

**Sunday 19<sup>th</sup>**

**Pre-conference workshops : Morning**

Room   Time	From 9 : 00	To 10 : 30	From 10 : 45	To 12 : 15	
C-0420	Specific phobias		Panic and social anxiety disorders		Lunch on your own
C-0422	Eating disorders and obesity		Neuropsychology - French		
C-0424			Brain computer interface		
C-0426	General introduction - English				
C-0416	General introduction – French				
A-0111	Physical / Occupational Therapy				
B-1214	VIZARD training workshop				

**Sunday 19<sup>th</sup>**

**Pre-conference workshops : Afternoon**

Room   Time		From 13 : 30	To 15 : 00	To 16 : 00	
C-0420	Lunch on your own	Addictions			
C-0422		Pain distraction			
C-0424		Eye tracking			
C-0416		PTSD			
B-1214		VIZARD training workshop (continued)			

**Sunday 19<sup>th</sup>**

**IACTOR board of directors meeting**

From 11 : 30	To 13 : 30
Room C-1402 – Board meeting	

**Sunday 19<sup>th</sup>**

**Welcome reception**

6 : 00 – 8 : 00 PM			
Welcome reception			
Les Brasseurs du Temps - Traditional hand craft micro-brewery			
			
170 Montcalm st., Gatineau			
<a href="http://www.brasseursdutemps.com/english">http://www.brasseursdutemps.com/english</a>			
15 minutes walk from either the hotel or the university residence			

Monday 20 <sup>th</sup>	C-0420	C-0426	Exhibition Hall
8 : 30	Welcome remarks from organizers		
9 : 00	<p>Guest speaker:</p> <p>Frank Biocca, Ph.D. Syracuse University Title: <i>"Modulating presence and Effectiveness in Virtual Health Environments"</i></p>		
10 : 00	Coffee break		
10 : 15	<p>VR and pain : mechanisms for analgesia and exploring empathy</p> <p>Chairs: Sin-Hwa KANG, <i>Institute for Creative Technologies</i> Philipp JACKSON, <i>Université Laval</i></p> <p>The control over the virtual environment influences the presence and the efficacy of a VR intervention on pain O. GUTIÉRREZ-MARTÍNEZ, J. GUTIÉRREZ-MALDONADO &amp; D. LORETO-QUIJADA</p> <p>Interactive and passive VR distraction: effects on presence and pain intensity J. GUTIERREZ-MALDONADO, O. GUTIERREZ-MARTINEZ &amp; K. CABAS-HOYOS</p> <p>Distraction vs attention in the effect of virtual reality analgesia S. DUMOULIN, S. BOUCHARD, V. GOUGEON, et al.</p> <p>A comparison of guided imagery Modalities for Pain Distraction M. C. STETZ, R. I. RIES, K. S. BROWN, et al.</p> <p>Empathy toward virtual humans depicting a known or unknown person expressing pain J. MONTHUY-BLANC, S. BOUCHARD, F. BERNIER, et al.</p> <p>Night vision and cybertherapy for ambulatory surgery J. L. MOSSO, B. WIEDERHOLD, M. WIEDERHOLD, et al.</p>	<p>Using technologies for cognitive training in the elderly</p> <p>Chairs: Anouk LAMONTAGNE, <i>McGill University</i> Andrea GAGGIOLI, <i>Università Cattolica del Sacro Cuore di Milano</i></p> <p>Towards a web 2.0 based software for the design and the animation of cognitive stimulation workshops E. KLINGER, E. MARTINET, &amp; D. PERRET</p> <p>The use of text and technology based training tools to improve cognitive skills in older adults K. POWER, G. KIRWAN, &amp; M. PALMER</p> <p>Cognitive training with Nintendo Wii<sup>®</sup> for the elderly: An evaluation S. CARDULLO, B. SERAGLIA, A. BORDIN et al.</p> <p>SOCIABLE: Improving cognitive skills and social activation through Surface Computing Technology R. MOLINER, I. ZARAGOZA, M. BURGUERA, et al.</p> <p>Active video gaming to improve balance in elderly C. J. C. LAMOTH, S. R. CALJOUW &amp; K. POSTEMA</p>	
12 : 15	Lunch		
13 : 00			

