Special Issue
of the **Infocommunication Journal**

Call for Papers

Cognitive Aspects of Virtual Reality

cVR investigates the next phases of IT evolution characterized by a transition from digital environments based on 2D graphical user interfaces (e.g. windows, images, 2D widgets) to 3D spaces which represent a higher-level integration of VR/AR/ Metaverse/IoD systems, human spatial cognition and the Cognitive Infommunication capabilities. A primary focus of cVR is how this transition simultaneously makes use of and augments human capabilities, including psychological, cognitive and social capabilities – especially capabilities linked to a deeper understanding of geometric, temporal and semantic relationships. By extension, cVR further investigates the effects of these changes in human capabilities on sectors including education, commerce, healthcare, industrial production and others.

The topics include, but are not limited to:

Industry 4.0 in VR, Digital Twin; UI/UX in VR/AR/ XR/Metaverse; Internet of Digital & Cognitive Realities (IoD); Management and marketing in VR; VR-supported design; VR education; VR events; VR supported decision making; Gamification in VR environment; VR-supported rehabilitation; VR operation systems; Social VR; Cognitive aspects of avatars; Cognitive Infocommunications; Photorealistic VR; VR Haptics; Emerging new cognitive capabilities in VR

This special issue collects the latest results emerging on the field of Cognitive Aspects of Virtual Reality.

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Important dates:

Submission deadline: **August 30, 2023**
Notification first review: **October 30, 2023**
Deadline for revision: **November 30, 2023**
Camera Ready: **December 15, 2023**

Regarding manuscript submission information, please visit:
https://www.infocommunications.hu/for-our-authors