

Vila Real
7th·8th
November

IGI 2024

International
Conference on
Graphics and
Interaction

7th November

08H30 Welcome/Registration

09H15 **Opening Session**

Session 1 **ADVANCES IN AI FOR GRAPHICS AND INTERACTION**

09H35 **Exploring Loss Functions, Metrics, and Datasets for Super Resolution Deep Learning Models**
[Lucas Carvalho](#) and [António Ramires Fernandes](#)

09H55 **Boosting Children's Reading Motivation with LLM-Generated Story Crossovers**
[Inês Carmo](#), [Patrícia Costa](#) and [Pedro Santana](#)

10H15 **Learning through dialogues with NPCs using generative AI**
[Vanessa Rodrigues](#) and [Fruituoso Silva](#)

10H30 Coffee Break

Session 2 **COMPUTER GRAPHICS AND COMPUTER VISION**

11H00 **An Immersive Labeling Method for Large Point Clouds**
[Tianfang Lin](#)

11H20 **Development of a virtual fitting room integrating computer vision, artificial intelligence and virtual reality technologies**
[Yanelys Fernández](#), [João Oliveira](#), [Andreia Fernandes](#), [Miguel Angelo](#), [José Ruben Pozo](#), [Nuno Sousa](#), [Yusbel Chávez Castilla](#), [Rui Pedro Ribeiro](#), [Ines Caetano](#), [Luís Gonzaga Magalhães](#), [Edel Garcia Reyes](#) and [Miguel Angel Guevara Lopez](#)

11H40 **Nutritional Insight: Using OCR to Decode Food Labels for Better Health**
[Tiago Silva](#), [Tiago Carvalho](#), [Vitor Filipe](#), [Lio Gonçalves](#) and [António Sousa](#)

12H00 **Spatial navigation concepts based on pose estimation for a VR-CAVE setting**
[Fabian Püschel](#) and [Klaus Böhm](#)

12H15 Lunch break

KEYNOTE SYLVIA XUENI PAN:
14H00 **"VIRTUAL SOCIAL INTERACTION"**

15H00 **José Luís Encarnação Award**

Session 3 **MIXED REALITY FOR REAL- WORLD IMPACT**

15H30 **Supporting motion-capture acting with collaborative Mixed Reality**
[Alberto Cannavò](#)

15H50 **BraveHearts AR – A Mobile Game to Reduce Fear in Pediatric Surgery**
[Ricardo Pereira](#), [Ricardo Silvério](#), [Anabela Marto](#), [Alexandrino Gonçalves](#), [Roberto Ribeiro](#) and [Nuno Rodrigues](#)

16H05 **Augmented Furniture: Enhancing Online Shopping with AR and 3D Visualization**
[João Franco](#), [Alexandrino Gonçalves](#), [Nuno Rodrigues](#) and [Bruno Madeira](#)

16H20 Coffee Break / Posters

Session 4 **VIRTUAL REALITY FOR REAL- WORLD IMPACT**

16H50 **A serious game to increase children's awareness about the vital role of sharks in marine ecosystems**
[Maria Costa](#), [Isabel Alexandre](#), [Diana Boaventura](#) and [Pedro Santana](#)

17H10 **Incidental Versus Ambient Visualizations: Comparing Cognitive and Mechanical Tasks**
[João Moreira](#), [Diogo Pinto](#), [Daniel Mendes](#) and [Daniel Gonçalves](#)

17H30 **Beyond the Prototype: Extended Use of a Virtual Reality Supermarket in a Rehabilitation Center**
[Sérgio Oliveira](#), [Bernardo Marques](#), [Paula Amorim](#), [Paulo Dias](#) and [Beatriz Sousa-Santos](#)

17H50 End of Session

20H30 **Social Event**

8th November

Session 5 **IMMERSIVE VR FOR HEALTH & TRAINING**

09H30 **Learning a Foreign Language: Traditional Listening vs Interactive Immersive Virtual Reality**
[Bruno Peixoto](#), [Guilherme Gonçalves](#), [Maximino Bessa](#), [Luciana C. Pereira Bessa](#) and [Miguel Melo](#)

09H50 **Virtual onboarding: using the metaverse for induction of new employees on remote work**
[Carlos Fernandes](#), [Miguel Sales Dias](#) and [Patrícia Costa](#)

10H10 **Interactive Virtual Rooms: A New Approach to Anxiety and Pain Management**
[Nuno Moita](#), [Luis Almeida](#) and [Paulo Menezes](#)

10H25 **Playful Therapy: Integrating VR Games for Vestibular Rehab**
[Pedro Calhau](#), [Bruno Ferreira](#), [Ana Margarida Amorim](#) and [Paulo Menezes](#)

10H40 Coffee Break / Posters

KEYNOTE A. AUGUSTO SOUSA/ JOÃO CUNHA:
11H20 **"ORIGIN AND PATH OF GPCG"**

12H20 Lunch break

Session 6 **HUMAN-COMPUTER INTERACTION**

14H00 **The Phantom Effect in Information Visualization**
[Tomás Alves](#)

14H20 **Impact of different UI on Foreign Language Learning using iVR**
[Bruno Peixoto](#), [Guilherme Gonçalves](#), [Maximino Bessa](#), [Luciana C. Pereira Bessa](#) and [Miguel Melo](#)

14H40 **Fostering Informed Decision-Making: A Visual and Textual Approach to Sustainability Metrics for Idea Selection**
[Ana Rodrigues](#), [Diogo Cabral](#) and [Pedro Campos](#)

15H00 **Gesture-Based Drone Control Using Wearable Data and 1D CNN**
[Diogo Leonardo](#), [João Custódio](#), [Roberto Ribeiro](#), [Nuno Rodrigues](#), [João Ramos](#) and [António Pereira](#)

15H20 **A multimedia character-centric approach for history educational purposes**
[Nuno Silva](#), [Pedro Santana](#) and [Pedro Mariano](#)

15H35 **Awards and Closing Ceremony**