

## Special Issue

# Networked Virtual Reality, Mixed Reality and Augmented Reality Systems

### Message from the Guest Editors

This Special Issue aims to explore the latest advancements and research in Networked VR/MR/AR Systems, providing a platform for researchers and practitioners to share their innovative ideas, methodologies, and results. We welcome state-of-the-art research papers but also survey papers that synthesise existing knowledge. Topics of interest include, but are not limited to:

- Networked VR/MR/AR frameworks and architectures;
- Multi-device VR/MR/AR systems;
- Multi-user interaction and communication in networked environments;
- Networked interaction techniques;
- Networked haptic feedback and sensory augmentation;
- Remote rendering for VR/MR/AR;
- Networking protocols and infrastructure for VR/MR/AR;
- VR/MR/AR for remote collaboration and telepresence;
- Human-computer interaction in networked VR/MR/AR;
- Applications of networked VR/MR/AR in healthcare, education, gaming, and beyond;
- Multi-device collaboration in networked extended reality environments.

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### Guest Editors

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## Virtual Worlds

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## About the Journal

### Message from the Editor-in-Chief

*Virtual Worlds* is a scholarly online journal which provides a forum for discussion on new research related to Virtual Reality, Augmented and Mixed Reality technologies and their uses. It is a peer-reviewed, open access journal that publishes high quality original research articles, review papers and short communications.

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### Editor-in-Chief

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