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# **Technologies for Virtual and Augmented Reality Applications**

Guest Editor:

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Deadline for manuscript submissions:

closed (20 December 2018)

# Message from the Guest Editor

Dear Colleagues,

This Special Issue is intended to report on the latest innovations in the application of technologies to Virtual and Augmented Reality applications. Both practical and theoretical papers are welcome, as well as case studies and innovative multidisciplinary applications.

Topics of interest include, but are not limited to:

- Innovative Virtual and Augmented Reality applications
- Case studies and user experience reports
- AR/VR design guidelines and implementation of future standards
- Human-computer interface design, solutions, and challenges
- Performance comparisons and implications of traditional processes versus VR/AR counterparts
- Innovative AR/VR devices, approaches, and algorithms
- Cybersickness and ergonomics in AR/VR











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### **Editor-in-Chief**

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### Message from the Editor-in-Chief

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