

## Special Issue

# Recent Advances in Augmented Reality

### Message from the Guest Editors

The field of Augmented Reality (AR) has its roots back in the 1960s and earlier, but, over the last few years, there has been a significant increase in AR research and commercialization. However, despite the rise in popularity there is still a significant amount of research that needs to be done before the ultimate AR vision of a seamless merging of real and digital content is achieved. This includes research in the key areas of Display, Tracking and Interaction that combine to provide the AR-user experience. For this Special Issue we encourage authors to submit original research articles, works in progress, surveys, reviews, and viewpoint articles. We are particularly interested in presenting emerging technologies in Augmented Reality that may have significant impact on the field for years to come. Topics of interest for the Special Issue include (but are not limited to):

- Augmented Reality
- Mixed Reality
- Display technologies
- Interaction metaphors
- User Experience
- Collaborative Applications
- Empathic Computing and AR
- Human Factors

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### Guest Editors

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### Deadline for manuscript submissions

closed (30 June 2017)



## Multimodal Technologies and Interaction

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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 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.

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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:

JCR - Q2 (Computer Science, Cybernetics) / 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).