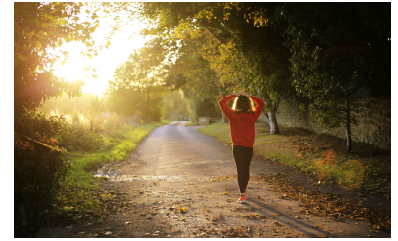


ISMAR 2022 Workshop Proposal

Mixed/Augmented Reality for Mental Health



Organisers:

Dr Nilufar Baghaei, School of Information Technology and Electrical Engineering,
University of Queensland, Australia

Email address: n.baghaei@uq.edu.au

Prof Hai-Ning Liang, Dept of Computing, Xi'an Jiaotong-Liverpool University, China

Email address: haining.liang@xjtlu.edu.cn

Dr John Naslund, Global Health and Social Medicine, Harvard Medical School, United States

Email address: john_naslund@hms.harvard.edu

Publication: The accepted workshop papers will be published in ISMAR 2022 adjunct Proceedings and IEEE Xplore.

Format of the workshop: paper presentations, demos

Paper length: Papers should be between 3 and 6 pages in length (excluding references). Please use the template used for the main conference.

Venue: Online (Zoom)

Submission: Email your submission to n.baghaei@uq.edu.au

Important Dates

Submission deadline: 20 July 2022

Acceptance notifications issued: 8 August 2022

Camera-ready materials: 31 August 2022

Workshop date: 21 October 2022

Call for Participation

Mental health conditions pose a major challenge to healthcare providers and society at large. The World Health Organization predicts that by the year 2030, mental health conditions will be the leading disease burden globally. Mental health services are struggling to meet the needs of users and arguably fail to reach large proportions of those in need. Early intervention, support and education can have significant positive impact on a person's prognosis.

Augmented, Virtual and/or Mixed Reality environments can potentially create new effective care models in the wider context of prevention and support for individuals affected by mental health disorders such as depression, anxiety, eating disorders, mood disorders, psychotic disorders, addictive behaviours and substance abuse disorders.

Following our successful ISMAR 2019 and ISMAR 2021 workshops as well as the special issues we recently organised at *Frontiers in Virtual Reality* (2021) and *Games for Health Journal* (2022) on the same topic, the goal of this workshop is to provide an opportunity for Extended Reality researchers and Health researchers and practitioners to submit their original ideas, work-in-progress contribution, and position papers on the design and/or evaluation of new mental health technologies. We are interested in theoretically, empirically, and/or methodologically oriented contributions focused on supporting mental health delivered through novel designs and evaluations of on AR/VR/MR systems. In addition to potential benefits, we would also like to receive contributions on potential dangers of using such technologies for addressing mental health issues.

Keywords: mental health, VR, AR, MR, XR, social media, gaming, mhealth, vhealth, sensors, internet of things

Organisers

- **Nilufar (Nell) Baghaei** (PhD University of Canterbury, NZ)

- Affiliation: Co-Director of Extended Reality Lab & Senior Lecturer, The University of Queensland, Australia
- Research interest: Extended Reality, Artificial Intelligence in Education, Game-based Learning, Persuasive Technology



Short bio: Dr. Baghaei is a Senior Lecturer and the Co-Director of Extended Reality Lab at The University of Queensland. Her team is working on the application of Extended Reality and Games for enhancing health/education/retail and marketing/persuasion. She has an extensive list of publications in prestigious international journals and conferences and is an Associate Editor of *ijHCS*, *VR (Springer)* and *Games for Health* journal.

Her Google Scholar profile can be accessed here:
<https://scholar.google.com/citations?user=zue9528AAAAJ&hl=en>

- **Hai-Ning Liang** (PhD Western University, Canada)

- Affiliation: Professor at Xi'an Jiaotong-Liverpool University, Suzhou, China
- Research interest: HCI, Virtual/Augmented Reality, Gaming Technologies, Information Visualization



Short bio: Prof Liang is the Head of Department and the Deputy Director of the Suzhou Key Lab for Virtual Reality Technologies. His team is researching new interaction techniques for virtual and augmented technologies and their applications in gaming, training, health, and learning. His work has been published in high-level journals and conferences. His Google Scholar profile can be accessed here

<https://scholar.google.com/citations?hl=en&user=UJPH5ioAAAAJ>

- **John Naslund** (PhD Dartmouth College, USA)

- Affiliation: Instructor in Global Health and Social Medicine, Harvard Medical School, USA
- Research interests: Digital technology; global mental health; severe mental disorders; youth mental health; implementation science; non-specialist health workers; social media; peer support; social disparities

Short bio: Dr. Naslund holds expertise in global mental health epidemiology, implementation science, and digital mental health. His scholarship seeks to advance



research aimed at improving the lives of individuals facing the challenges of mental illness worldwide. Dr. Naslund has led numerous projects testing novel digital methods for addressing symptoms of mental illness and risk factors for early mortality in persons living with serious mental illness. He currently leads efforts using digital technology for scaling up evidence-based mental health interventions in India. His Google Scholar profile can be accessed here:

<https://scholar.google.com/citations?user=2IDY4wIAAAAJ&hl=en&oi=ao>