Special Issue

Virtual Reality and Games

Message from the Guest Editors

Recent developments in motion sensors, graphics, multimodal display technologies and interaction have paved the way for expanding the Virtual Reality (VR) gaming possibilities beyond traditional entertainment, providing seamless immersive experiences in highly interactive synthetic worlds. This Special Issue aims to provide a collection of high quality research articles that address broad challenges in both theoretical and applied aspects of VR and games, including new software and hardware developments and user-related studies. We also aim to assess old questions in the new VR-gaming realm.

- Animation
- Interactive technologies
- Computer graphics
- Virtual environments
- Gamification
- User-related studies
- Pervasive gaming
- Visualisation techniques
- Mobile games
- Education and learning

Dr. Cristina Portalés Ricart

Guest Editors

Prof. Dr. Carolina Cruz-Neira

Prof. Dr. Marcos Fernández Marín

Prof. Dr. Cristina Portales

Deadline for manuscript submissions

closed (31 August 2017)

Multimodal Technologies and Interaction

an Open Access Journal by MDPI

Impact Factor 2.4 CiteScore 5.8

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).