



Conference program — Siena, Italy · 15–18 September 2026

Overview

Orario	15	16 – Track A	16 – Track B	17 – Track A	17 – Track B	18 – Track A	18 – Track B
9,30 – 10,00		Registration	Registration	Physical Health, Rehabilitation and Occupational Ergonomics	AI in Professional and Organisational Practice	Explainable Systems, Infrastructure and Evaluation Methods	Physiological and Behavioural Measurement Methods
10,00 – 10,30		Keynote speech (Agnieszka Wykowska)	Keynote speech (Agnieszka Wykowska)				
10,30 – 11,00							
11,00 – 11,30		Coffee break	Coffee break	Coffee break	Coffee break	Coffee break	Coffee break
11,30 – 12,00		Training, Learning and Simulation Technologies	Mobility, Autonomous Vehicles and Collaborative Design	Generative AI, Identity and Creative Cognition	Social Perception, Identity and Self-Presentation	Awards (papers, ECR papers, Announcements, Greetings)	Awards (papers, ECR papers, Announcements, Greetings)
12,00 – 12,30							
12,30 – 13,00							
13,00 – 13,30		Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
13,30 – 14,00							
14,00 – 14,30		Poster presentations	Poster presentations	AI Trust and Autonomy in Human-Machine Systems			
14,30 – 15,00	Workshop on Cognition and LLMs	Poster exhibition	Poster exhibition				
15,00 – 15,30		Psychological Wellbeing and Behavioural Health	Psychological Wellbeing and Behavioural Health		General Assembly	General Assembly	
15,30 – 16,00							
16,00 – 16,30							
16,30 – 17,00							
17,00 – 17,30			Coffee break	Coffee break			
17,30 – 18,00	Welcome reception						
18,00 – 18,30		Keynote (Santa Chiara) – Patrizia Marti	Keynote (Santa Chiara) – Patrizia Marti	Keynote (Contrada) – Harry Witchel	Keynote (Contrada) – Harry Witchel		
18,30 – 19,00							
19,00 – 19,30		Welcome reception	Welcome reception	Visita contrada	Visita contrada		
19,30 – 20,00							
20,00				Social dinner	Social dinner		

Detailed program – day by day

Wednesday 16th September

11:30 – 13:00

Track A — Training, Learning and Simulation Technologies

- [18] (*long*) Designing Growth Mindset-Inspired Feedback Messages Tailored to Learning Behaviors Using LLM and Persuasive Strategies — Mehnuma Tabassum Omar, Parham Moradi, Ogoti Sasha and Julita Vassileva
- [31] (*long*) Modeling Learning Practices Informed by Mindset Theory for Adaptive Educational Systems — Mehnuma Tabassum Omar, Nafisul Kiron and Julita Vassileva
- [55] (*long*) Clean or simplistic? Testing a lower granularity algorithmic explainer for users' comprehension, trust, and preference — Anna Spagnolli, Elena Capuozzo, Valentina Zaccaria, Olivia Casadei, Suleyman Ozturk, Idil Akyurt, Arianna Stropeni and Gian Antonio Susto
- [9] (*wip*) Robot assistants during high mental workload: Understanding Task-Specific Load in Human–Robot Interaction — Valentina Cesari, Jacopo Elettari and Agnieszka Wykowska
- [17] (*wip*) Towards Intelligent Virtual Agents for Visual Monitoring of Assembly Tasks — Sofie Magdalena Schwenkreis, Vera Marie Memmesheimer and Achim Ebert

Track B — Mobility, Autonomous Vehicles and Collaborative Design

- [8] (*long*) Human behavior facing a vehicle in shared spaces: investigating the relation between action and perception — Lydie Baillard, Sandrine Caroly, Manon Prédhumeau and Julie Dugdale
- [47] (*long*) Cultural Orientation Shapes Moral Judgments of Autonomous Vehicle Dilemmas — Eda Isil Sukan, Augusto Bovesi and Stefano Guidi
- [24] (*long*) Towards Urban Air Mobility: Exploring how to support collaborative planning and communication in drone projects — Jekaterina Basjuka, Jonas Löwgren, Carl Westin and Jonas Lundberg
- [4] (*short*) Visual Storytelling for Knowledge Sharing in Co-Design Workshops on Urban Air Mobility — Jekaterina Basjuka, Carl Westin and Jonas Lundberg
- [44] (*wip*) Design through counterfactual theatre: an embodied simulation method for designing digital social touch — Robin Héron, Stéphane Safin, Michael Baker and Françoise Détienne

