



Optimization of Networked Virtual Environments

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Message from the Guest Editor

Dear Colleagues,

Networked virtual environments (NVE) enable physically distanced users to participate in the shared virtual environment. NVEs have, in the last few decades, become one of the prime mediums for the entertainment industry through multiplayer games. Although social NVEs like Second Life have suffered a steep decline in popularity, the development of virtual reality (VR) headsets and new NVE services based on VR, such as Facebook Horizons, bring new life into this area of NVE application. NVEs are still troubled with multiple issues that degrade its capabilities and perceived quality of experience for its users such as scalability issues, network degradation, adaptability to user-generated content, and so on. Constant adaptation and optimization based on user behavior testing is a must for the companies in this field today.

Optimizations of different aspects of virtual environments are an important topic for both academia and industry. Hence, in addition to NVE researchers, game developers and designers, network engineers, as well as economy experts, are asked to contribute with submissions to this Special Issue.

Dr. Mirko Sužnjević

Guest Editor





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Message from the Editor-in-Chief

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