



Networking, Computing and Immersive Technologies for Smart Environments

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Message from the Guest Editors

Smart environments emerge high-performance technologies such as cloud computing, 5G, and network functions virtualization co-exist with low-cost computational services and networking approaches including fog computing, wireless networks, and sensor devices. Both sets of technologies and approaches are employed to provide, combined or independently, (i) real-time response and reliable communication in delay-sensitive applications and mission-critical applications and (ii) dispersed network access, distributed data collection, and distributed computational offloading for varying, conventional or immersive, applications from industrial automation and agriculture to art performances, video games, and home entertainment.

This Special Issue is devoted to works identifying challenges in the described field as well as theoretical and experimental approaches to tackle them.

- Immersive technologies
- Ubiquitous user interfaces
- Cloud/fog computing
- Network protocols
- Wireless communication
- Wireless sensor networks
- Algorithm design
- Distributed applications
- Multilayered hardware/software architecture
- Low-cost IoT/IoE implementations
- Smart Tourism / Smart City applications





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Message from the Editor-in-Chief

Technologies, provides a single focus for reporting on developments of all technologies, regardless of their application. It is our intention that *Technologies* becomes the journal of choice for both researchers wanting to publish their work and technologists wishing to exploit the high quality research across a wide range of potential applications. Through its open access policy, its quick publication cycle, *Technologies* will facilitate the rapid uptake and development of the research presented, ultimately providing benefit to the wider society.

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