15:00 – 17:00

Psychological Wellbeing and Behavioural Health

- [26] (*long*) Employer organisations and counsellor attitudes towards digital interventions for mental health and wellbeing within the workplace: A qualitative analysis — Gillian Cameron, Maurice Mulvenna, Edel Ennis, Raymond Bond, Siobhan O'Neill and David Cameron
- [7] (*long*) Symptoms matters: commonality and variability of gaming disorder symptoms across 35 countries — Ala Yankouskaya, Mohamed Basel Almourad, Magnus Liebherr, Justin Thomas, Guandong Xu and Raian Ali
- [42] (*long*) Adaptive exposure therapy for Social Anxiety Disorder: a preliminary validation in virtual reality — Sergio Frumento, Noemi Paparo, Martina Briglia, Matteo Martini, Manuela Chessa, Alberto Greco and Danilo Menicucci
- [10] (*short*) Analyzing the Interest in Digital Wellbeing Services: Are People More Willing to Pay for Them on Social Network Sites or Messaging Platforms? — Sameha Alshakhshi, Areej Babiker, Dena Al-Thani, Cornelia Sindermann, Christian Montag and Raian Ali
- [20] (*short*) The Fear of AI is the Fear of Looking in the Mirror: Low Trait Honesty-Humility Predicts Individual Perceived Likelihood of Future Apocalyptic AI Scenarios Through Beliefs in a Competitive World — Enrico Cipriani, Danilo Menicucci and Simone Grassini

Thursday 17th September

9:30 – 11:00

Track A — Physical Health, Rehabilitation and Occupational Ergonomics

- [27] (*long*) Embodying Conversational Agents in Paediatric Speech Therapy: A systematic review — Alessia Nicoletta Marino, Liliana Vale Costa and Patrizia Marti
- [41] (*long*) Using AI-Generated Videos to Simulate Different People Communicating the Same Healthcare Needs: An Exploratory Study of Care Prioritisation and Trust Across Health Professional and Public Groups — Amanda Kearns, Anne Moorhead, Maurice Mulvenna and Raymond Bond
- [56] (*long*) The Eyes Don't Lie: Detecting Cognitive Load in VR Assembly Training using Built-in Pupillometry — Anouk Michiels, Eva Geurts and Gustavo Rovelto Ruiz
- [45] (*wip*) A Phygital Game Prototype to Support Speech-Therapy-in-the-Loop AI in Pediatric Rehabilitation — Alessia Nicoletta Marino, Liliana Vale Costa and Patrizia Marti
- [36] (*short*) Rethinking Prosthetic Hands: From Transparent Replacement to Intelligent Instruments — Maria Rosanna Fossati, Cristina Piazza and Antonio Bicchi

Track B — AI in Professional and Organisational Practice

- [14] (*long*) Assessing the Cognitive and Operational Impacts of AI in Airspace Configuration for Flow Management Positions — Daniele Ruscio, Marianna Groia and Luigi Perrotta
- [39] (*long*) Augmented Intelligence for Professional Recruiting: designing an Advisor-in-the-Loop system to support the job interview process — Martina Pozzolini, Gaetano Mongelli, Matteo Passarelli and Antonio Rizzo
- [48] (*long*) When AI Answers Too Soon: The Displacement of Reflective Inquiry in Design — Peter Dalsgaard
- [53] (*wip*) Exploring Trust Factors in Designing AI-Supported Performance Appraisal System — Andreas Harnindito and Akshat Sawarni
- [60] (*short*) LLM-empowered remanufacturing: A novel human-AI interaction under the lens of a scoping review — Alireza Mortezaipoor, Mario Caterino and Marcello Fera

11:30 – 13:00

Track A — Generative AI, Identity and Creative Cognition

- [6] (*long*) Generative AI Makes Creative Output More Homogeneous — Alwin de Rooij and Michael Mose Biskjaer
- [54] (*long*) The Generation Effect and AI-Assisted Writing: Towards a Framework of Cognitive Fidelity — Peter Dalsgaard
- [57] (*long*) Identity in the Loop Cognitive Ergonomics of the Mediated Voice and the Future of Service Work — Cosimo Spera
- [15] (*wip*) Gender Representation in Chatbot Design: Implications for User Experience — Christof van Nimwegen and Lotte Consten
- [35] (*wip*) "AI will figure it out": System Compensation and Intent Deferral in Open-Ended Generative AI Interfaces — Paulo Ferreira and Sonia Sousa