Monday 20 <sup>th</sup>	C-0420	C-0426	Exhibition Hall
13 : 15	<p style="text-align: center;"><b>Exposure for anxiety disorders with virtual and augmented realities</b></p> <p>Chairs: Andreas MÜHLBERGER, <i>University of Würzburg</i> Pedro GAMITO, <i>Universidade Lusófona</i></p> <p>The development of the SWEAT questionnaire: a scale measuring costs and efforts inherent to conducting exposure sessions G. ROBILLARD, S. BOUCHARD, S. DUMOULIN, et al.</p> <p>Differences in HPA axis activation secondary to individual CBT session using either in vivo or in virtual exposure in SAD patients F.-X. ROUCAUT, S. BOUCHARD, &amp; H. FORGET</p> <p>You better control for video gaming experience because video gamers are more difficult to scare in virtual reality E. GESLIN, S. BOUCHARD, &amp; S. RICHIR</p> <p>Towards immersive and adaptive augmented reality exposure treatment A. DÜNSER &amp; R. GRASSET</p> <p>Comparison of Anxiety in Response to Virtual Spiders While Immersed in Augmented Reality, Head-Mounted Display, or CAVE-Like System O. BAUS, S. BOUCHARD, V. GOUGEON, et al.</p>	<p style="text-align: center;"><b>Applications for cognitive neurosciences</b></p> <p>Chairs: Jang Han LEE, <i>Chung-Ang University</i> Myriam BEAUCHAMP, <i>Université Laval</i></p> <p>Validation of a neuro VR-based version of the multiple errands test for the assessment of executive functions: Preliminary results S. RASPELLI, F. PALLAVICIN, L. CARELLI et al.</p> <p>Sensitivity of the ClinicaVR: Apartment stroop M. HENRY, P. NOLIN, A. DROUIN-GERMAIN, et al</p> <p>Affective reactions to visually masked stimuli within a virtual environment J. DRUMMOND, N. BERTHOUBE, &amp; A. STEED</p> <p>Accuracy of a brain-computer interface (P300 Spelling Device) used by people with motor impairments G. KRAUSZ, R. ORTNER and E. OPISSO</p> <p>The critical importance of immersive displays for studying human performance: evidence from different populations and paradigms J. FAUBERT</p>	
15 : 00	<b>Coffee break</b>		
15 : 15 – 17 :15			<p style="text-align: center;"><b>Poster session (all 40 posters)</b></p> <p>Topics include rehab, portable devices, new hardware and software, neuropsychology, serious gaming, online treatments, etc.</p> <p>Poster dimension: 69' high x 58' wide or smaller</p>

Tuesday 21 <sup>st</sup>	C-0420	C-0426	Exhibition Hall
8 : 45	<p><b>Guest speakers:</b></p> <p><b>Francis Fortin</b> Chief of Staff Sûreté du Québec</p> <p><b>Jean-Pierre Guay, Ph.D.</b> Researcher at the CICC École de criminologie - Université de Montréal</p> <p><i>“New trends in child pornography research and investigation”</i></p> <p><b>Cyberstalking</b></p>		
9 : 45	<p><b>Cybertherapy for anxiety disorders: A challenge for the future</b></p> <p><b>Chairs:</b> Paul M.G. EMMELKAMP, <i>University of Amsterdam</i> Cristina BOTELLA, <i>Universitat Jaume I</i></p> <p>Effectiveness of cybertherapy in mental health: A critical appraisal P.M.G. EMMELKAMP</p> <p>Treatment of agoraphobia in virtual reality: Level of presence and outcome of HMD and CAVE K. MEYERBRÖKER, N. MORINA, G. KERKHOF, et al.</p> <p>Virtual hoarding: Development of a virtual environment for compulsive accumulation K. O'CONNOR, M. BERTRAND, E. ST. PIERRE, et al</p> <p>The contribution of perception and information on the fear experience in claustrophobia: A virtual reality study A. MÜHLBERGER, H. PEPPERKORN, P. PAULI, et al.</p> <p>Efficacy and effectiveness of online CBT: A decade of Interapy research J. RUWAAARD, A. LANGE, B. SCHRIEKEN, et al.</p>	<p><b>Developing new tools and technologies</b></p> <p><b>Chairs:</b> Emil PETRIU, <i>University of Ottawa</i> Daniel MESTRE, <i>Université de la Méditerranée</i></p> <p>PsychLog: A personal data collection tool for psychophysiological research A. GAGGIOLI, G. PIOGGIA, G. TARTARISCO, et al.</p> <p>An evidence-based toolset to Capture, Measure, &amp; Assess Emotional Health E. HILL, P. DUMOUCHEL, &amp; C. MOEHS</p> <p>Use of Robotics kits for the enhancement of metacognitive skills of mathematics: a possible approach F. LA PAGLIA, R. RIZZO &amp; D. LA BARBERA</p> <p>A lightweight AV system for providing a faithful and spatially manipulable visual hand representation A. PUSCH, O. MARTIN, &amp; S. COQUILLART</p> <p>Immersive virtual environments for emotional engineering: description and preliminary results A. RODRÍGUEZ, B. REY, &amp; M. ALCAÑIZ</p>	
11 : 30	<p><b>Lunch and Awards ceremony</b></p>		

