> <p>DISCUSSION</p>	
15:50	POSTER SESSION SETUP	
16:30	Poster Session	
18:30	DAY ADJOURNS	

Thursday, September 27, 2012 Théâtre du Vaudeville			
Time	Room and Description		
	Room #1 Room #2		
8:30	Conference Registration and Conference Check-In		
9:00	<p><u>Keynote Speaker:</u> Dr. Mary Baker, MBE President European Brain Council "Societal Challenges Facing Europe"</p>		
9:30	<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p><u>Positive Technology: A New Scientific Paradigm for a Better World</u> Chairs: <i>Giuseppe RIVA - Istituto Auxologico Italiano</i> <i>Brenda K. WIEDERHOLD - Virtual Reality Medical Institute</i></p> <p>What is Positive Technology and Its Impact on CyberPsychology <i>Giuseppe RIVA</i></p> <p>Positive Technology in Europe and the U.S. <i>Brenda K. WIEDERHOLD</i></p> <p>Advances in the Positive Technology Field <i>Cristina BOTELLA</i></p> <p>Comparing Quality of Experience in Real and Virtual Environments: Some Suggestions for the Development of Positive Technologies <i>Andrea GAGGIOLI</i></p> <p>EARTH of Well-Being: A Place to Live Positive Emotions <i>Rosa BANOS</i></p> <p>DISCUSSION</p> </td> <td style="width: 50%; vertical-align: top;"> <p><u>New Trends in Addiction Research</u> Chairs: <i>Willem-Paul BRINKMAN - Delft University of Technology</i> <i>Jang-Han LEE - Chung-Ang University</i></p> <p>Nicotine Craving: ERPs Correlates After VR Exposure To Smoking Cues <i>Pedro GAMITO</i></p> <p>Automatic Approach-Tendencies Toward Alcohol-Related Situations In High Social Drinkers: Using Virtual Environments <i>Deok-Yong KIM</i></p> <p>Avatar-Based Recovery: Virtual Reality as an Adjunct to Substance Abuse Treatment <i>Ivana STEIGMAN</i></p> <p>Examining Problematic Game Use among Dutch Adolescents with the Theory of Planned Behavior <i>Maria C. HAAGSMA</i></p> <p>Testing the Usefulness of VR in the Treatment of Pathological Gambling with a Randomized Controlled Trial <i>Stéphane BOUCHARD</i></p> <p>Virtual Reality for Smoking Cessation: A Case Report <i>Irene PERICOT-VALVERDE</i></p> <p>DISCUSSION</p> </td> </tr> </table>	<p><u>Positive Technology: A New Scientific Paradigm for a Better World</u> Chairs: <i>Giuseppe RIVA - Istituto Auxologico Italiano</i> <i>Brenda K. WIEDERHOLD - Virtual Reality Medical Institute</i></p> <p>What is Positive Technology and Its Impact on CyberPsychology <i>Giuseppe RIVA</i></p> <p>Positive Technology in Europe and the U.S. <i>Brenda K. WIEDERHOLD</i></p> <p>Advances in the Positive Technology Field <i>Cristina BOTELLA</i></p> <p>Comparing Quality of Experience in Real and Virtual Environments: Some Suggestions for the Development of Positive Technologies <i>Andrea GAGGIOLI</i></p> <p>EARTH of Well-Being: A Place to Live Positive Emotions <i>Rosa BANOS</i></p> <p>DISCUSSION</p>	<p><u>New Trends in Addiction Research</u> Chairs: <i>Willem-Paul BRINKMAN - Delft University of Technology</i> <i>Jang-Han LEE - Chung-Ang University</i></p> <p>Nicotine Craving: ERPs Correlates After VR Exposure To Smoking Cues <i>Pedro GAMITO</i></p> <p>Automatic Approach-Tendencies Toward Alcohol-Related Situations In High Social Drinkers: Using Virtual Environments <i>Deok-Yong KIM</i></p> <p>Avatar-Based Recovery: Virtual Reality as an Adjunct to Substance Abuse Treatment <i>Ivana STEIGMAN</i></p> <p>Examining Problematic Game Use among Dutch Adolescents with the Theory of Planned Behavior <i>Maria C. HAAGSMA</i></p> <p>Testing the Usefulness of VR in the Treatment of Pathological Gambling with a Randomized Controlled Trial <i>Stéphane BOUCHARD</i></p> <p>Virtual Reality for Smoking Cessation: A Case Report <i>Irene PERICOT-VALVERDE</i></p> <p>DISCUSSION</p>
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11:15	NETWORKING BREAK		

