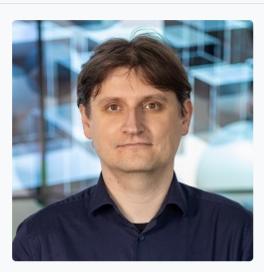


Prof. Dr. Radu-Daniel Vatavu



Machine Intelligence and Information Visualization Lab (MintViz)

"Stefan cel Mare" University of Suceava - Romania

Talk Title:

Expanding Human Sensing and Cognition in New, Extended **Reality Worlds**

Abstract:

Extended Reality technology is rapidly advancing, gradually transforming the way we perceive, understand, and interact with the world around us. By grounding perceptual and cognitive extensions in our everyday physical experiences, new opportunities arise for interactions that involve mixed, physical-virtual objects and phenomena. All these opportunities invite us to reconsider the influence of interaction design on our sensory and cognitive capabilities. In this talk, I will present how the integration of casual interactions into extended reality environments can naturally support sensory and cognitive augmentation with insights from interactive technology design, learning theory, and philosophy and implications for future mobile, wearable, and ambient technologies.

Bio:

Radu-Daniel Vatavu is a Professor of Computer Science at the Stefan cel Mare University of Suceava, where he conducts research in Human-Computer Interaction, Augmented/Mixed/Extended Reality, Ambient Intelligence, and Accessible Computing. His work primarily focuses on natural interaction with computing systems, ranging from mobile and wearable devices to large displays and extended reality environments. He directs the Machine Intelligence and Information Visualization Lab, an interdisciplinary research laboratory dedicated to advancing knowledge in natural, meaningful, and accessible interactions among humans, computers, and environments. His research has received multiple awards, including at CHI, EICS, ICMI, IMX, and W4A, and he is an elected Corresponding Member of the Romanian Academy.



I research papers to the 4th on December 05-06, 2025.

tems, TED University, Bahçeşehir University, and Atatürk University. Submitted papers are expected to cover research studies on challenging and innovative topics, theories,

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development, and implementation in Human-Computer Interaction. Some of the examples are novel theoretical/practical approaches to