Special Issue

Enhancing User Experience in Virtual Reality Environments: Innovative Interaction Design Strategies

Message from the Guest Editors

In the era of Virtual Reality (VR) hardware and software, we witness a new dawn for immersive applications, necessitating fresh approaches to defining, measuring, and implementing User Experience (UX) and advanced interaction methodologies. Designing a high-resolution, quasi-realistic 3D environment is no longer sufficient to convey a compelling experience. To advance the state of the art, additional factors must be considered. Coordination is required to enhance UX inside a VR environment and provide advanced methods to interact collaboratively with remote participants. This Special Issue invites researchers to present high-quality, original works on improving UX in VR environments. Contributions focused on enhancing perception and user involvement, designing extended experiences, innovative interaction approaches, and next-gen applications are particularly welcome. Papers addressing difficulties in designing hardware and architectures are also encouraged.

Guest Editors

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Deadline for manuscript submissions

closed (20 March 2025)

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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.

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