Guest Editors:

Prof. Carolina Cruz-Neira  
University of Louisiana at Lafayette , 104 E University Ave, Lafayette, LA 70504, USA  
cxcruz@ualr.edu

Prof. Marcos Fernández Marín  
University of Valencia, Valencia, Spain  
Marcos.Fernandez@uv.es

Dr. Cristina Portalés Ricart  
Institute of Robotics and Information and Communication Technologies (IRIT), Universitat de València  
cristina.portales@uv.es

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Message from the Guest Editors

Dear Colleagues,

Recent developments in motion sensors, graphics, multimodal display technologies and interaction have paved the way for expanding the Virtual Reality (VR) gaming possibilities beyond traditional entertainment, providing seamless immersive experiences in highly interactive synthetic worlds.

This Special Issue aims to provide a collection of high quality research articles that address broad challenges in both theoretical and applied aspects of VR and games, including new software and hardware developments and user-related studies. We also aim to assess old questions in the new VR-gaming realm.

- Animation
- Interactive technologies
- Computer graphics
- Virtual environments
- Gamification
- User-related studies
- Pervasive gaming
- Visualisation techniques
- Mobile games
- Education and learning

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