

Special Issue

Applications of Virtual, Augmented, and Mixed Reality in Creative Technology

Message from the Guest Editor

This Special Issue of *Electronics* will explore the latest advancements in and future directions of XR development and their impact on creative technology and video games. We invite researchers and practitioners to share their findings, analyses, and case studies that demonstrate how XR is being applied and explored in areas related to video games and creative technology, bringing new opportunities and challenges. Potential article topics:

- XR in performance:
 - XR in fields such as dance, theatre, musical performance and the new forms of artistic expression that XR enables.
- XR in games:
 - The technical and conceptual impacts of XR requirements in gaming and gaming type structures.
- XR in Art and Culture:
 - XR in fields such as visual art, museums, immersive experiences in cultural and heritage sites, and the exploration of extended reality in installations.
- XR in the metaverse and virtual environments:
 - XR in fields such as immersive concepts, particularly its use in the metaverse.
- XR in theme parks:
 - Research that explores the application of XR in theme park rides and experiences.

Guest Editor

Dr. Jethro Shell

School of Computer Science and Informatics, De Montfort University, Leicester LE1 9BH, UK

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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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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.

Editor-in-Chief

Prof. Dr. Flavio Canavero

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

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manuscripts are peer-reviewed and a first decision is provided to authors approximately 16.8 days after submission; acceptance to publication is undertaken in 2.4 days (median values for papers published in this journal in the first half of 2025).