

**Tuesday, June 12<sup>th</sup>, 2007**

Commonwealth C		Commonwealth D
<b>Registration and Coffee</b>	9:00-10:00	
<b>Opening Remarks:</b> Brenda K. Wiederhold, PhD, MBA, BCIA	10:00-10:30	
<p><b>S1: Cybersickness</b>  <b>Session Chairs: Stéphane Bouchard, PhD &amp; Évelyne Klinger, PhD</b></p> <p>Virtual reality induced side effects: exploration of participants' characteristics in severe cases of cybersickness  <i>G. Robillard &amp; S. Bouchard</i></p> <p>Revising the factor structure of the Simulator Sickness Questionnaire  <i>S. Bouchard, G. Robillard, &amp; P. Renaud</i></p> <p>Motion Sickness, Console Video Games, and Head Mounted Displays  <i>L. Scibora, M. Flanagan, O. Merhi, E. Faugloire, &amp; T.A. Stoffregen</i></p> <p>Is there more to cybersickness than simply conflicting information between senses?  <i>S. Dumoulin, S. Bouchard, G. Robillard, &amp; C. Villemaire</i></p> <p>Perceived Anxiety in a Virtual Grocery Store in Persons with and without Vestibular Dysfunction  <i>S.L. Whitney, P.J. Sparto, S.V. Babu, L.F. Hodges, J.M. Furman, &amp; M.S. Redfern</i></p>	10:30-12:00	<p><b>S2: Pain</b>  <b>Session Chairs: David Thomas, PhD &amp; Cristina Botella, PhD</b></p> <p>Description of a multicomponent program including Virtual reality for the treatment of fibromyalgia  <i>A. Garcia-Palacios, C. Botella, R.M. Baños, S. Quero, J. Breton, &amp; M. Belmonte</i></p> <p>Analgesic effects of opioids and immersive virtual reality distraction: Evidence from subjective and functional brain imaging assessments  <i>H.G. Hoffman, T.L. Richards, T. Van Oostrom, B.A. Coda, &amp; M.P. Jensen, et al.</i></p> <p>CyberTherapy: Developments in Mexico  <i>J.L. Mosso-Vázquez, M.D. Wiederhold, B.K. Wiederhold, A. Rizzo, V. Lara-Vaca, et al.</i></p> <p>Virtual Reality for Acute and Chronic Pain Management  <i>B.K. Wiederhold</i></p>
	12:00-13:30 <b>LUNCH</b> (on your own)	

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<p><b>S3: Anxiety Disorders</b>  <b>Session Chairs: Sarah Miyahira, PhD &amp; Melba Stetz, PhD</b></p> <p>Physiology During Anxiety-Provoking VR Simulations  <i>S.B. Baumann</i></p> <p>Visual attention during virtual social situations depends on social anxiety  <i>A. Mühlberger, M.J. Wieser, &amp; P. Pauli</i></p> <p>Virtual Reality for the application of psychological treatments in children: darkness phobia  <i>C. Botella, N. Lasso de la Vega, D. Castilla, A. García-Palacios, C. López-Soler, et al.</i></p> <p>Development and pilot study of aVR system to assess criteria of patients with checking symptom of obsessive compulsive disorder  <i>K. Kim, C.-H. Kim, K. Ryeol Cha, J. Park, et al.</i></p> <p>Using Video, Vikings and Teddy-bears to Reduce Anxiety  <i>K. Newman</i></p>	<p><b>13:30-15:00</b></p>	<p><b>S4: Education</b>  <b>Session Chairs: Andrea Gaggioli, PhD &amp; Rosa M. Banos, PhD</b></p> <p>Using Virtual Reality to Test Educational Strategies for Genomic Concepts  <i>K.A. Kaphingst, S. Persky, &amp; C. Lachance</i></p> <p>Science Learning by Blind Children through Audio-Based Interactive Software  <i>J. Sánchez &amp; M. Elías</i></p> <p>Technology-enabled Conflict Negotiation  <i>P. L.T. Weiss, Z. Eisikoviz, C. Koren, D. Goren-Bar, C. Rocchi, et al.</i></p> <p>The Change of Implicit Attitude after Exposure to a Sexual Violence Computer Game  <i>H. Kwon &amp; J.-H. Lee</i></p> <p>The Efficacy of Virtual Immersive Scenarios in Cardio Pulmonary Resuscitation Training. Measuring Reality – Is Seeing Believing?  <i>C.E. Collier, B. Stevens, S. Hand, &amp; G.B. Smith</i></p>
	<p><b>15:00-15:30 BREAK</b></p>	
<p><b>S5: Training</b>  <b>Session Chairs: Claudia Johnston, PhD &amp; B.K. Wiederhold, Ph.D., MBA, BCIA</b></p> <p>A feasibility study for the use of a multi-player virtual reality game to enhance “talented” individuals’ organizational cohesion  <i>I.-M. Tarnanas &amp; K. Tsirgogianni</i></p> <p>Stress Inoculation Training's Effectiveness on Combat First Responder Students  <i>M. Stetz</i></p> <p>A Virtual Human Agent for Training Clinical Interviewing Skills to Novice Therapists  <i>P. Kenny, A. Rizzo, T. Parsons, J. Gratch, &amp; W. Swartout</i></p>	<p><b>15:30-17:00</b></p>	<p><b>S6: Addictions</b>  <b>Chairs: Nathan Appel, PhD &amp; Hunter Hoffman, PhD</b></p> <p>A Virtual Arm to Stop Smoking, A Perceptual Learning Experiment  <i>B. Girard &amp; V. Turcotte</i></p> <p>Establishing Preferences to Virtual Environments using Cocaine  <i>R.S. Astur, S. Shipman, S. Seigel, A. Rizzo, &amp; R. Malison</i></p> <p>Avoidance Coping Strategy User’s Attentional Bias and Emotional Change to Appearance-related Stimuli  <i>S.-M. Kwak &amp; J.-H. Lee</i></p>

