

Special Issue

Virtual Reality Technology, Systems and Applications

Message from the Guest Editors

Virtual Reality (VR) has rapidly evolved from an experimental interface to a transformative technology with real-world impacts across industries such as healthcare, education, engineering, entertainment, and manufacturing. The continuous development of immersive hardware, real-time rendering techniques, human–computer interaction models, and intelligent systems is expanding the boundaries of what VR can achieve. This Special Issue aims to bring together cutting-edge research and developments in Virtual Reality, focusing on the underlying technologies, system architectures, and a broad range of innovative applications. Topics of interest include, but are not limited to, the following:

- VR hardware and wearable devices;
- Real-time graphics and rendering in VR;
- Human–computer interaction and UX in immersive environments;
- Haptics and multimodal interfaces;
- VR in medicine, rehabilitation, and mental health;
- Training, simulation, and educational applications;
- Virtual environments for industrial and engineering tasks;
- Cross-reality (XR) and AI-driven VR systems;
- Evaluation and validation of VR experiences.

Guest Editors

Dr. Jose V. Riera

1. Computer Science Department, University of Valencia, 46010 Valencia, Spain

2. Institute on Robotics and Information and Communication Technologies, Universitat de Valencia, 46980 Paterna, Spain

Dr. Emiliano Pérez

Department of Electrical Engineering, Electronics and Automatics, Universidad de Extremadura, Badajoz, Spain

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Electronics
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
electronics@mdpi.com

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Message from the Editor-in-Chief

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 guestedited by leading experts in selected topics of interest.

Editor-in-Chief

Prof. Dr. Flavio Canavero

Department of Electronics and Telecommunications, Politecnico di
Torino, 10129 Torino, Italy

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