

## Special Issue

# Virtual Reality-Based Game Development with Mobile Device Platforms

### Message from the Guest Editor

The Special Issue on “Virtual Reality-Based Game Development with Mobile Device Platforms” is focused on addressing various challenges for virtual reality-based game development to enhance the gamer’s motivation, engagement, immersion, satisfaction, and level of interaction. It will bring together current achievements, findings, methodologies, theoretical studies, practical applications, high quality and state-of-the-art ideas and results, new technology, and experimental prototypes towards the development of virtual reality-based mobile games. Keywords

- AI applications for mobile games
- Human-computer interaction (HCI) for mobile games
- Education and learning for mobile games
- mobile gaming interactivity issues
- Mobile gaming design
- Security and privacy for mobile gaming
- User modeling in mobile games
- Network architecture support for distributing mobile gaming
- Augmented and virtual reality environments for mobile games
- Multimedia gaming
- Mobile visualization techniques
- Mobile gaming methodologies
- Case studies in serious games and virtual worlds

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### Guest Editor

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### Deadline for manuscript submissions

closed (31 December 2021)



## Applied Sciences

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### Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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### Editor-in-Chief

Prof. Dr. Giulio Nicola Cerullo  
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