

Special Issue

Optimization of Networked Virtual Environments

Message from the Guest Editor

Networked virtual environments (NVE) enable physically distanced users to participate in the shared virtual environment. NVEs have, in the last few decades, become one of the prime mediums for the entertainment industry through multiplayer games. Although social NVEs like Second Life have suffered a steep decline in popularity, the development of virtual reality (VR) headsets and new NVE services based on VR, such as Facebook Horizons, bring new life into this area of NVE application. NVEs are still troubled with multiple issues that degrade its capabilities and perceived quality of experience for its users such as scalability issues, network degradation, adaptability to user-generated content, and so on. Constant adaptation and optimization based on user behavior testing is a must for the companies in this field today. Optimizations of different aspects of virtual environments are an important topic for both academia and industry. Hence, in addition to NVE researchers, game developers and designers, network engineers, as well as economy experts, are asked to contribute with submissions to this Special Issue.

Guest Editor

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Deadline for manuscript submissions

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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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