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<p>Game and Gamer Characteristics: Implications for Training <i>D. Horn, J. Belanich, &amp; K.A. Orvis</i></p> <p>The Practice of Medical Simulation: Education, Research, and Technology <i>A. Liu</i></p> <p>Pulse!!: Researching high-level medical learning in virtual space <i>C. Johnston</i></p>		<p>Using Virtual Reality to Investigate Cross-Cue Reactivity and Environmental Cues in Nicotine Dependent Problem Drinkers <i>H.L. Copp, P.S. Bordnick, A.C. Traylor</i></p> <p>Virtual Reality for Cue Exposure and Cell Phones as Cue Extinction Reminders in Treatment for Crack Cocaine Dependence <i>M.Z. Rosenthal, S.B. Baumann, &amp; T.R. Lynch</i></p>
<b>Commonwealth A</b>		<b>Commonwealth B</b>
<b>Cyberarium and Poster Session</b>	<b>18:30-20:30</b>	<b>Cyberarium and Poster Session</b>

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<p><b>S7: Physical Rehabilitation</b>  <b>Session Chairs: Furio Gramatica, PhD &amp; Tamar Weiss, PhD</b></p> <p>Playing in a make-believe world: VR intervention for increasing playfulness of children with Cerebral Palsy  <i>U. Feintuch, Y. Wyssocky, &amp; N. Weintraub</i></p> <p>Development and Feasibility Experiment of Virtual Reality Gait Training System for Knee Joint of Hemiplegic Patient  <i>J. Park, K. Han, S. Cho, D.Y. Kim, et al.</i></p> <p>StarTour: A Low Cost Webcam Tracking System for Home-Based VR Motor Tele-Rehabilitation  <i>S.-C. Yeh, A. Rizzo, C. Wang, T. Parsons, &amp; A.A. Sawchuk</i></p> <p>Gain-Matching and Perception of Self-Motion: The Relationship Between Visual Flow and Treadmill Walking  <i>W.A. Powell, B. Stevens, S. Hand, M. Simmonds</i></p> <p>HandiSim: A VR-based Manual Wheelchair with Visual Feedback and Physical Simulation  <i>E. Klinger, E. Geslin, A. Shirai, &amp; S. Richir</i></p>	<p><b>9:00-10:30</b></p>	<p><b>S8: Clinical Applications</b>  <b>Session Chairs: Giuseppe Riva, PhD &amp; Sun Kim, Ph.D.</b></p> <p>VR-enhanced treatment of emotional eating in obese subjects: a controlled randomized clinical trial  <i>G.M. Manzoni, G. Luca Cesa, D. Villani, S. Zanzottera, G. Castelnuovo, et al.</i></p> <p>What factors come to play in our decision to use VR in therapy? Applying the Technology Acceptance Model with people who are already committed to VR  <i>M. Bertrand &amp; S. Bouchard</i></p> <p>Approaching Virtual Reality 2.0 – Creating and Sharing Open Source Virtual Environments for Healthcare and Research  <i>G. Riva, A. Gaggioli, F. Morganti, D. Villani, &amp; A. Preziosa</i></p> <p>Shared Virtual Environment (SVE): An environment for computer mediated communication  <i>Juan, M.C., Alcañiz, M., Gamberini, L., Zaragoza, I., Davide, F.</i></p> <p>Affective, behavioral and cognitive measures of stuttering during speeches to virtual and live audiences  <i>S.B. Brundage, A. Hancock, K. Kiselewich, &amp; L. Stallings</i></p>
	<p><b>10:30-11:00 BREAK</b></p>	
<p><b>S9: Physiological Control of Environments and Objects</b>  <b>Session Chairs: Mariano Alcaniz, PhD &amp; Elmar Schmeisser, PhD</b></p> <p>Direct Biocontrol of Virtual Environments using Surface Electromyographic Signals  <i>N.P. Reddy, R. Unnikrishnan, N. Srirao, &amp; D. Kosuri</i></p>	<p><b>11:00-13:00</b></p>	<p><b>S10: Presence</b>  <b>Session Chairs: Michael Roy MD, MPH &amp; Christine Youngblut, PhD</b></p> <p>The role of stereoscopy in the sense of presence and the induction of emotions  <i>R.M. Baños, I. Rubió, C. Botella, M. Alcañiz, A. García-Palacios, &amp; S. Quero</i></p>

