

# SENSE XR

## The Feeling of Virtual: XR, Haptics, and 3D Graphics

### CALL FOR PAPER

The rapid evolution of Extended Reality (XR) encompassing Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) is reshaping how people interact with digital environments, opening new frontiers in both research and application. The inaugural edition of SENSE XR: The Feeling of Virtual, XR, Haptics, and 3D Graphics is dedicated to investigating the multisensory and affective dimensions of immersive technology, with a particular focus on haptic feedback, 3D graphics, and videogame applications.

The workshop's primary goal is to foster an interdisciplinary dialogue among researchers, designers, and practitioners, exploring the role of sensory interfaces in XR. We aim to examine how multimodal interaction, tactile technologies, and innovative interface design can enhance user experience, amplify engagement, and redefine human-computer interaction within immersive environments.

Structured as a platform for both critical reflection and hands-on experimentation, SENSE XR combines theoretical discourse with live demonstrations, design exploration, and collaborative activities. Inspired by the concept of a scientific jam session, the workshop encourages participants to co-create, prototype, and exchange insights in a participatory setting that promotes cross-disciplinary collaboration and the development of new international partnerships.

We welcome original contributions, including position papers, case studies and theoretical reflections, addressing (but not limited to) the following topics:

### TOPICS

- Gamification and game design principles in XR environments
- Haptic technologies and tactile feedback in XR
- User experience (UX) and usability challenges in XR
- Innovative interaction techniques and interface design
- Multimodal and sensor-based interaction
- Ethical and accessibility considerations in XR
- Application case studies in education, health, entertainment, and industry
- Evaluation methods and user-centric research in XR
- Immersive storytelling and narrative design

### IMPORTANT DATES

**SUBMISSION: JUNE 30, 2025**

**NOTIFICATION: JULY 15, 2025**

### INVITED SPEAKERS

**GUIDO  
GIOIOSO**

CEO of Weart



**SALVATORE  
FIORE**

3D Artist



**MARCO  
GIAMMETTI**

CEO of Hypotermic



### ORGANIZER



**IGNACIO  
AEDO**  
aedo@ia.uc3m.es



**PAOLA  
BARRA**  
paola.barra@uniparthenope.it



**ILARIA  
AMARO**  
iamaro@unisa.it



**ATTILIO  
DELLA GRECA**  
adellagreca@unisa.it

### MORE INFO

[sites.google.com/unisa.it/sense-xr](https://sites.google.com/unisa.it/sense-xr)