Tuesday 21 <sup>st</sup>	C-0420	C-0426	Exhibition Hall
13 : 00	<p style="text-align: center;"><b>Outcome trials for anxiety disorders</b></p> <p>Chairs: Michael VAN AMERINGEN, <i>McMaster University</i> Jose GUTIERREZ-MALDONADO, <i>University of Barcelona</i></p> <p>New technologies to manage exam anxiety A. GRASSI, A. GAGGIOLI, &amp; G. RIVA</p> <p>Virtual homework for driving phobia post MVA. A way forward? D. WALSH</p> <p>A randomized control trial for the use of <i>in virtuo</i> exposure in the treatment of social phobia: Final results. S. BOUCHARD, S. DUMOULIN, G. ROBILLARD, et al.</p> <p>Isolating the effect of virtual reality based exposure therapy for agoraphobia : A comparative trial E. MALBOS , R. M. RAPEE, &amp; M. KAVAKLI</p> <p>The youths are more apprehensive and frightened than adults by a virtual environment used to treat arachnophobia. C.SILVA, S. BOUCHARD, &amp; C. BÉLANGER</p>	<p style="text-align: center;"><b>Paradigms and phenomenology of cyberspaces</b></p> <p>Chairs: Giuseppe RIVA, <i>Istituto Auxologico Italiano</i> Graine KIRWAN, <i>Institute of Art, Design and Technology</i></p> <p>Interpretations of virtual reality A. VOISKOUNSKY</p> <p>Virtual space and human self - problems and solutions for the self in the virtual space I. GEORGIEVA</p> <p>Presence, actions and emotions: A theoretical framework G. RIVA</p> <p>Between cyberplace and cyberspace: the researcher role in virtual setting research C. GALIMBERTI , M. CANTAMESE, &amp; E. BRIVIO</p>	
14 : 45	Coffee break		

Tuesday 21 <sup>st</sup>	C-0420	C-0426	Exhibition Hall
<p>15 : 00</p> <p>16 : 45</p>	<p><b>PTSD : Prevention and new treatment tools</b></p> <p>Chairs : Pierre BLEAU, <i>McGill University</i> Brenda WIEDERHOLD, <i>Interactive Media Institute</i></p> <p>Startle reactivity in acute stress disorder and posttraumatic stress disorder D.KOZARIĆ-KOVAČIĆ, A. JAMBROŠIĆ SAKOMAN, &amp; T. JOVANOVI</p> <p>Enhancing stress management skills in military personnel using biofeedback and immersion in a stressful videogame: A randomized control trial. F. BERNIER, S. BOUCHARD, G. ROBILLARD, et al.</p> <p>Internet-based CBT skills training for clinicians; Content development, participant feedback, and future directions K. C. SEARS, R. C. ROSEN, &amp; J. I. RUZEK</p> <p>Military motion-based memory desensitization and reprocessing (3MDR): a novel treatment for PTSD – proof of concept A. MERT &amp; E. VERMETTEN</p> <p>A virtual reality serious game for training older patients of a treated fire related PTSD in personal fire safety skills: a case report I. TARNANAS &amp; O. GIOTAKOS</p>	<p><b>Applications of telehealth : Outcomes and psychological processes</b></p> <p>Chairs: Georgina CARDENAS, <i>UNAM</i> Sun I. KIM, <i>Hanyang University</i></p> <p>Telepresence experienced in videoconference varies according to emotions involved in videoconference sessions V. GOUGEON, S. BOUCHARD, S. DUMOULIN, et al.</p> <p>TeleCybertherapy: Contributions and challenges from a hospital in the Pacific R. A. FOLEN, M. C. STETZ, &amp; S. L. JONES</p> <p>Evaluation of an internet-based intervention program for cannabis users P. TOSSMANN, B. JONAS, M.-D. TENSIL, et al.</p> <p>Using online videoconferencing for connecting caregivers of people with dementia. E. MEYERS, L. GARCIA &amp; E. MARZIALI</p> <p>Online Self-disclosure and the Therapeutic Relationship M. NGUYEN, &amp; A. CAMPBELL</p> <p>A comparison of client characteristics in cyber and in-person counselling L. MURPHY &amp; D. MITCHELL</p>	
<p>17 : 00</p>	<p><b>iACToR Annual General Assembly</b></p>		
<p>18 : 00</p>			<p><b>Pulsion</b> Live artistic performance in augmented reality</p> <p><b>Cyberarium</b> (showcase and demos of hardware and software)</p>
<p>19 : 15</p>	<p>19:30 Departure → Gala dinner Casino Lac Leamy Salon Royal → Arrival 19:45</p>		

## Gala Dinner

**8:00 PM**

Gala Dinner: 50\$ US (paid on registration page)