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<p>A Noninvasive Brain-Computer Interface Emulating Full Mouse Control <i>D. McFarland</i></p> <p>Targeted cortical reorganization via brain-computer interface (BCI) training in chronic stroke. <i>TD Ard, ER Buch, C Weber, AD Fourkas, N Birbaumer, LG Cohen</i></p> <p>The Force Within the Game. NASA's off-the-shelf Engagement Training <i>D. Greco</i></p> <p>Enhancing Brain-Computer Interface Algorithms and Feedback: Implications for Use in Post-stroke Rehabilitation <i>G. Prasad, Ph.D., P. Herman, M.Sc., D.H. Coyle, Ph.D., T.M. McGinnity, Ph.D.</i></p> <p>Virtual Reality Control with a Brain-Computer Interface <i>C. Guger, R. Leeb, G. Edlinger, G. Pfurtscheller, M. Slater</i></p>		<p>The transformation of therapy through introduction of VR: a psychosocial integrated approach to investigate the VR based therapy design process <i>C. Galimberti, G. Belloni, M. Cantamesse, A. Cattaneo, F. Gatti, et al.</i></p> <p>The "emerging other": an essay about the study of social ecology of VR-therapy <i>M. Cantamesse &amp; C. Galimberti</i></p> <p>Key elements of social presence for a psychosocial approach to VR based CBT: an interaction analysis <i>G. Belloni, M. Cantamesse, &amp; C. Galimberti</i></p> <p>The sense of agency and the sense of presence: The example of schizophrenia <i>E. Lallart &amp; Roland Jouvent</i></p>
	<b>13:00-14:30</b> <b>LUNCH</b> <b>(on your own)</b>	
<p><b>S11: Telehealth</b>  <b>Session Chairs: Eugene Augustefer, PhD &amp; Ioannis Tarnanas, PhD</b></p> <p>A Second Life for Telehealth? <i>A. Gaggioli &amp; G. Riva</i></p> <p>National Internet-Systems of Medical and Pharmaceutical Information in Post-USSR countries <i>A. Lendyak</i></p> <p>Cyber-Coaching in Quebec: Some Theoretical &amp; Practical Dimensions <i>F. Lefort</i></p>	<b>14:30-16:00</b>	<p><b>S12: Neuropsychology</b>  <b>Chairs: Luciano Gamberini, PhD &amp; Uri Feintuch, PhD</b></p> <p>The Change of Brain Potentials to Offense Behavior Experience in Virtual Environment <i>K-W. Jang &amp; J.-H. Lee</i></p> <p>Detection of Concealed Information : P300 Response to a Visual Guilty Knowledge Test in a Virtual Mock Crime <i>J. Hahn, &amp; J.-H. Lee</i></p> <p>Brain Activities Reflect Feeling of Ownership of a Virtual Body: An fMRI Study <i>H. Lee, J. Ku, W. Lee, J. Park, K.J. Yoon, et al.</i></p>

