Special Issue

Virtual, Augmented and Mixed Reality in Improving Education

Message from the Guest Editor

Virtual reality (VR) and augmented reality (AR), included in mixed reality (MR) technologies, provide great opportunities for education and training that are not possible using traditional instruction methods and other technologies used in education. VR, AR and MR allow learners to safely experience environments and virtual scenarios that would normally be dangerous to learn in. Even for academic institutions and companies, certain infrastructures present difficulties in teaching or training learners or workers. Unlike some traditional instruction methods, VR, AR and MR applications offer consistent education and training that do not vary from instructor to instructor. These virtual technologies also afford the development of psychomotor skills through physical 3D interactions with virtual elements.

- 3D interactions for training
- Augmented environments for learning
- Game-based learning
- Modeling and simulation for instructional purposes
- VR-, AR-, and MR-based education or training
- VR, AR, and MR classrooms
- Presence and learning
- Serious games
- Simulation-based training
- Virtual environments for learning

Guest Editor

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Deadline for manuscript submissions

closed (26 April 2019)

Multimodal Technologies and Interaction

an Open Access Journal by MDPI

Impact Factor 2.4
CiteScore 5.8

mdpi.com/si/18878

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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).