Special Issue

3D Vision, Virtual Reality and Serious Games

Message from the Guest Editors

In recent years, there has been enormous progress in 3D vision for 3D scene understanding, such as scene segmentation, 3D reconstruction, human motion analysis, and 3D object detection and tracking. Furthermore, Virtual reality technologies have attracted a lot of attention, and they have been applied to a wide variety of fields, such as entertainment, education, medicine, architectural and urban design, engineering and robotics, fine arts, and cultural heritage. The combination of virtual reality with game-based approaches has led to the development of serious games for purposes other than entertainment. Serious games focus mainly on developing the skills and knowledge of their players and can provide educational content along with interactive, engaging, and immersive gaming experiences. This Special Issue aims to bring together researchers in these three fields, i.e., 3D computer vision, virtual reality, and serious games, to discuss the unique challenges and opportunities for synergies that can lead to new achievements in these areas.

Guest Editors

Dr. Kosmas Dimitropoulos

Dr. Nikos Grammalidis

Dr. Nikolaos Doulamis

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Applied Sciences
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
applsci@mdpi.com

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

Editor-in-Chief

Prof. Dr. Giulio Nicola Cerullo
Dipartimento di Fisica, Politecnico di Milano, Piazza L. da Vinci 32, 20133 Milano, Italy

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