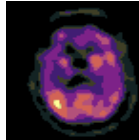


**Preliminary Programme**

# CyberTherapy 2004

Using Interactive Media in Training and Therapeutic Interventions

January 10-12, 2004

San Diego, California, USA

## **Day 1 - Saturday, January 10th**

9:00 - 9:15 Welcome - BKW

### **CyberAssessment**

Session Chairs: Hunter Hoffman and Rosa Banos

- |             |                       |   |
|-------------|-----------------------|---|
| 9:15-9:30   | Astur                 | Using Virtual Reality to Investigate Functioning of the Hippocampus in Schizophrenia                              |
| 9:30-9:45   | St. Germain           | Investigation of Driving Behavior in Individuals with Schizophrenia Using a VR Driving Simulator                  |
| 9:45-10:00  | Wallergard            | Can People with Brain Injury Transfer Route Knowledge from a Virtual Environment to the Real World?               |
| 10-10:15    | Lee                   | Design and Implementation of Virtual Reality System to Assess and Train the Patients of Unilateral Visual Neglect |
| 10:15-10:30 | Klinger               | A Virtual Supermarket to Assess Cognitive Planning  |
| 10:30-11:00 | Break in Exhibit Area |   |

### **Virtual Reality and Addictions**

Session Chairs: Alex Bullinger & Dave Thomas

- |            |            |   |
|------------|------------|---|
| 11         | Kim        | A functional Magnetic Resonance Imaging (fMRI) Study of Nicotine Craving and Cue Exposure Therapy (CET) by using Visual Stimuli |
| 11.15      | Baumann    | Smoking Cues in a Virtual World Provoke Craving in Cigarette Smokers as Demonstrated by Neurobehavioral and fMRI Data           |
| 11.30      | Bordnick   | Development and Testing of a Virtual Reality Cue Reactivity Environment for Nicotine Dependent Cigarette Smokers.               |
| 11.45      | Hayes-Roth | Online Workshops Training Brief Intervention in Alcohol Abuse   |
| 12         | Whang      | The On-line Game Addiction as a Luxury syndrome: An immersion of digital world as a consumption of digital product              |
| 12.15      | Ng         | Addiction to Massively Multiplayer Online Role-Playing Games  |
| 12:30-2:00 | Lunch      |   |

**CyberEvaluation***Session Chairs: Erik Viirre and Skip Rizzo*

2	Bullinger	Development and Evaluation of a Modular Psychophysiological Test Battery for Use with Virtual Environments/Augmented Reality Applications
2.15	Renaud	The Recording of Oculomotor Responses in Virtual Immersion
2.30	Csukly	Evaluating Psychiatric Patients Using High Fidelity Animated 3D Faces
2.45	Tettegah	Assessing Perceptions and Empathy of Victims in Educators
3 p.m.	Viaud-Delmon	3-D Sound and Virtual Reality: Applications in Clinical Psychopathology

3:15-3:45 Break in Exhibit Area

**Presence in CyberTherapy***Session Chairs: Cristina Botella and David Walshe*

3:45-4	Robillard	The Relationship Between Anxiety and Presence
4-4:15	Mantovani	Narrative Dimension, Sense of Presence and Emotional Involvement:
4:15-4:30	Bouchard	A Hint on the Relationship Between Fear and Presence

6-9 p.m. Cyberarium &amp; Poster Session

**Day 2 - Sunday, January 11th**

9-9:15 Welcome - Riva

**CyberEducation and CyberTraining***Session Chairs: Kay Howell and Mark Wiederhold*

9.15 Cannon-Bowers

9.30 Bowers

9.45 Howell

10 Wiederhold Training Combat Medics in VR

10.15 Magee

10.30 TBD

10.45 TBD

11 a.m. - 12 Discussion

12 noon - 1:30 | Lunch

**Funders** Panel*Session Chair: Walter Greenleaf*

1:30-1:45 p.m. Nemeth-Coslett

1:45-2 Magee

2-2:15 TBD

2:15-2:30 TBD

2:30-3 Q &amp; A

3-3:30 Break in Exhibit Area

**Anxiety Disorders***Session Chairs:* Stephane Bouchard and Sun I. Kim

- |          |                             |   |
|----------|-----------------------------|---|
| 3.30     | Tarnanas                    | A Clinical Protocol for the development of a Virtual Reality behavioral training in Disaster Exposure and Relief.           |
| 3.45     | Sirbu                       | How Active are Fear Structures During Exposure in Virtual Environments? A Test of Emotional Processing Theory in Acrophobia |
| 4 p.m.   | Wiederhold                  | Clinical analysis of 350 patients completing VR therapy   |
| 4.15     | Graap                       | Treating Fear of Flying in Virtual Reality: A controlled study  |
| 4.30     | Walshe                      | Can MVA victims with driving phobia immerse in computer simulated driving environments?                                     |
| 4.45     | Rizzo                       | Data, Development Issues and Future Visions from the USC Integrated Media Systems Center Virtual Environments Laboratory    |
| 6-9 p.m. | Cyberarium & Poster Session |   |

**Day 3 - Monday, January 12th***Session Chairs: Giuseppe Riva and Isabelle Viaud-Delmon***Pain Distraction and Rehabilitation**

9 a.m.	Gold	A Controlled Study of the Effectiveness of Virtual Reality to Reduce Children's Pain During Venipuncture
9.15	Hoffman	Virtual Reality analgesia during thermal and electrical pain for longer durations, and multiple treatments.
9.30	Kline-Schoder	Virtual Reality-Enhanced Physical Therapy System
9.45	Feintuch/Weiss	Effect of performance demands and constraints within virtual environments
10.00	Coetzee	A Low cost VR group support system for people living with HIV
10:15-10:45	Break in Exhibit Area	

**E-health Applications***Session Chairs: Carlo Galimberti and Brenda K. Wiederhold*

10.45	Botella	Telepsychology and Self-Help: The treatment of phobias using the Internet
11 a.m.	Taylor	The Use of an Internet Based Program to Prevent Eating Disorders
11.15	Whitten	Telepsychiatry in Michigan: Analysis of Outcomes and Challenges
11.30	Rossi	Prejudice and computer literacy influence clinicians' judgment on the feasibility and future of e-therapy
11.45	Riva	VRTherapy Project: Free Virtual Reality Tools for Mental Health Therapists
12:00-2:00	Lunch: Rick Satava	

*Session Chairs: Gary Gilbert and Elena Libin*

**Robotherapy**

2.00	Libin	Interactive Robotic Creatures With Therapeutic Potential: Robotic Psychology and Robotherapy Project (RPR)
2.15	Shibata	Robot Therapy at Elderly Institution by Therapeutic Robot
2.30	Trepagnier	Design Trials of the Virtual Buddy: Progress Report
2.45	Lockerd	Robotic Toolkit for Pediatric Rehabilitation, Assessment and Monitoring
3	Harvey Magee	
3.15	TBA	
3:30-4 p.m.	Break	

*Session Chairs: David Rejeski and Mark Wiederhold*

**Games for Health**

4-5 p.m.	Panel Discussion
----------	------------------