

Special Issue

Entertainment and Game Computing

Message from the Guest Editor

Rapid advances in entertainment and game computing over the past decade have revolutionized our daily lives, making our them more fun. The scope of the research field 'entertainment and game computing' is quite broad, and includes many types of computer games, software for digital entertainment, architectures and methodologies for entertainment applications, computer game and software technologies for entertainment, interactive entertainment, and technologies and applications in the emerging areas of augmented reality, mixed reality, and virtual reality. The topics of interest include, but are not limited to, the following:

- Immersive game technology
- Augmented reality games
- Vision-based interface for gaming and entertainment systems
- 360° spherical video/image analysis
- Structure reconstruction from spherical video/image
- Mixed and augmented reality systems for entertainment
- Entertainment applications with spherical/omnidirectional camera
- Affective computing in games

Guest Editor

Prof. Dr. Jong-Seung Park
Department of Computer Science and Engineering, Incheon National University, Incheon 22012, Republic of Korea

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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 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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manuscripts are peer-reviewed and a first decision is provided to authors approximately 16.4 days after submission; acceptance to publication is undertaken in 2.6 days (median values for papers published in this journal in the second half of 2025).