Special Issue

Real-World Applications and Prototyping of Information Systems for Extended Reality (VR, AR, and MR)

Message from the Guest Editors

We welcome both original research and comprehensive review papers from scholars, developers, and practitioners working at the intersection of XR, information systems, and artificial intelligence. Relevant topics include, but are not limited to, the following:

- Real-world applications of XR in education, healthcare, and digital cultural heritage;
- Prototyping of XR-based systems;
- Information systems design using VR, AR, or MR;
- AI-enhanced XR applications;
- Generative AI for dynamic content and interaction;
- User experience (UX) and interface evaluation;
- Human–computer interaction in immersive environments;
- Serious games, gamification, and game-based learning in XR environments;
- Digital Twin and Metaverse applications based on XR technologies.

Guest Editors

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About the Journal

Message from the Editor-in-Chief

Informatics (ISSN 2227-9709) is an international, peer-reviewed, open access journal, which publishes original theoretical and empirical work on the science of informatics and its application in multiple fields. Our concept of Informatics includes technologies of information and communication as well as the biological, social, linguistic and cultural changes that initiate, accompany and complicate their development. *Informatics* publishes regular research articles, reviews and short notes. There is no restriction on the length of papers, and we encourage researchers to publish their theoretical and empirical results in as much detail as possible. The scientific community and the public have unlimited and free access to the content as soon as it is published. We would be pleased to welcome you as one of our authors.

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