

Special Issue

Disruptive Technologies: Big Data, AI, IoT, Games, and Mixed Reality

Message from the Guest Editors

The greatest technological changes in our lives are brought about by disruptive technologies such as big data, artificial intelligence (AI), the internet of things (IoT), games, and mixed reality (MR), which have impacted numerous sectors including healthcare, engineering, business, education, and urban development. This Special Issue will include high-quality papers on topics within the broad scope of *disruptive technologies*. We are pleased to invite you to contribute an original research paper or a comprehensive review article on *disruptive technologies* for peer review and possible publication, and research areas may include, but are not limited to, the following:

- Generative and agentic AI;
- IoT and digital twins;
- Games and gamification;
- Generative XR and MR simulations.

Guest Editors

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About the Journal

Message from the Editor-in-Chief

Technologies, provides a single focus for reporting on developments of all technologies, regardless of their application. It is our intention that *Technologies* becomes the journal of choice for both researchers wanting to publish their work and technologists wishing to exploit the high quality research across a wide range of potential applications. Through its open access policy, its quick publication cycle, *Technologies* will facilitate the rapid uptake and development of the research presented, ultimately providing benefit to the wider society.

Editor-in-Chief

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manuscripts are peer-reviewed and a first decision is
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