

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.

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About the Journal

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 guest-edited by leading experts in selected topics of interest.

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