Special Issue

Novel User Interfaces and Interaction Techniques in the Games Context

Message from the Guest Editors

The goal of this Special Issue is, not only to show the potential of novel user interfaces and interaction approaches in the games context, but also to highlight current and future challenges in the field. We welcome submissions which present high quality and original research to explore and share experiences with focus on the design and the evaluation of future game interfaces and interaction techniques for supporting playful and engaging experiences. Submissions can be empirical and theoretical research which may include (but is not limited to):

- Case studies to show how novel interface and interaction techniques can be used in application areas, such as entertainment education, health care, and work
- Design studies with focus on developing and understanding of design processes for novel interfaces and interaction techniques to extend player experiences
- User studies to demonstrate the potential of new target users with different needs

Guest Editors

Dr. Simone Kriglstein

Dr. Michael Lankes

Dr. Ross Brown

Prof. Dr. Manfred Tscheligi

Deadline for manuscript submissions

closed (31 July 2019)

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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).