

Virtual, Augmented and Mixed Reality

18th International Conference, VAMR 2026, Held as Part of the 28th HCI International Conference, HCII 2026, Montreal, QC, Canada, July 26–31, 2026, Proceedings, Part II

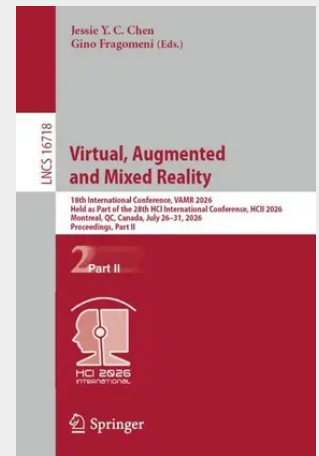
The 18th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2026, held as part of the 28th International Conference, HCI International 2026, took place in Montreal, QC, Canada during July 2026.

A total of 7435 individuals from academia, research institutes, industry, and government agencies from 94 countries submitted contributions to HCII 2026. Following peer review, 1463 papers and 360 posters (as short research papers) are included in the volumes of the HCII proceedings published just before the start of the conference.

Two volumes (LNCS 16717 and 16718) of the HCII 2026 proceedings are dedicated to this year's edition of the VAMR Conference focusing on topics related to:

- Virtual, Augmented and Mixed Reality (Part I): AI-Driven XR, Avatars, and Generative Content; XR for Learning, Training, and Education; and Healthcare, Wellbeing, and Bioadaptive XR Systems
- Virtual, Augmented and Mixed Reality (Part II): Multisensory Interaction and Spatial Perception in Immersive Environments; Context-Aware Interfaces and Immersive Interaction; and XR Innovations in Commerce, Industry and Cultural Heritage

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