Thursday, September 27, 2012 Théâtre du Vaudeville	
Time	Room and Description
	Room #1
11:45	<p><u>ICT Tools For Promoting Emotional Regulation</u> Chair: <i>Cristina BOTELLA - Universitat Jaume I</i></p> <p>Virtual Reality and Mood Induction Procedures for Emotion Regulation and Improving Well-Being <i>Berenice SERRANO</i></p> <p>Smiling is Fun: Coping with Stress and Emotion Regulation Program <i>Adriana MIRA</i></p> <p>Promotion of Emotional Well-Being in Oncology Inpatients using VR <i>Rosa M. BAÑOS</i></p> <p>An Online Emotional System to Deliver Homework Assignments for Treating Adjustment Disorders <i>Soledad QUERO</i></p> <p>GameTeen: New Tools for Evaluating and Training Emotional Regulation Strategies <i>Alejandro RODRIGUEZ</i></p> <p>DISCUSSION</p>
	<p><u>Coping with the Negative Side of New Media</u> Chairs: <i>Carlo GALIMBERTI - Università Cattolica del S.Cuore Milano</i> <i>Pedro GAMITO - ULHT</i></p> <p>Mobilizing Bystanders Of Cyberbullying: An Exploratory Research Into Behavioural Determinants of Defending the Victims <i>Ann DESMET</i></p> <p>Online Social Networking And The Experience Of Cyber-Bullying <i>Bridianne O'DEA</i></p> <p>User Validation of An Empathic Virtual Buddy Against Cyberbullying <i>Janneke M. VAN DER ZWAAN</i></p> <p>Influence Of Parental Attitudes Towards The Internet On Internet Safety Precautions At Home <i>Georgios FLOROS</i></p> <p>The Impact Of Prolonged Violent Action Video-gaming On Adolescent Sleep-wake Activity <i>Daniel L. KING</i></p> <p>DISCUSSION</p>
13:00	LUNCH ON YOUR OWN

