Mixed Reality Games—Playful Experiences in Immersive and Interactive Media

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Message from the Guest Editor

Games place particularly high demands on usability and accessibility. In most cases, games are consumed for entertainment and fun. This requires joyful user interfaces to keep up player motivation. Even more challenges for user interface design are added for XR games: Sense of presence, cyber sickness or spatial cognition. However, especially the spatiality of XR enables completely new kinds of interactions and game mechanics that can open up possibilities and innovations.

Additionally, beyond pure entertainment purposes, game mechanics can be exploited for serious applications such as health or training. The combination of XR and games has the potential to enhance involvement, understanding, performance or efficiency in these domains.

This Special Issue will publish high-quality research papers in the field of XR and games, spatial human–computer interaction, playful media, and 3D interface technologies. Of interest are papers that explore methods, techniques, technologies, reviews, (case) studies, applications, or novel ideas.

Special Issue

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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