Track B — Social Perception, Identity and Self-Presentation

- [16] (*long*) Dimensions of Self-Disclosure and Visual Self-Presentation in WhatsApp Profile Pictures Among Young Adults — Francesco Curro, Elisa Nanni and Oronzo Parlangeli
- [49] (*long*) Stance Signaling for Social Justice on Social Media: Does It Boost and Accelerate User Engagement? — Noor Sadiha, Sameha Alshakhsi, Ala Yankouskaya, Marwa Qaraq, Raian Ali and Dena Al Thani
- [30] (*long*) Does Violent Video Gaming Induce Hostile Emotional Processing in Habitual Players? Evidence from Eye-Tracking Metrics — Anantha Ubaradka and Sanjram Premjit Khandanba
- [19] (*short*) Early Neural Responses to Robot, Human, and Doll Faces: N170 and EPN Evidence — Simone Grassini, Saryz Taha Mamsheli, Amanda Tunes Paulsen and Enrico Cipriani
- [32] (*wip*) When appearance meets personality: robot age and individual differences in the evaluation of cheating robots — Ludovica Misino, Stefano Guidi, Luca Lusuardi, Alessandro Innocenti and Oronzo Parlangeli

14:00 – 15:30

AI Trust and Autonomy in Human-Machine Systems

- [29] (*long*) From Psychological Need Satisfaction to AI Dependency: The Divergent Roles of Basic and AI-Specific Needs — Oronzo Parlangeli, Francesco Currò, Margherita Bracci, Enrica Marchigiani, Lorenzo Reina and Paola Palmitesta

- [52] (*long*) Externalization by Design: Cognitive Load, Bounded AI, and Process-Level Accountability in Expert Knowledge Systems — Iren Irbe
- [23] (*long*) Moral Framing of Military Artificial Intelligence: The Role of Trust and Attitudes in Defensive and Offensive Use — Oronzo Parlangeli, Antonio Brancati, Giorgia Callori, Matteo Chiasso, Leonardo Feroci, Arianna Fiorito, Francesca Mambrini, Michele Pio Piscopo and Francesco Currò
- [40] (*long*) Safeguarding Human Potential in Automated Work Systems: A Capability-Centred Framework for Design and Evaluation — Lisa Diamond and Michael Oppermann

Friday 18th September

9:30 – 11:00

Track A — Explainable Systems, Infrastructure and Evaluation Methods

- [13] (*long*) Articulation Work and Conventions: The Workers' Experience — Romain Roccamatysi, Nadia Gauducheu and Myriam Lewkowicz
- [34] (*long*) deMIT Open Research: A Cognitively Sustainable Infrastructure for Shared Knowledge — Simone Giancaspero, Arianna Mazza and Stefano Guidi
- [21] (*long*) Do Hedonic Aspects of Context Bias UX Evaluation? Evidence from Controlled Virtual Environments — Rayane Mabrouki, Laetitia Gros, Julian Moreira, Jean-François Petiot and Franck Mars

Track B — Physiological and Behavioural Measurement Methods

- [38] (*wip*) Toward an Eye-Tracking Adaptive Interface for Interactive Evolutionary Computation — Anaïs Tracoulat, Teresa Colombi, Denis Pallez, Nolwenn Gauer, Ambre Mounié, Marie Waeles-Devaux, Gabriel Al-Najjar and Arion Haxhui
- [58] (*short*) The Red Shoes 2 — Rachael E. Hollands, Mimi Porter, Jessica A. Eccles, Thanaporn Tunprasert and Harry Witchel
- [51] (*long*) Balancing immersion and usability in virtual reality training: Effects on self-efficacy and user experience in mass casualty incident simulation — Marie-Helene Ferrer, Marc Magniez, Cedric Basquin, Guillaume Mellon and Julien Galant
- [59] (*long*) Experimental Verification of Operator Reliability in Standardised Control Panel Operation Using Eye Tracking in Virtual Reality — Zdeněk Tůma and Lubos Kotek