



Association for
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Brazil



ACM INTERNATIONAL
CONFERENCE ON
INTERACTIVE MEDIA
EXPERIENCES



IMXw 2025

Proceedings of the 2025 ACM International Conference on

Interactive Media Experiences Workshops

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ACM International Conference on Interactive Media Experiences

3-6 June, 2025

Niterói, Brazil

Proceedings

General Chairs

Débora C. Muchaluat-Saade, Fluminense Federal University, Brazil

Jorge Ferraz de Abreu, University of Aveiro, Portugal

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Igor Moraes, Fluminense Federal University, Brazil

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Welcome from the ACM IMXw 2025 Chairs

It is with great pleasure that we welcome you to ACM IMX 2025 — the premier international forum for the presentation and discussion of research on Interactive Media Experiences. Building on the strong legacy of the TVX conference series, ACM IMX continues to foster a vibrant and diverse community, bringing together researchers and practitioners from human-computer interaction, multimedia engineering and design, media studies, media psychology, sociology, and related fields.

This year’s theme, “Riding the Waves of Innovation and Diversity in Interactive Media”, reflects ACM IMX’s strong commitment to fostering diversity and inclusion within its vibrant community. We recognize that innovation flourishes when different perspectives come together, and we are proud to continue building a space where varied voices, experiences, and disciplines enrich the future of interactive media. To foster an open, inclusive, and diverse organizing team, invitations for various chair and organizational roles were extended to ensure that a broad range of perspectives and experiences are represented at ACM IMX 2025.

With the valuable support of our Diversity Chairs and the generous funding from ACM SIGMM and ACM SIGCHI, we were proud to implement a range of initiatives aimed at enhancing access to the conference, which took place at the Institute of Computing in the Praia Vermelha campus of Fluminense Federal University (UFF), in Niterói - a distinguished location where the natural beauty of Rio de Janeiro harmonizes with modernist architectural heritage.

Five workshops were organised as part of IMX 2025, four continuations of previous workshops Interaction and Storytelling with(in) Immersive Media (ISIM), Video for Immersive Experiences (Video4IMX), Life Improvement in Quality by Ubiquitous Experiences (LIQUE) and XR in Games and one new workshop focusing on Challenges of Interacting with XR Technologies in Educational Contexts (XR4Edu). These workshops, which took place on the first conference day, provide an interesting mixture of presentations on familiar and novel topics in the represented domains and allow for in-depth discussions and exchange of ideas. The successful submissions to the workshops are published in this volume. There are 9 papers accepted for ISIM, 2 papers accepted for Video4IMX, 8 papers accepted for LIQUE and 10 papers accepted for XR4Edu.

We extend our sincere gratitude to the Organizing Committee, reviewers, student volunteers and everyone who contributed to the success of this conference. We also thank our sponsors and supporters: the Institute of Computing of Fluminense Federal University, University of Aveiro, ACM SIGCHI, ACM SIGMM, YouTube, CAPES, FAPERJ, Finep, CNPq, and Sky, for providing the resources that made this event creative, dynamic, and impactful.

Finally, we express our heartfelt appreciation to all participants — the essential driving force behind the celebration of the 12th edition of the conference series, riding with us the waves of innovation and diversity in interactive media.

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