

Special Issue

Mixed Reality Interfaces

Message from the Guest Editors

Mixed Reality Interfaces allow users to interact with physical and digital elements of an experience in an integrated way. With developments in smartphone technology such as 3d depth sensing and specific support for augmented reality, along with the release of affordable headsets, Mixed Reality experiences are finally becoming accessible to the general public. Mixed Reality experiences have potential to support a wide range of applications including gaming, sport, museum visiting, healthcare, education and training. We invite contributions to the Multimodal Technologies and Interaction Special Issue on Mixed Reality Interfaces. Contributions should address contemporary technical, theoretical and application challenges of Mixed Reality Interfaces, including, but not limited to any of the following: Novel software developments (interfaces, authoring tools, sensor algorithms) Novel hardware (headsets, new smartphone hardware, tangible objects...) User evaluations and studies of systems (experimental, in-the-wild...) Theories of the use of Mixed Reality Interfaces

Guest Editors

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Deadline for manuscript submissions

closed (28 February 2019)



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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:

JCR - Q2 (Computer Science, Cybernetics) / CiteScore - Q2 (Neuroscience (miscellaneous))

Rapid Publication:

manuscripts are peer-reviewed and a first decision is provided to authors approximately 16 days after submission; acceptance to publication is undertaken in 5.6 days (median values for papers published in this journal in the second half of 2024).