



Special Issue on
Virtual Reality Technology and Applications
Call for Papers

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment. It incorporates mainly auditory and visual feedback, but may also allow other types of sensory feedback like haptic. This immersive environment can be similar to the real world or it can be fantastical. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a smartphone or tablet device giving the user the ability to view three-dimensional images.

In this special issue, we intend to invite front-line researchers and authors to submit original research and review articles on **Virtual Reality Technology and Applications**. Potential topics include, but are not limited to:

- Virtual reality technology and algorithms
- Augmented reality
- Robotics and control
- Human-computer interaction
- Image processing and recognition
- Visualization and computer graphics
- Virtual environment and simulation
- Virtual interactions and gesture recognition
- 3D models for virtual reality
- Virtual reality and information systems
- Wearable technology
- Interactive animation
- Applications

Authors should read over the journal's [For Authors](#) carefully before submission. Prospective authors should submit an electronic copy of their complete manuscript through the journal's [Paper Submission System](#).

Please kindly notice that the “**Special Issue**” under your manuscript title is supposed to be specified and the research field “**Special Issue – Virtual Reality Technology and Applications**” should be chosen during your submission.



According to the following timetable:

Submission Deadline	September 30th, 2020
Publication Date	November 2020

For publishing inquiries, please feel free to contact the Editorial Assistant at submission.entrance1@scirp.org

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