

Special Issue

Social Interaction and Psychology in XR

Message from the Guest Editors

This Special Issue aims to provide a collection of high-quality research manuscripts that introduce interesting findings in social interaction and psychology in XR, and aims to address novel ways to achieve socially influential interactions among users and virtual/physical entities in XR. The scope of this Special Issue includes (but is not limited to):

- Social (Conversational) agents and avatars in XR;
- Emotion, personality, and cultural differences in XR;
- Virtual humans and non-human characters in XR;
- Inter-agent communication in XR;
- Social perception, cognition, and behavior in XR;
- Crowd interaction in XR;
- (Tele-/social-/co-)presence and engagement in XR;
- Verbal and nonverbal behavior in XR;
- Theoretical and empirical research in social XR;
- (Enhanced) social cues and signals in XR;
- Multi-user or multi-agent interactions in XR;
- Multimodal social interactions in XR;
- Social applications in XR;
- Ethics in social XR.

Guest Editors

Dr. Kangsoo Kim

Prof. Dr. Sun Joo (Grace) Ahn

Prof. Dr. Gerd Bruder

Deadline for manuscript submissions

closed (30 April 2021)



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 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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2. 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:

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).