Novel User Interfaces and Interaction Techniques in the Games Context

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Deadline for manuscript submissions:
closed (31 July 2019)

Message from the Guest Editors

The goal of this Special Issue is, not only to show the potential of novel user interfaces and interaction approaches in the games context, but also to highlight current and future challenges in the field. We welcome submissions which present high quality and original research to explore and share experiences with focus on the design and the evaluation of future game interfaces and interaction techniques for supporting playful and engaging experiences. Submissions can be empirical and theoretical research which may include (but is not limited to):

- Case studies to show how novel interface and interaction techniques can be used in application areas, such as entertainment education, health care, and work
- Design studies with focus on developing and understanding of design processes for novel interfaces and interaction techniques to extend player experiences
- User studies to demonstrate the potential of new target users with different needs

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