

Special Issue

3D User Interfaces and Virtual Reality—2nd Edition

Message from the Guest Editor

This Special Issue explores methods, technologies, and studies of 3D user interfaces (3DUIs) and virtual reality (VR) in the broad area of human–computer interaction (HCI). HCI is a multidisciplinary field in which researchers study the interface between people and computers, including studies of how people interact with computers, how people interact with each other using computer-mediated communication, and to what extent an interface promotes a successful interaction based on users' needs. Modern 3D user interfaces can involve motion tracked input devices, 3D interactions, and other interfaces in which a 3D input or environment is a characteristic. Like HCI, 3DUI and VR/AR research lies in the intersection between computer science, behavioral science, design, media studies, and several other fields of study. This Special Issue invites contributions on the technological, creative, perceptual, cognitive, social, and health-related aspects of 3DUI and VR. We encourage authors to submit original research articles, novel case studies, insightful reviews, theoretical and critical perspectives, and well-argued viewpoint articles on 3D user interfaces and virtual reality.

Guest Editor

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Deadline for manuscript submissions

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About the Journal

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. Dr. Mark Billingham

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Author Benefits

High Visibility:

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

Journal Rank:

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

Rapid Publication:

manuscripts are peer-reviewed and a first decision is provided to authors approximately 14.5 days after submission; acceptance to publication is undertaken in 4.9 days (median values for papers published in this journal in the first half of 2024).