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<p>The Butler Project: First Results of Usability Validation of a Cognitive and Emotional Tele-Assistance System for Elderly <i>J.A. Lozano, M. Alcañiz, D. Castilla, C. Botella J. Bretón-López, et al.</i></p>		<p>Development and Validation of a Tool for Assessing Emotional Response Characteristics in Emotional Situations using Virtual Reality: Experimental Application to Patients with Schizophrenia <i>K. Han, J. Ku, K. Kim, H.J. Jang, J. Park, et al.</i></p> <p>Cognitive remediation impacts on attention deficit hyperactivity disorder and conduct disorder children <i>V. Parent, M.-C. Guay, A. Achim, &amp; P. Lageix</i></p> <p>Spatial Processing in Near and Far Space Using Virtual Reality Methods: an fMRI-Study <i>L. Beck, R. Vohn, M. Wolter, T. Kuhlen, &amp; W. Sturm</i></p>
	<b>16:00-16:30 BREAK</b>	
<p><b>S13: Neuropsychology 2</b> <b>Session Chairs: Albert Rizzo, PhD &amp; Jaime Sanchez, PhD</b></p> <p>Virtual Reality Visuospatial and Wayfinding Assessment of Healthy Adults and Adults with Mild Dementia of the Alzheimer's Type <i>B. Lange, A. Rizzo, R. Astur, &amp; T. Parsons</i></p> <p>Asymmetries of covert attention in virtual space <i>Ines Ann Heber, Marc Wolter, Torsten Kuhlen &amp; Bruno Fimm</i></p> <p>Three-dimensional uni- and crossmodal cueing in spatial shift of attention: a VR study <i>S. Anders, M. Wolter, T. Kuhlen, &amp; W. Sturm</i></p> <p>Virtual Reality Cognitive Performance Assessment Test <i>T.D. Parsons, A.A. Rizzo, J. Bamattre, J. Brennan, &amp; B. Lange</i></p> <p>Prehension in Virtual environments: General Aspects of Grasping without Haptic Feedback and the Effects of Perturbations <i>C. Armbrüster, M. Wolter, T. Kuhlen, B. Fimm, &amp; W. Spijkers</i></p>	<b>16:30-18:00</b>	<p><b>Panel Discussion:</b> New Media Activities Promote Seasonal Influenza Vaccine Uptake <i>E. Edgerton, J. Nall, A. Burnett, J. Bower, &amp; C. Lefebvre</i></p> <p>Panelists: J. Nall (Moderator), E. Edgerton, J. Bower, A. Burnett, &amp; C. Lefebvre</p>

Thursday, June 14<sup>th</sup>, 2007

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<p><b>S14 : Posttraumatic Stress Disorder</b>  <b>Session Chairs: Kenneth Curley, MD &amp; Russell Shilling, PhD, MSC, USN</b></p> <p>War PTSD: a VR pre-trial case study  <i>P. Gamito, J. Oliveira, D. Morais, T. Saraiva, J. Rosa, et al.</i></p> <p>VR exposure: reducing acute stress disorder derived from motor vehicle accidents  <i>T. Saraiva, P. Gamito, J. Oliveira, D. Morais, M. Pombal, et al</i></p> <p>Physiology-Driven Adaptive Control of Scenarios in VR Based Therapy of PTSD  <i>K. Ćosić, M. Slamić, S. Popović, &amp; D. Kukulja</i></p> <p>Virtual Iraq: Initial Data from a VR PTSD exposure Therapy Application  <i>A. Rizzo, K. Graap, B. Rothbaum, J. Difede, J. Pyne, et al.</i></p> <p>Combat related post traumatic stress disorder: Current status of treatment using virtual reality Graded exposure therapy with physiological monitoring  <i>D.P. Wood J. Murphy, K. Center, R. McLay, D. Reeves, J. Pyne, &amp; B.K. Wiederhold</i></p> <p>Handheld computerized neuropsychological assessment &amp; VR therapy for PTSD  <i>D. Reeves, T. Elsmore, M.D. Wiederhold, D. Wood, J. Murphy, &amp; B.K. Wiederhold</i></p> <p>Virtual Reality Exposure Treatment of PTSD in U.S. Warfighters  <i>S.D. Miyahira, H.G. Hoffman, &amp; R.A. Folen</i></p> <p>Virtual reality in operational and garrison psychology: A review of the applications of the VR Iraq at Fort Lewis  <i>G.M. Reger, G.A. Gahm, A. Rizzo, R.A. Swanson, J. Etherage, &amp; M.A. Reger</i></p>	<p>9:00-11:00</p>	
	<p>11:00-11:30  <b>BREAK</b></p>	

**Thursday, June 14<sup>th</sup>, 2007**

<b>Commonwealth C</b>		<b>Commonwealth D</b>
<b>Awards Ceremony</b>	<b>11:30-12:00</b>	