Casino du Lac Leamy



1, boulevard du Casino, Gatineau

<http://www.casinosduquebec.com/en/home#/UniversDuCasino/Video/>

8-10 minutes by car

Wednesday 22 <sup>nd</sup>		C-0420	C-0426	A-0111	B-1214
8 : 45	<p><b>Addictions, urges and cravings: towards better understanding and treatments</b></p> <p>Chairs : Melba C. STETZ, <i>United States Army</i> Shirley FECTEAU, <i>Université Laval</i></p> <p>Attention to smoking and drinking cues in virtual environments A. C. TRAYLOR, D. E. PARRISH, B. L. CARTER, et al.</p> <p>Development of an implicit measure of an addictive craving in a virtual environment D.-Y. KIM &amp; J.-H. LEE</p> <p>VR cues to elicit nicotine craving: a randomized controlled study P. GAMITO</p> <p>Evolution of smoking urge during exposure through Virtual Reality I. PERICOT-VALVERDE, O. GARCÍA-RODRÍGUEZ, J. GUTIERREZ-MALDONADO et al.</p> <p>Validation of two virtual environments for the prevention and treatment of pathological gambling C. LORANGER, S. BOUCHARD, J. BOULANGER, et al.</p> <p>Alexithymia, coping styles and interpersonal behavior in the context of Internet addiction F. CONTI, &amp; I. FORMICA</p>	<p><b>Human dimensions in online social networks</b></p> <p>Chairs: Azucena GARCIA-PALACIOS, <i>Universitat Jaume I</i> Christophe MAÏANO, <i>Université de la Méditerranée</i></p> <p>Online social networking amongst teens: Friend or foe? B. O'DEA</p> <p>Perceived stress and life satisfaction: SNS Use as a Moderator Q. NIU, Y. LIU, Z.SHENG, et al.</p> <p>Interweaving interactions in virtual worlds: a case study M. CANTAMESE, C. GALIMBERTI, &amp; G. GIACOMA</p> <p>Comparing face-to-face and online communications M. LIPINSKI-HARTEN &amp; R. W. TAFARODI</p> <p>Gender stereotyping of emotion presentation in computer-mediated communication S.-C. CHOU, Y.-T. WANG, &amp; C.-C. WANG</p> <p>The <i>Therapeutic LAN</i> : a group intervention method involving network video game as social simulator S. DUCROCQ-Henry</p>			VIZARD training workshop
10 : 45	Coffee break				
11 : 00	<p><b>3D environments for eating disorders and schizophrenia</b></p> <p>Chairs : Annie AIMÉ, <i>Université du Québec en Outaouais</i> Johana MONTHUY-BLANC, <i>Université du Québec à Trois Rivières</i></p> <p>Male body dissatisfaction and attentional bias on 3D body images A. CHO &amp; J.-H. LEE</p> <p>Virtual reality exposure in patients with eating disorders: Influence of symptoms severity and presence M. FERRER-GARCIA, &amp; J. GUTIERREZ-MALDONADO</p> <p>Comparison between an</p>	<p><b>Virtual humans: the next generation of personal coaches</b></p> <p>Chairs: Evelyne KLINGER, <i>Arts et Métiers ParisTech Angers</i> Ioannis TARNANAS, <i>Kozani University CATLab</i></p> <p>Virtual coach for mindfulness training E. HUDLICKA</p> <p>People like virtual counselors that highly-disclose about themselves S.-H. KANG &amp; J. GRATCH</p> <p>Virtual reality and fitness: Effects of a virtual coach on enjoyment, attentional focus and behavior D. R. MESTRE, M. EWALD, &amp; C. MAIANO</p>			
11 : 30				Board meeting	



<b>Wednesday 22<sup>nd</sup></b>		<b>C-0420</b>	<b>C-0426</b>	<b>A-0111</b>	<b>B-1214</b>
		Exergaming platform and traditional physical activity: Acceptability and use preferences in overweight and normal weight children samples A. CEBOLLA, R. BAÑOS, J. GUIXERES, et al.  Using virtual reality to study paranoia in individuals with and without psychosis W.-P. BRINKMAN, W. VELING, E. DORRESTIJN, et al.	Simulated interviews 3.0: Virtual humans to train abilities of diagnosis. usability assessment C. PEÑALOZA-SALAZAR, J. GUTIERREZ-MALDONADO, M. FERRER-GARCIA et al.		
12 : 30	Lunch (on your own)				
12 : 45					
13 : 00	Many rooms are available for SIG meeting (contact us to book one)			Quebec association meeting	VIZARD training workshop (continued)
15 : 00					
16 : 00					

**Thursday 23<sup>rd</sup>**

**Room B-1214**

<b>9 : 00</b>	<b>12 : 00</b>	<b>13 : 00</b>	<b>16 : 00</b>
VIZARD training workshop		VIZARD training workshop (continued)	