

10th International XR-Metaverse Conference

25-27 June 2025
Maastricht University
Maastricht, The Netherlands
#XRM2025



Maastricht University

Hotel Management
School Maastricht

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Abstract
Deadline
15 Jan 2025



International XR-Metaverse Conference 2025

Bridging between realities: transformative, inclusive, and sustainable XR

MAASTRICHT, THE NETHERLANDS

Call for papers

Deadline: 15 January 2025

Submission link: <https://easychair.org/conferences/?conf=xrm2025>

The International XR-Metaverse Conference is an annual immersive tech event of the *International Association of Immersive Technology Innovation (IAITI)* and it aims to bring industry and academia together in order to discuss, present and show case latest trends in the immersive technology arena. The conference in 2025 will focus on the theme of *Bridging between realities: transformative, inclusive, and sustainable XR*.

We are inviting submissions in any subject area focusing on XR (augmented and virtual reality) and the Metaverse. We are especially inviting submissions with a strong focus on the conference theme of **“Bridging between realities: transformative, inclusive, and sustainable XR”**.

Conference website: www.xrm2025.com



Instructions for authors

We are inviting **3 types** of abstract submissions for the 2025 conference:

1. Scientific Track

Extended abstract length: max. 3 pages (excl. references). Suggested structure is 1. Introduction, 2. Literature Review, 3. Methodology, 4. Findings, 5 Conclusion. 6. References.

2. PHD Poster Track

This track will be suitable for research students who would like to present their ideas. Max 3 pages (excl. references). Suggested structure is 1. Introduction, 2. Literature Review, 3. Methodology, 4. Findings, 5 Conclusion. 6. References.

3. Industry Track

Extended abstract length: max. 3 pages (excl. references). Suggested structure is 1. Company Description, 2. Project Summary, 3. Project Details, 4. Feedback from End Users, 5 Future Outlook, 6 **Con**clusion.

Guidelines

There are no strict formatting requirements. Please submit a blind copy for the review process. All abstract submissions must be in English and submitted as a **PDF file**. The document file should not contain information that unnecessarily identifies the authors, their institutions, or their places of work.

Submission

All abstracts must be submitted via EasyChair:

<https://easychair.org/conferences/?conf=xrm2025>

Deadline

15 January 2025

Presentations

All accepted papers are expected to be presented during the conference. Authors of accepted scientific and industry abstracts will be expected to attend the conference and make a 10 min presentation. Submissions under the poster track are expected to design an **A2** poster and display and present this during the conference.



List of relevant topics

XR Context Applications

- XR for Education and Training: Immersive learning experiences, skills development, virtual labs.
- XR in the Workplace: Collaboration, remote work, design visualization, industrial training.
- XR for Healthcare: Telemedicine, surgical simulation, mental health therapy.
- XR for Entertainment and Storytelling: Interactive narratives, immersive gaming, virtual concerts.
- XR for Sustainability and Social Impact: Environmental awareness, cultural preservation, accessibility solutions.

XR Implications

- The Perception and Psychology of XR Experiences: Sensory adaptation, presence, embodiment, user experience.
- The Ethics of XR Technology: Bias in AI, manipulation, addiction, social isolation.
- The Interoperability of XR Platforms: Open standards, data portability, cross-platform experiences.
- XR and the Future of Work: Job displacement, skills gaps, training needs.
- Measuring the Impact of XR: Metrics for learning, well-being, productivity, ROI.

Metaverse Considerations

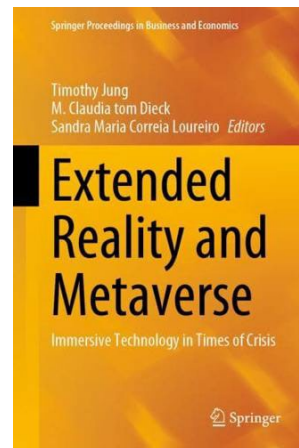
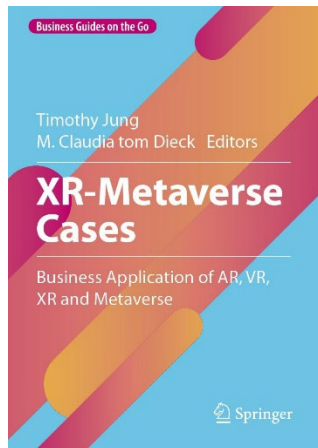
- Human-Computer Interaction (HCI) in the Metaverse: Novel interfaces, embodied interaction, social interaction protocols.
- Metaverse Governance and Decentralization: DAOs, social contracts, economic systems within the Metaverse.
- Content Creation and Curation for the Metaverse: Tools, pipelines, user-generated content, asset management.
- Safety and Security in the Metaverse: Privacy, data ownership, user well-being, content moderation.





Conference Proceedings

All accepted papers are invited to submit a full paper (Industry 6 pages) – (Academic up to 12 pages) for the Springer conference Proceedings to be published post conference.



Time Schedule

- Submission closes: January 15, 2025
- Notification of acceptance/rejection: February 15, 2025
- Early bird registration deadline: March 25, 2025
- Conference: 25-27 June 2025

Conference Team

Conference Host and Local Chair:

Dr. Jonas Heller (j.heller@maastrichtuniversity.nl)

Dr. Tim Hilken (t.hilken@maastrichtuniversity.nl)

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Conference Chair – Prof. Timothy Jung (t.jung@mmu.ac.uk)

Academic Program Chair – Dr. Mandy Claudia tom Dieck (c.tom-dieck@mmu.ac.uk)

Local Program Chair –

Networking Chair – Prof. Dai-In Danny Han (danny.han@zuyd.nl)

Registration –

Social Media Strategist - Enice Cijntje (hello@eunicecijntje.com)

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