Thursday, September 27, 2012 Théâtre du Vaudeville			
Time	Room and Description		
	Room #1	Room #2	Exhibition Hall
14:30	<p><u>Technology Solutions for Invisible Wounds of War (Part 1)</u> Chair: <i>Carl CASTRO</i> - U.S. Army Medical Research and Material Command</p> <p>What We Know About Combat and PTSD <i>Carl CASTRO</i></p> <p>Use of a Virtual Integrated Environment (VIE) as Training to Use an Advanced Modular Limb <i>Aimee ALPHONSO</i></p> <p>Outcomes from a Pilot Study Using Computer-Based Rehabilitative Tools in a Military Population <i>Louis FRENCH</i></p> <p>Predictors of PTSD and Post Concussive Syndrome in Combat Veterans <i>Michael J. ROY</i></p> <p>Stress Inoculation Training and PTSD Treatment <i>James L. SPIRA</i></p> <p>Effectiveness Evaluation for Short-Term Group Pre-Deployment VR Computer-Assisted Stress Inoculation Training Provided to Polish ISAF Soldiers <i>Justyna MACIOLEK</i></p> <p>DISCUSSION</p>	<p><u>Advanced Monitoring (Part 1)</u> Chair: <i>Pietro CIPRESSO</i> - Istituto Auxologico Italiano <i>Dimitrios TZOVARAS</i> - Centre for Research & Technology Hellas</p> <p>Reliability and Validity of TIPS Wireless ECG Prototypes <i>Jaime GUIXERES</i></p> <p>Pulse Oximeter Based Mobile Biotelemetry Application <i>Ali Hakan ISIK</i></p> <p>Using Portable EEG Devices to Evaluate Emotional Regulation Strategies during VR Exposure <i>Beatriz REY</i></p> <p>A System for Automatic Detection of Momentary Stress in Naturalistic Settings <i>Andrea GAGGIOLI</i></p> <p>Measuring the Subjective Unit of Discomfort using Speech Technology <i>Dwi HARTANTO</i></p> <p>DISCUSSION</p>	
16:00	NETWORKING BREAK		
16:30	<p><u>Technology Solutions for Invisible Wounds of War (Part 2)</u> Chair: <i>Carl CASTRO</i> - U.S. Army Medical Research and Material Command</p> <p>Virtual Reality from a Distance: Lessons Learned from Telehealth <i>Raymond FOLEN</i></p> <p>The Effectiveness of VR Exposure Therapy for PTSD in Returning Warfighters <i>Sarah D. MIYAHIRA</i></p> <p>PHIT for Duty, a Mobile Approach for Psychological Health Intervention <i>Paul N. KIZAKEVICH</i></p> <p>Lessons Learned from the Development of Technological Support for PTSD Prevention: A Review <i>Vanessa VAKILI</i></p> <p>DISCUSSION</p>	<p><u>Advanced Monitoring (Part 2)</u> Chairs: <i>Rupert ORTNER</i> - g.tec Guger Technologies <i>Michael ROY</i> - Uniformed Services University</p> <p>Psychophysiological Pathways to Reality: Responses during Real Life and Virtual Presence <i>Birgit U. STETINA</i></p> <p>Real-Time Monitoring of Behavioural Parameters Related to Psychological Stress <i>Dimitris TZOVARAS</i></p> <p>Modeling the Social Networking Experience Objectifying the Subjective <i>Pietro CIPRESSO</i></p> <p>The Effect of Olfactory Cues on Presence: It's More Complex Than You Think <i>Oliver BAUS</i></p> <p>DISCUSSION</p>	
18:00	DAY ADJOURNS		
CYBER17 GALA DINNER			
20:00	Le Chalet Robinson Sentier de Ilembarcadere 1, 1000 Brussels, Belgium		

Time	Friday, September 28, 2012 Théâtre du Vaudeville		
	Room and Description		
	Room #1	Room #2	
8:30	Conference Registration and Conference Check-In		
9:00	<p align="center"><u>New Approaches and Trends in Rehabilitation (Part 1)</u></p> <p align="center">Chair: <i>Jose GUTIÉRREZ-MALDONADO - University of Barcelona</i></p> <p align="center">Postural Control Of The Elderly: Moving To Virtual Predictable And Unpredictable Targets <i>Vera JONGMAN</i></p> <p align="center">Therapeutic Effectiveness Of A Virtual Reality Game In Self-awareness After Acquired Brain Injury <i>Mariano ALCÁÑIZ</i></p> <p align="center">Using Virtual Week To Assess Prospective Memory In Younger And Older Adults <i>Giovanna MIONI</i></p> <p align="center">Balance Recovery Through Virtual Stepping Exercises Using Kinect Skeleton Tracking: A Follow-Up Study <i>Roberto LLORÉNS</i></p> <p align="center">Auditory-Visual Integration of Emotional Signals in a Virtual Environment for Cynophobia <i>Marine TAFFOU</i></p> <p align="center">DISCUSSION</p>	<p align="center"><u>High Tech Therapy for a Low Tech Therapist</u></p> <p align="center">Chair: <i>James OVERHOLSER - Case Western University</i></p> <p align="center">The Use of Virtual Reality in the Treatment of Eating Disorders <i>Marta FERRER-GARCÍA</i></p> <p align="center">Guided Internet Treatment for Anxiety Disorders <i>Gerhard ANDERSON</i></p> <p align="center">In Vivo versus Augmented Reality Exposure in the Treatment of Small Animal Phobia: A Controlled Study <i>Juana-Maria BRETON-LOPEZ</i></p> <p align="center">Adapting Computerized Treatments into Traditional Psychotherapy for Depression <i>James OVERHOLSER</i></p> <p align="center">Mechanisms of Change in Virtual Reality Therapies <i>David OPRIS</i></p> <p align="center">DISCUSSION</p>	
10:30	NETWORKING BREAK		

