



## **3D Human–Computer Interaction (Volume II)**

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### **Message from the Guest Editors**

The second volume of this Special Issue explores methods, technologies, and studies of 3D interaction in the broad area of human–computer interaction (HCI). HCI researches the interface between people and computers. Modern 3D user interfaces (3DUI) can involve input devices that track user movements in 3D, techniques for interaction with virtual or augmented reality, or other interfaces in which a 3D arrangement of inputs or environments is characteristic. Like HCI, 3DUI research lies in the intersection between computer science, behavioral sciences, design, media studies, and several other fields of study. This Special Issue invites contributions on the technological, creative, perceptual, cognitive, social, and health aspects of 3DUI.

