Special Issue

Recent Advances in Virtual Reality and Augmented Reality

Message from the Guest Editors

This Special Issue calls for many interesting studies that will open up new horizons of VR and AR. In addition to research that has steadily improved existing issues, we welcome research papers that present new possibilities of VR and AR. Topics of interest include but are not limited to the following:

- 360 video;
- VR/AR applications;
- Artificial intelligence/machine learning for VR/AR;
- Brain science for VR/AR;
- VR/AR collaboration;
- Computer graphics for VR/AR;
- Computer vision for VR/AR;
- Content creation and management for VR/AR;
- Context awareness for VR/AR:
- Education with VR/AR:
- Multimodal VR/AR:
- Display technologies for VR/AR;
- Ethics/humanity in VR/AR;
- Human augmentations with VR/AR;
- Human-computer interactions in VR/AR;
- Human factors in VR/AR:
- Perception/presence in VR/AR;
- Physiological sensing for VR/AR;
- User experience/usability in VR/AR;
- Virtual humans/avatars in VR/AR:
- Visualization/visual analytics with VR/AR;
- Wellbeing with VR/AR.

Guest Editors

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Deadline for manuscript submissions

closed (30 June 2021)



Electronics

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Impact Factor 2.6 CiteScore 6.1



mdpi.com/si/30634

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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

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Rapid Publication:

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).