Time	Friday, September 28, 2012 Théâtre du Vaudeville		
	Room and Description		
	Room #1	Room #2	
11:00	<p align="center"><u>New Approaches and Trends in Rehabilitation (Part 2)</u></p> <p align="center">Chairs:</p> <p><i>Mariano ALCANIZ - Universitat Politècnica de València</i> <i>Georgios FLOROS - Hellenic Association for the Study of Internet Addiction Disorder</i></p> <p align="center">FRIEND: A Brain-monitoring Agent for Adaptive and Assistive Systems <i>Alexis MORRIS</i></p> <p align="center">Implicit Theory Manipulations and Efficacy of Smartphone Apps Aiding Speech Therapy in Parkinson's <i>Peter NOLAN</i></p> <p align="center">A Motor Imagery Based BCI for Rehabilitation <i>Rupert ORTNER</i></p> <p align="center">A Robotic & Virtual Reality Orthopedic Rehabilitation System for the Forearm <i>Miguel A. PADILLA-CASTANEDA</i></p> <p align="center">An Immersive Virtual Environment for Visuo-Vestibular Therapy <i>J.-D. GASCUEL</i></p> <p align="center">On The Comparison Of VR-Responses As Performance Measures In Prospective Memory In MCI Detection <i>Ioannis TARNANAS</i></p> <p align="center">Comparing Visual Motor Skills of Adults With and Without Learning Disabilities Using Virtual Reality <i>Line TREMBLAY</i></p> <p align="center">DISCUSSION</p>	<p align="center"><u>New Approaches and Trends in CyberTherapy</u></p> <p align="center">Chairs:</p> <p><i>Rosa BANOS - Universitat de Valencia</i></p> <p align="center">Assessment of Executive Functions in Patients with Obsessive Compulsive Disorder by NeuroVirtual Reality <i>Filippo LA PAGLIA</i></p> <p align="center">Bottom-up and Top-Down Influences of Beliefs on Emotional Responses: Fear of Heights in a Virtual Environment <i>Andreas MÜHLBERGER</i></p> <p align="center">Socially Anxious People Reveal More Personal Information with Virtual Counselors That Talk about Themselves Using Intimate Human Back Stories <i>Sin-Hwa KANG</i></p> <p align="center">Changing Heartbeat Perception to Induce Anxiety in Virtual Environments <i>Luca CHITTARO</i></p> <p align="center">Improving Social Behaviour in Schizophrenia Patients Using an Integrated Virtual Reality Programme: A Case Study <i>Mar RUS-CALAFELL</i></p> <p align="center">Associations Between Facial Emotion Recognition, Cognition And Alexithymia In Patients With Schizophrenia Using a Virtual Reality Task <i>Jose GUTIÉRREZ-MALDONADO</i></p> <p align="center">Virtual Worlds and Avatars as the New Frontier of Telehealth Care <i>Jacquelyne MORIE</i></p> <p align="center">DISCUSSION</p>	

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	Room and Description	
	Room #1	Room #2
12:30	LUNCH ON YOUR OWN	
14:30	Awards Presentation	
15:00	International Society for Telemedicine and eHealth (ISFTeH) Presentation	
15:15	<u>Human Computer Confluence Applications in Therapy and Rehabilitation</u> <i>Chair:</i> <i>Andrea GAGGIOLI - Istituto Auxologico Italiano</i> Interreality in the Evaluation and Treatment of Psychological Stress Disorders: The INTERSTRESS Project <i>Pietro CIPRESSO</i> Innovative ICT solutions to improve treatment outcomes for depression: The ICT4Depression project <i>Lisanne WARMERDAM</i> Personalised Virtual Reality Scenarios for Groups at Risk of Social Exclusion <i>Marine TAFFOU</i> Human Computer Confluence Applied in Healthcare and Rehabilitation <i>Isabelle VIAUD-DELMON</i> DISCUSSION	Special Interest Group Meeting #1
	Special Interest Group Meeting #2	

	Room #1	Room #2
16:45	iACToR General Assembly	
17:45	DAY ADJOURNS	