

Special Issue

Virtual Reality and Scientific Visualization

Message from the Guest Editors

In recent years, the availability of innovative, powerful, and low-cost immersive devices, accompanied by the availability of increasingly high-performing computers and smartphones, has generated a growing interest in virtual reality (VR) and augmented reality technologies. The Special Issue is focused on (but not limited to) the following themes:

- VR systems;
- VR tools and toolkits;
- Virtual, augmented, and mixed reality;
- VR languages;
- Advances on game engines;
- Immersive VR devices;
- VR-based scientific visualization;
- Multi-user and distributed VR and games;
- Immersive learning;
- Molecular VR techniques;
- Virtual classes and practice;
- Virtual laboratories;
- VR applied to cultural heritage;
- VR applied to medicine and surgery;
- VR systems for telecare and disabilities treatments;
- Advances in scientific visualization;
- VR UI/UX;
- VR Reduce sickness;
- VR Contents;
- VR system Developer Training.

Guest Editors

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closed (31 December 2021)



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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 guestedited by leading experts in selected topics of interest.

Editor-in-Chief

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