Virtual Reality
Founding Editor: R. Earnshaw; J. Vince
Editors-in-Chief: R.D. Macredie; D. Ballin

- Free app available on iTunes and Google Play Store
- Covers a wide range of topics, to fully capture the multidisciplinary nature of the field. From business and commerce to telecommunications, entertainment and gaming to medicine, Virtual Reality covers a wide range of specific application areas.
- Features clear, well-written, and accessible articles that will appeal to a multidisciplinary audience.

The aim of the journal is to disseminate research and provoke discussion in the area of Virtual Reality. The multidisciplinary nature of the field means that submissions will be welcomed on a wide range of topics including, but not limited to, the following:

- Virtual Reality Technology and Software Systems
- Design of VR systems and VEs
- Human Factors
- Virtual Reality Applications
- Assessment of Virtual Reality Systems
- Philosophical and Ethical Issues
- Advances Relevant to Virtual Reality

The journal also welcomes research contributions on specific application areas including, but not limited to, the following:

- Business and Commerce
- Defence and Military
- Education and Training
- Entertainment and Gaming
- Fashion
- Heritage
- Medicine
- Telecommunications
- Visualisation

Since readers may be unfamiliar with the technical detail of the specific topic being discussed, emphasis will be placed on clear, well-written, and accessible articles which will appeal to a multidisciplinary audience.

Impact Factor: 0.628 (2016), Journal Citation Reports®

On the homepage of Virtual Reality at springer.com you can

- Sign up for our Table of Contents Alerts
- Get to know the complete Editorial Board
- Find submission information