Virtual Reality, Augmented Reality, and Human-Computer Interaction

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Message from the Guest Editors

Dear Colleagues,

Extended Reality is an umbrella term, which includes Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). All three technologies are related to each other, with VR and AR lying at opposite ends of the so-called Reality–Virtuality continuum. XR technologies offer the possibility of visualizing entities that are not perceptible in reality, such as structures and processes, using virtual overlays. This makes them interesting for a huge variety of application areas. In addition to these topics related to design and implementation of virtual worlds, user experience is another relevant field in XR.

This Special Issue will provide an insight into the current state of the art of Extended Realities. It will describe current research on how to evaluate and guarantee their usability and provide a positive user experience. It will show recent works in the related fields as well as trends for future development.

Researchers are invited to submit recent unpublished work in the field of Extended Reality and Human Computer Interaction. The scope of contributions to this Special Issue includes but is not limited to the research problems listed above.

Special Issue

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Message from the Editor-in-Chief

Big Data and Cognitive Computing (BDCC) is a scholarly online journal which provides a platform for big data theories with emerging technologies on smart clouds and exploring supercomputers with new cognitive applications. It is a peer-reviewed, open access journal that publishes high quality original articles, reviews and short communications. The primary aims of this journal are to encourage contributions of high quality scientific papers relating to data management and analytics in industry, such as manufacturing, healthcare, education, media and business, data mining, and cognitive science. There is no restriction on the maximum length of the papers.

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