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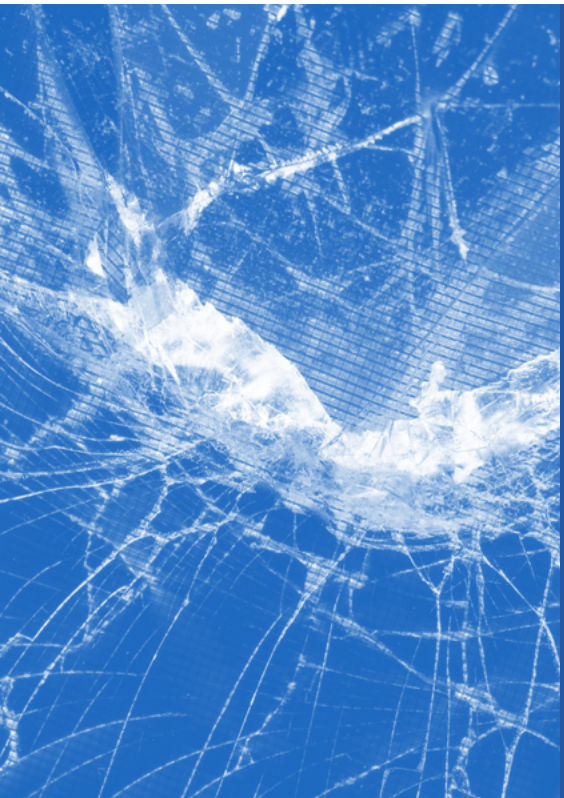
Multimodal Technologies and Interaction



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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. Mark Billinghurst

Co-Editor-in-Chief
Prof. Dr. Cristina Portales

Aims

Multimodal Technologies and Interaction (ISSN 2414-4088) is an international, multi/interdisciplinary, open access, peer-reviewed journal which publishes original articles, critical reviews, research notes, and short communications on this subject. The journal is focused on presenting research that combines different types of input and output in ways that can enrich user experience. *MTI* covers research in a wide range of areas, including but not limited to data analysis, artificial intelligence, graphics, psychology, social sciences, communication, design, engineering, and the arts. Papers articulating new perspectives, such as results emerging from co-creation, are actively encouraged.

Scope

- Displays/sensors: visual, tactile/haptic, sonic, taste, smell
- Multimodal interaction, interfaces, and communication
- Human–computer, human–human, and human–robot interaction
- Human factors, cognition
- Multimodal perception
- Smart wearable technology
- Psychology and neuroscience
- Digital and sensory marketing
- Enabling, disruptive technologies
- Multimodal science, technology, and interfaces
- Theoretical, social, and cultural issues
- Virtual reality, augmented reality, extended reality
- Ubiquitous computing
- Design and evaluation
- Content creation, environments processes and methods
- Application domains

Author Benefits

Open Access

Unlimited and free access for readers

No Copyright Constraints

Retain copyright of your work and free use of your article

Thorough Peer-Review

2023 Impact Factor: 2.4

(*Journal Citation Reports* - Clarivate, 2024)

No Space Constraints, No Extra Space or Color Charges

No restriction on the maximum length of the papers, number of figures or colors

Journal Rank

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

Coverage by Leading Indexing Services

Scopus, ESCI (Web of Science), Inspec, dblp Computer Science Bibliography, and other databases

Rapid Publication

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)

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