

Special Issue

Educational Virtual/Augmented Reality

Message from the Guest Editor

This Special Issue explores methods, technologies, and studies utilizing Virtual Reality (VR) or Augmented Reality (AR) techniques to improve the educational experiences of users. VR and AR are immersive technologies that enhance teaching and learning by blending digital content with traditional educational experiences. Educational experiences utilizing VR and AR technologies transform passive learning into active, immersive, and interactive experiences, making knowledge more accessible, engaging, and practical. The challenges of integrating educational VR/AR technologies extend beyond surface-level obstacles and involve pedagogical, technical, economic, and psychological considerations. This requires rigorous evaluation, inclusive design, and sustainable implementation models.

This Special Issue invites contributions on the technological, creative, perceptual, cognitive, social, and learning aspects of educational VR/AR technologies.

Of particular interest are articles that critically explore virtual/augmented reality techniques for improving educational experiences using sensing technologies to gain a deeper understanding of the user.

Guest Editor

Dr. Arun K. Kulshreshth
School of Computing and Informatics, University of Louisiana at Lafayette, Lafayette, LA 70503, USA

Deadline for manuscript submissions

closed (30 April 2026)



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Multimodal Technologies and Interaction
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
mti@mdpi.com

mdpi.com/journal/mti





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About the Journal

Message from the Editor-in-Chief

Towards the end of 2018, I was approached to be the new Editor-in-Chief for the *Multimodal Technologies and Interaction (MTI)* journal. I was honored to be considered and happily accepted the role, starting in January 2019.

MTI is a new journal, and since starting in 2017, has published over 800 papers, with the number of publications continuing to grow. As Editor-in-Chief, I would like to continue increasing the number of high-quality papers that we publish, and in addition, work towards improving the journal in other ways, such as getting the journal listed on ISI, establishing an impact factor, and increasing our social media presence.

I would also like to better engage with the research community, including bringing some new members onto the Editorial Board, focusing the journal on the latest areas of interest, marketing at leading conferences and, most importantly, getting feedback from our readers.

Editor-in-Chief

Prof. Dr. Mark Billingham

1. School of Information Technology and Mathematical Sciences, University of South Australia, Adelaide, SA 5000, Australia
2. Empathic Computing Laboratory, The University of Auckland, Auckland 1010, New Zealand

Author Benefits

High Visibility:

indexed within Scopus, ESCI (Web of Science), Inspec, dblp Computer Science Bibliography, and other databases.

Journal Rank:

JCR - Q2 (Computer Science, Cybernetics) / CiteScore - Q1 (Neuroscience (miscellaneous))

Rapid Publication:

manuscripts are peer-reviewed and a first decision is provided to authors approximately 21.7 days after submission; acceptance to publication is undertaken in 4.6 days (median values for papers published in this journal in the second half of 2025).