CS PhD Seminar Series

July 17th | 14:30-15:00 | Room 217

Be BRAVE! The Journey to Build a VR App for Social Anxiety Treatment

How can Virtual Reality support individuals struggling with social anxiety? This seminar presents the ongoing development of BRAVE, a VR-based application designed to assist in the treatment of social anxiety disorder through personalized exposure therapy and biofeedback. The BRAVE project aims to create immersive scenarios that simulate real-life social situations, allowing users to confront and manage their anxiety in a controlled environment. These Virtual Environments are designed to be adaptable, providing varying levels of social interaction complexity to match individual user needs. From early concepts and prototypes to current challenges and future objectives, the session offers a behind-the-scenes look at a multidisciplinary journey that integrates psychology, computer science, and biomedical engineering.

Speaker: Matteo Martini

Matteo Martini is a second-year PhD student in Computer Science at the University of Genova. His research mainly focuses on the development of innovative rehabilitative solutions exploiting Virtual Reality, with applications tailored for individuals with severe cognitive and motor disabilities, as well as anxiety disorders. His interests include eXtended Reality, Human-Computer Interaction, Visual Perception, and Serious Games. He holds both a Bachelor's and a Master's degree in Computer Science from the University of Genova. His Master's thesis focused on dynamic obstacle avoidance in Virtual Reality. He is currently working at the Perception and Interaction Laboratory (PILab) at the University of Genova, under the supervision of Prof. Manuela Chessa and Prof. Danilo Pani (University of Cagliari).

UniGe | DIBRIS