Augmented and Mixed Reality in Work Context

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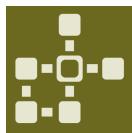**closed (20 September 2019)**

Message from the Guest Editors

Augmented Reality (AR) and Mixed Reality (MR) are technologies that include physical and virtual elements. They are useful for making invisible and non-existing elements observable and so are easier to evaluate and discuss. This Special Issue focuses on how AR and MR are used and could be used in a work context. Possible examples are AR and MR use in industrial situations and in manufacturing development, as well as in the development of work practices, as AR and MR can be used for making workers' tacit knowledge visible.

Studies in AR and MR, as well as virtual reality (VR) technology solutions in a work context, are welcome for this issue. However, AR and MR for consumers, leisure time, entertainment, and games are not agreed on in this Special Issue. Appropriate topics include, but are not limited to, the following:

- Virtual prototyping
- AR and MR in co-operative, multi-occupational development
- Simulation with AR or MR in a work context
- Maintenance solutions with AR or MR
- Action research within AR or MR in a work context

Special Issue

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Message from the Editor-in-Chief

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