Special Issue

Intelligent Virtual Agents

Message from the Guest Editor

Intelligent Virtual Agents (IVAs) are embodied digital characters situated in a virtual, augmented, or mixed reality environment that behave in a believable way and exhibit some aspects of intelligence. There are plenty of application areas that may benefit from Intelligent Virtual Agents (IVAs), including intelligent non-player characters (NPCs) in computer games, virtual tutors in educational software, virtual assistants, 'living' characters or virtual guides in digital heritage environments, animated crowd in simulations, etc. For this Special Issue, authors are encouraged to submit original research articles, case studies or reviews on IVAs and their applications. Of particular interest are articles that explore important theoretical or applied aspects related to the design and evaluation of believable IVAs, their integration with emerging interaction technologies, and/or their effective usage in application fields, such as education, entertainment, and cultural heritage.

- intelligent virtual agents
- intelligent agents
- virtual humans
- embodied conversational agents
- human-age

Guest Editor

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Deadline for manuscript submissions

closed (31 July 2018)

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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.

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).