

Special Issue

Virtual, Augmented, Mixed Reality and Interactive Media Experience

Message from the Guest Editors

In this Special Issue, we welcome contributions on prototyping and evaluating prototypes, gathering user requirements, designing, developing or prototyping media experiences and applications (the broader sense), within known and emerging technologies, measuring and evaluating experience with users through experiments and user studies, in the wild, in the lab or simulated environments. Specific topics and applications:

- Interactive, immersive platforms & mediums: virtual reality, augmented reality, mixed reality, alternate reality, 360°, extended reality
- Applications: storytelling, creative expressions, new content formats, platform-centric experiences, health, digital wellbeing, therapeutic, social/cultural expressions, social communication and similar.
- Understanding audience interests and their interactions with interactive and immersive experiences
- Analysing and developing underlying technologies and systems
- Critiquing and creating production tools and workflows
- Exploring the use and implications of AI and machine learning

Please click [here](#) to find information!

Welcome to contribute!

Guest Editors

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Deadline for manuscript submissions

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

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