



4th Workshop on Universal Augmented Interaction (UNAI)

<https://www.unai-ismar.tech/>

at IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2025)

<https://www.ieeeismar.net/>

Preliminary Program

This year UNAI's motto is “**Accessible and Neurosecure Augmented Reality**”.

The era of generative content is upon the humankind. For the first time in the evolutionary history, our mind is pervasively experiencing multi-modal signals produced not by other living beings, but by mathematical models. We do not yet have an understanding of this phenomenon's lasting effects on human cognition and behaviour. This especially concerns Virtual and Augmented Reality, which is known to “amplify” affections, particularly for inexperienced user groups. We believe that studying the new neural engagements' potential benefits and threats is urgently called for.

Workshop date: 12th October 2025

Workshop mode: hybrid

- **In-person:** Room 104, Daejeon Convention Center (DCC), Daejeon, Korea
- **Remote:** **Zoom** (all registered participants should receive the access links)

Workshop chair (remote): Maxim Bakaev (PhD), Associate Professor, Department Head, Novosibirsk State Technical University, Russia.

Presentation requirements: 15 min for the talk, 5 min for questions and answers (with the final discussion at the end of the session).

Schedule: all times in KST (GMT+9)

Session 1: 09:00-11:00 am

Maxim Bakaev

The UNAI'25 opening and foreword

Francesco Musolino, Mine Dastan, Azar Yazdanichamzini, Maxim Bakaev and Michele Fiorentino

MoodRoom, Design of digital environments inspired by immersive Moodboard: a case study in interior design

Ratna Permata Sari, Qi Wang and Hong-In Cheng

Physiological and Subjective Responses to VR and 2D Occupational Safety Training Videos

Clare Heinbaugh (online) and Per Ola Kristensson

Towards Novel Gesture Recognition for Real-Time Code Generation in Extended Reality

Yanming Xiu, Shunav Sen, Joshua Chilukuri and Maria Gorlatova

Say It, See It: A Systematic Evaluation on Speech-Based 3D Content Generation Methods in Augmented Reality

Ayko Schwedler, Celestina Hermida da Costa, Leon Korkmaz, Rateb Karanzie, Lucie Kruse, **Ke Li**, Fariba Mostajeran and Frank Steinicke

Nuance in Non-Verbal Communication: How Emotional Granularity Impacts Perception of Intelligent Virtual Agents in Virtual Reality

Final discussion, concluding remarks, and UNAI'25 closing

Universal Augmented Interaction (UNAI 2025) Workshop Organizers



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