Recent Advances in Augmented Reality

Guest Editors:

Prof. Dr. Mark Billinghurst

1. School of Information Technology and Mathematical Sciences, University of South Australia, Adelaide, SA 5000, Australia
2. Empathic Computing Laboratory, The University of Auckland, 1010 Auckland, New Zealand

Prof. Dr. Kiyoshi Kiyokawa

Cybernetics and Reality Engineering (CARE) Laboratory, Nara Institute of Science and Technology, Ikoma, Japan

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Message from the Guest Editors

Dear Colleagues,

The field of Augmented Reality (AR) has its roots back in the 1960s and earlier, but, over the last few years, there has been a significant increase in AR research and commercialization. However, despite the rise in popularity there is still a significant amount of research that needs to be done before the ultimate AR vision of a seamless merging of real and digital content is achieved. This includes research in the key areas of Display, Tracking and Interaction that combine to provide the AR-user experience.

For this Special Issue we encourage authors to submit original research articles, works in progress, surveys, reviews, and viewpoint articles. We are particularly interested in presenting emerging technologies in Augmented Reality that may have significant impact on the field for years to come. Topics of interest for the Special Issue include (but are not limited to):

- Augmented Reality
- Mixed Reality
- Display technologies
- Interaction metaphors
- User Experience
- Collaborative Applications
- Empathic Computing and AR
- Human Factors

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