



Springer
Journal on Multimodal User Interfaces (JMUI)

Editor-in-Chief : Jean-Claude MARTIN

Special Issue on

**“Advanced Multimodal Interaction Techniques and Users Interfaces for
Serious Games and Virtual Environments”**

Call for Papers

Human-computer interaction and multimodal user interfaces have evolved dramatically over the last few years offering novel ways of interaction for serious games and virtual environments. Multimodal user interfaces have progressed both in terms of hardware (i.e. basic I/O controls) to sophisticated sensor devices (i.e. body tracking, physiological sensors, etc.) as well as in terms of software from simple graphical user interfaces to advanced user interfaces. This development of new multimodal interaction paradigms has augmented the way serious games and virtual environments are utilized, expanding rapidly the breadth of opportunities for training and simulation. As a result, the user-base has been significantly expanded, and making them accessible to a diverse audience.

The aim of this special issue is to address, but not limited to, a niche area of advanced multimodal human computer interaction and user interfaces in the following areas:

- Affective and emotional interfaces
- Augmented reality interaction and interfaces
- Bio-feedback approaches
- Brain computer interfaces
- Eye tracking
- Intelligent multimodal interfaces
- Multimedia serious games and virtual environments
- Multimodal designs and approaches
- Multimodal tangible interfaces
- Perception studies for interaction
- Perceptual studies
- Pervasive interactions
- Physiological interfaces
- Speech interfaces
- User-centric design for multimodal interactions
- Virtual reality interaction and interfaces
- Wearable computing interfaces

Submission Instructions

Full submissions should be between 10-18 pages and must have at least 40% new material. Authors are requested to follow instructions for manuscript submission to the Journal of Multimodal User Interfaces (<http://www.springer.com/computer/hci/journal/12193>) and to submit manuscripts at the following link: <http://www.editorialmanager.com/jmui/>. The article type to be selected is "Special Issue S.I. : SI-VS-GAMES".

Timeline (subject to change):

- Submission deadline: January 15, 2020
- Notification of acceptance: March 15, 2020
- Final paper submission: May 15, 2020
- Tentative Publication: July/August 2020

Guest Editors

Prof. Fotis Liarokapis, Director of Human-Computer Interaction Laboratory, Masaryk University, Faculty of Informatics, Czech Republic, liarokap@fi.muni.cz

Prof. Sebastian von Mammen, Head of Games Engineering, University of Würzburg, Faculty of Mathematics & Computer Science, Germany, sebastian.von.mammen@uni-wuerzburg.de

Dr. Athanasios Vourvopoulos, University of Southern California, Los Angeles, USA, vourvopo@usc.edu