# Special Issue

# Perception and Interaction in Mixed, Augmented, and Virtual Reality

## Message from the Guest Editors

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 humansystem interaction. The development of modern UI/UX based on sophisticated solutions in the field of Al 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.

## **Guest Editors**

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## Deadline for manuscript submissions

closed (20 May 2024)



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mdpi.com/si/153624

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Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

#### Editor-in-Chief

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