## **Special Issue**

# Multimodal User Interfaces and Experiences: Challenges, Applications, and Perspectives —2nd Edition

## Message from the Guest Editors

Our previous Special Issue, entitled "Multimodal User Interfaces and Experiences: Challenges, Applications, and Perspectives"

(https://www.mdpi.com/journal/mti/special\_issues/F24T 6HSRT9) was a successful compilation of research and review articles. As this is a rapidly evolving topic, we would like to further explore multimodal user interfaces and experiences with a follow-up Special Issue. This Special Issue aims to explore the challenges and opportunities of understanding, designing, and evaluating user experience (UX) across and beyond disciplines. By soliciting contributions from theoretical and practical perspectives that explicitly address the exploration and evaluation of user interfaces and experiences, we will envision the future directions of UX/HCI research on multimodal technologies and the application of user-friendly interfaces. The context includes but is not limited to healthcare, gerontology, biosensors, 3D Printing, biomedical education, wearable technologies, computational modelling and simulation, neuroengineering, serious games in healthcare, VR/AR/MR/Metaverse in healthcare.

#### **Guest Editors**

Dr. Wei Liu

Dr. Jan Auernhammer

Dr. Takumi Ohashi

## Deadline for manuscript submissions

closed (15 August 2025)



# Multimodal Technologies and Interaction

an Open Access Journal by MDPI

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.

M7/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 Billinghurst

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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 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).