

Special Issue

Multimodal User Interfaces Modelling and Development

Message from the Guest Editors

Multimodal interfaces, relying on input, as well as output, modalities, such as speech, gestures, are considered one of the most promising tracks for next-generation user interfaces. However, most multimodal user interfaces created nowadays still rely on ad-hoc development with little thorough modelling. Beyond the software engineering challenge of having to “reinvent the wheel” every time a new multimodal user interface is being designed and developed, multimodality can greatly benefit from research in fields such as fusion and fission of interactive modalities, modelling of user and task, multimodal interaction modelling, requirements engineering or software architectures for interactive multimodal systems. Beyond these challenges, integrating multimodal interfaces with other interaction styles, such as tangible interfaces or adaptive systems are also active fields. This Special Issue aims to provide a collection of high quality research articles that address broad challenges in both theoretical and applied aspects of multimodal interfaces development.

Guest Editors

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Deadline for manuscript submissions

closed (14 June 2019)



Multimodal Technologies and Interaction

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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 Billinghurst

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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).