

Title: From Individual Immersion to Shared Experiences in Social XR

Abstract: Extended Reality (XR) is rapidly evolving from isolated and single-user applications towards shared and multi-user experiences. This shift opens new research questions about how group interact, collaborate and experience virtual environments. In this talk, I will outline my research which has followed a similar path: from modelling and predicting individual user behaviour in immersive spaces to designing and evaluating social XR experiences. I will present my recent works on cultural and collaborative application enabled by social VR platform as well as new evaluation methods that go beyond user experience, including studies on social density effects and shared mental models. Finally, I will discuss emerging research directions at the intersection of human behaviour, system design, and social interaction.