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Perception and Interaction in Mixed, Augmented, and Virtual Reality

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Deadline for manuscript submissions:

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Message from the Guest Editors

Dear Colleagues,

It is a fact that digital giants are turning towards highly immersive technologies such as VR, AR and XR. The current intensive development of technological solutions and the awakened expectations of social media users are causing researchers to intensify their research around broadly understood immersive technologies. We are witnessing considerable interest in the cognitive science of immersive systems and revolutionary changes in the field of building human–system interaction. The development of modern UI/UX based on sophisticated solutions in the field of AI means that human–system communication will soon resemble a conversation about the tasks being performed.

The goal of this Special Edition is to publish works that are of interest to researchers, employees, and IT enthusiasts alike. The issue has the potential to bring together the essence of current scientific activities in the field of high-immersion VR, AR, and XR technology development. We hope that together, we can create a reference point for all current development trends in the exciting domain of applied computing.











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Message from the Editor-in-Chief

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