<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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</thead>
<tbody>
<tr>
<td>8:30 a.m.</td>
<td>Tea &amp; Coffee Break</td>
</tr>
<tr>
<td>9:00 a.m.</td>
<td>Key Note. Prof. César A. Collazos</td>
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<tr>
<td>12:30 p.m.</td>
<td>Lunch - Photograph</td>
</tr>
<tr>
<td>4:20 p.m.</td>
<td>Key Note. Prof. José Tiberio Hernández</td>
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<tr>
<td>8:00 p.m.</td>
<td>Closing Remarks</td>
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**Session:**

- **Morning Session**
  - **Session 1:** Development and justification to virtual immersive learning environments supported by the introduction and evaluation of a gait recognition visualization system using augmented reality.
  - **Session 2:** Development of a virtual reality serious game to recreational therapy using iPlus technology.

- **Afternoon Session**
  - **Session 3:** Experience reports.
  - **Session 4:** Workshop on programming and technology education.

**Venue:**
- Auditorio Almendros
- Auditorio 6 Almendros

**Speakers:**
- Prof. César A. Collazos
- Prof. José Tiberio Hernández
- Various experts and researchers from different institutions.

**Theme:**
- Edutainment: More than 20 years supporting edutainment in Colombia.

**Participants:**
- Professionals, researchers, students, educators, and technology enthusiasts.

**Conference Dinner:**
- Venue: Cafetería Central

**Location:**
- Universidad de Zaragoza, Teruel, Spain
- National University of La Pampa, Argentina
- Tianjin University of Technology, Popular Republic of China

**Assessment:**
- The conference aimed to enhance the capabilities of educational and technological professionals with severe impairments.

**Support:**
- Mobile-learning technology and intelligent web platforms.

**Objective:**
- To foster collaboration and support monitoring and evaluation processes.

**Activities:**
- Workshops, seminars, keynote talks, and interactive sessions.

**Engagement:**
- Oriented to high school and undergraduate students.

**Awards:**
- Recognizing outstanding contributions and achievements.