

## Special Issue

# 3D Human–Computer Interaction

### Message from the Guest Editors

Dear colleagues, This Special Issue explores methods, technologies, and studies of 3D interaction in the broad area of Human–Computer Interaction (HCI). HCI researches the interface between people and computers. 3D user interfaces (3DUI) can involve input devices that track user movements in 3D, techniques for interaction with virtual or augmented reality, or other interfaces in which a 3D arrangement of inputs or environments is characteristic. Like HCI, 3DUI research lies in the intersection of computer science, behavioral sciences, design, media studies, and several other fields of study. This Special Issue invites contributions on the technological, creative, perceptual, cognitive, social, and health aspects of 3DUI. We encourage authors to submit original research articles, novel case studies, insightful reviews, theoretical and critical perspectives, and well-argued viewpoint articles on 3D Human–Computer Interaction.

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### Guest Editors

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### Deadline for manuscript submissions

closed (30 December 2020)



## Multimodal Technologies and Interaction

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by MDPI

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Impact Factor 2.4  
CiteScore 5.8



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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 10 issues with over 140 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.

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### Editor-in-Chief

Prof. Dr. Mark Billinghurst

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### Author Benefits

#### High Visibility:

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

#### Journal Rank:

CiteScore - Q1 (Neuroscience (miscellaneous))

#### Rapid Publication:

manuscripts are peer-reviewed and a first decision is provided to authors approximately 25 days after submission; acceptance to publication is undertaken in 3.8 days (median values for papers published in this journal in the first half of 2025).