



3D Human–Computer Interaction

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Message from the Guest Editors

Dear colleagues,

This Special Issue explores methods, technologies, and studies of 3D interaction in the broad area of Human–Computer Interaction (HCI). HCI researches the interface between people and computers. 3D user interfaces (3DUI) can involve input devices that track user movements in 3D, techniques for interaction with virtual or augmented reality, or other interfaces in which a 3D arrangement of inputs or environments is characteristic. Like HCI, 3DUI research lies in the intersection of computer science, behavioral sciences, design, media studies, and several other fields of study. This Special Issue invites contributions on the technological, creative, perceptual, cognitive, social, and health aspects of 3DUI.

We encourage authors to submit original research articles, novel case studies, insightful reviews, theoretical and critical perspectives, and well-argued viewpoint articles on 3D Human–Computer Interaction.

