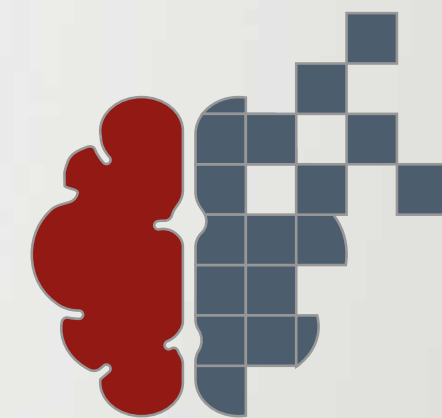




European Conference on Digital Psychology

February 19th-20th, 2021

SCIENTIFIC PROGRAMME



European Conference on
DIGITAL PSYCHOLOGY

ROOM 1

9.00

WELCOMING *Pritz, Sassaroli*

9.30

9.30-10.00 SESSION: Virtual Reality *Chair: Riboli Bernardelli* Technological augmentation in psychological practice: Applications and opportunities in the cultural context of the profession

10.00

10.00-10.30 SESSION: Virtual Reality *Chair: Riboli Borlimi, Brighetti* Virtual reality and multisensory research: Theoretical and clinical applications

10.30

10.30-11.00 SESSION: Extra *Chair: Forresi Frisiello* Cognitive ergonomics: Where psychology meets innovation

11.00

Break

11.30

11.30-13.00 LECTIO MAGISTRALIS: DANIEL FREEMAN

Chairs: Sassaroli, Gregori Grgič

12.30

Virtual reality in the assessment, understanding, and treatment of mental health disorders: Lessons learned in a clinical psychologist's journey over twenty years

13.00

13.00-14.00 Lunch Break

14.00

14.00-15.00 POSTERS VIEWING AND NETWORKING LOUNGE

14.30

15.00

15.00-15.30 SESSION: E-Therapy *Chair: Caselli Porcelli* The use of video-conferencing in mental health care during the Covid-19 pandemic. An Italian experience in the private practice

15.30

15.30-16.00 SESSION: E-Therapy *Chair: Caselli Ciulli* Artificial intelligences and psychological well-being: A tool for the psychologist of tomorrow

16.00

16.00-16.30 SESSION: E-Therapy *Chair: Caselli Staccini* The transition to video-conferencing psychotherapy (VCP) during the Corona Virus Disease 2019 (Covid-19) pandemic: Factors associated with VCP adhesion and satisfaction among mental health patients

16.30

Break

17.00

17.00-17.30 SESSION: Social Media *Chair: Nese Casale* Problematic social media use: Critical reflections on the construct in the light of fifteen years of research

17.30

17.30-18.00 SESSION: Social Media *Chair: Nese Marino* Problematic social media use: Theory, correlates and interventions

18.00



"Please note that all sessions are indicated in Central European Time (CET). We remind you that the video recordings of the lectures will be available on the online platform for a month starting from the end of the conference."

February 20th, 2021

ROOM 1

9.00-9.30 SESSION: Videogames *Chair: Riboli Carissoli* Can video games be used to improve people well-being? Suggestions from literature

9.30-10.00 SESSION: Videogames *Chair: Riboli Mancini, Sibilla* A threat to health or a tool for well-being? Understanding the psychological implications of videogames

10.00-10.30 SESSION: Extra *Chair: Ferro Gregori Grgič* Brain-Computer Interface: Clinical perspectives

10.30-11.00 SESSION: Extra *Chair: Ferro Bonassi* Implicit associations among genetics, early care experiences, and adult relationships to social media behaviour

Break

11.30-12.00 SESSION: E-Therapy *Chair: Stoppa Olivetti* The transition to video-conferencing psychotherapy (VCP) during the COrona Vlrus Disease 2019 (Covid-19) pandemic in Italy: The role of therapists' VCP technical and theoretical knowledge, previous use, skepticism and therapeutic orientation"

12.00-12.30 SESSION: E-Therapy *Chair: Stoppa Bassi, Salcuni* Virtual coaching interventions for healthy coping with type 2 diabetes mellitus

12.30-13.00 SESSION: E-Therapy *Chair: Stoppa Baldetti, Offredi* Blended CBT: Overview and future directions

13.00-14.00 Lunch Break

14.00-15.00 POSTERS VIEWING AND NETWORKING LOUNGE

15.00-15.30 SESSION: Digital Learning *Chair: Scaini Cattoni* Let's play and learn! The use of gamification in education to improve children's abilities and motivation

15.30-16.00 SESSION: Digital Learning *Chair: Scaini Cioffi* Enjoy your learning: Trend and emerging models for digital learning

16.00-16.30 SESSION: Digital Learning *Chair: Scaini Facchetti* Enriched environment to promote plasticity in neurodevelopment disorders: A lesson from action video games

Break

17.00-17.45 PANEL DISCUSSION *Chairs: Gregori Grgič, Saltini Lanzi, Matteucci, Paolini* ICT and and psychology working together

17.45 - 18.00 FINAL GREETINGS *Sassaroli, Caselli*

ROOM 2

9.30-10.00 SESSION: Videogames *Chair: Marino Garcia Panella* Motivational design & gamification: memorable experiences that help people's change for the better

10.00-10.30 SESSION: Videogames *Chair: Marino Stetina* Online gaming disorder and clinical problems – An accurate picture of the typical gamer? Dependence and clinical problems as outdated concepts in a new world of gaming

10.30-11.00 SESSION: Videogames *Chair: Marino Eichenberg* Serious Games in Psychotherapy: Effectiveness and Willingness of Use of Psychotherapists and Patients

Break

11.30-12.00 SESSION: Digital Tools *Chair: Desideri Feixas* EYME-Explore Your Meanings: A digital platform for the exploration of identity values and conflicts

12.00-12.30 SESSION: Digital Tools *Chair: Desideri Feixas* GRID CONSULTOR (GRIDCON): A 3D tool for the exploration of professional identity in organizations

12.30-13.00 SESSION: Digital Tools *Chair: Desideri Grazioli* ReMIND: Real Matters IN Developmental psychopathology

13.00-14.00 Lunch Break

14.00-15.00 POSTERS VIEWING AND NETWORKING LOUNGE

15.00-15.30 SESSION: Robotics and AI *Chair: Mihalits Ghiglino* Boosting social competence through robotics: Extended social cognition and neurodevelopmental disorders.

15.30-16.00 SESSION: Robotics and AI *Chair: Mihalits Desideri* "What a difference a robot makes": Bridging the gap between research and practice to create sustainable robot-based interventions for children with autism

16.00-16.30 SESSION: Robotics and AI *Chair: Mihalits Triberti* To trust and decide: The role of psychologists in explainable artificial intelligence

Break

17.00-17.45 PANEL DISCUSSION *Chairs: Gregori Grgič, Saltini Lanzi, Matteucci, Paolini* ICT and and psychology working together

17.45 - 18.00 FINAL GREETINGS *Sassaroli, Caselli*