Call for Papers for Thematic Series “Visual Simulation Experiment”

Introduction to the Thematic Series
Based on the cloud computing and VR/AR technology, virtual simulation experiment aims to solve the problem on the integration and coexistence of multiple interaction models, the accurate understanding of multi-modal interaction intention, the real-time simulation of virtual fusion in complex experimental teaching environment, the synchronous presentation of multi-channel perception (visual, listening, touching, smelling), the modeling of inquiry learning process and the quantitative evaluation of behavior, etc. This special issue will cover the key and hot scientific issues related to "virtual simulation experiment" to promote the co-construction and sharing of distance education of teaching resources, better explain and display scientific principles, and develop new teaching experiments.

Scope of the Thematic Series (including but not limited to)
Virtual reality, augmented reality, hybrid reality, computer graphics, modeling technology, animation technology, visualization technology, multimedia technology, human-computer interaction technology, simulation technology, distributed system, collaborative operation, image rendering technology, virtual reality and visualization application system.

Key Dates
Paper Submission: April 30, 2019
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Submission Instructions
Prospective authors are invited to prepare and submit manuscripts following the instructions at: https://vciba.springeropen.com/submission-guidelines
The complete manuscript should be submitted through: https://www.editorialmanager.com/vico/default.aspx

To ensure that you submit to the correct Thematic Series, please select the appropriate Thematic Series 'Visual Simulation Experiment' in the 'Additional Information'. In addition, indicate within your cover letter that you wish your manuscript to be considered as part of the Thematic Series on Visual Simulation Experiment.