



List of Talks

- Ferenc Tamás Adamovich**, *The Correlation System and Purpose of Use of Affective Movement Pedagogy and Virtual Space*
- Abdallah Alhamad, Attila Gilányi**, *Simulating Performing Arts in the Metaverse: Utilizing Computer Vision and Motion Capture*
- Ahmed Alyousify, Attila Gilányi**, *Avatars and Applause: Exploring the New Rules of Comedic Engagement in VR*
- Thawra Alyusef**, *Using Virtual Reality Tools to Help Football Players*
- Péter Baranyi**, *Workflows in 3D Digital Environments*
- Borbála Berki**, *Embodied Avatars in Virtual Reality — Enhancing Learning in Dance Education*
- Anna Mária Bólya**, *Pilot — Measuring Perception of Traditional Dances Different Type of Meters Using Motion Capture*
- Ádám B. Csapó**, *VR and Digital Reality: Transitioning from Topical to Workspace-Centered Environments*
- Lilla Dalma Dominek, Erzsébet Bujdosóné Dani, Nóra Barnucz**, *Flow Measurement Results of Applying Augmented Reality and Multimedia in Higher Education*
- Faris Al-Fayyadh, Attila Gilányi, Péter Gemza**, *Exploring the Impact of Virtual Reality on Theater Exhibition*
- Attila Gilányi**, *On virtual models of the first National Theater of Hungary and their applications related to performing arts*
- Barbara Haines**, *Mapping Motion: Motion-capture Through the Visualization of Benesh Movement Notation System.*
- Ildikó Horváth**, *From Traditional to Technological: Exploring the Shift to VR and AI in Performing Arts Pedagogy*
- Ildikó Papp**, *Interpreting and Applying Spatial Shapes — How Can We Make the Learning Process Easier?*
- Anna Sudár**, *The Rhythm of Virtual Reality: Dance History Presentation in a Desktop VR Environment*
- Vessela Statkova**, *Reimagining Space: Virtual Reality in Scenography Education*
- Mihály Timár**, *Importance of Motion Pictures and Video Recordings in Dance Pedagogical Method of Sándor Timár*
- Marianna Zichar**, *The Potential of 3D Scanning in Virtual Reality Applications*