



Virtual Reality and Games

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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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