Virtual Reality and Mixed Reality in Architecture, Engineering, Construction, and Operation and Maintenance (AECOM) Building Sector

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Message from the Collection Editor

Dear Colleagues,

We invite submissions of cutting-edge articles for this Topical Collection. Possible topics include but are not limited to the following:

- Strategies for VR and MR adoption at the company level
- Strategies for VR and MR implementation at the project level
- Addressing challenges to VR and MR adoption and implementation in building sector
- VR and MR application for the following:
    - Marketing of projects, Collaboration and communication among stakeholders
    - Architectural design, Engineering design, Environmental analysis of buildings
    - Structural analysis, Existing buildings
    - Construction worker training, Safety training, Evacuation in emergency situations
    - Preconstruction and construction phases of a project
    - Prefabrication, Maintenance of buildings, Operation of buildings, Decommissioning and deconstruction of buildings

Topical Collection

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Message from the Editor-in-Chief

Current urban environments are home to multi-modal transit systems, extensive energy grids, a building stock, and integrated services. Sprawling neighborhoods are composed of buildings that accommodate living and working quarters. However, it is expected that the cities and communities of the future will face complex and enormous challenges, including maintenance, interconnectivity, resilience, energy efficiency, and sustainability issues, to name but a few. A smart city uses advanced technologies and a digital infrastructure to improve the outcomes in every aspect of a city's operations. A smart building optimizes the experience of occupants, staff, and management by using a modern and connected environment. Innovations in technology that can bring dramatic improvements to design, planning, and policy are critical in developing the cities and buildings of the future.

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