

# Journal of Virtual Reality and Broadcasting

## Call for Submissions



### Topics include

- media technology
- human factors
- human machine interfaces
- computer graphics
- image technology
- tracking
- sensors
- interactive broadcasting
- virtual set environments
- augmented reality
- haptic interfaces
- new interfaces

### JVRB Team

Jens Herder (Editor in Chief)  
Katharina Regulski

### Aims & Scope

The Journal of Virtual Reality and Broadcasting is a strictly peer-reviewed scientific open access journal established in 2004 that is solely published in electronic form.

The journal is dedicated to recent advances in media technology for the integration of human computer interaction and modern information systems. It focusses on the creation of synergetic effects associated with the combination of basic technologies such as computer graphics and state of the art broadcasting techniques. Beyond that, an interdisciplinary and multilateral collaboration in the field of Virtual Reality is required in order to create new applications. New developments in this field of research have strong impact on society therefore social aspects of technology must not be omitted.

JVRB is accepting submissions for the current volume and welcomes original high quality research articles as well as industrial case studies, survey articles and expert's voices. All submissions will be blind peer-reviewed and carefully evaluated. Submission and publication of articles are free of charge. All published articles are permanently and unrestrictedly accessible due to JVRB's open access policy. There are no subscription charges or registration barriers.

Read the complete formatting guidelines at  
[www.jvr.org/submission](http://www.jvr.org/submission)

Enquiries can be directed at any time to  
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Submit your manuscript  
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issued March 2020

### Contact

#### Journal of Virtual Reality and Broadcasting JVRB

Hochschule Duesseldorf  
University of Applied Sciences  
The Library  
Muensterstr. 156  
40476 Duesseldorf  
Germany

phone +49 (211) 43 51 9245  
[jvr@hs-duesseldorf.de](mailto:jvr@hs-duesseldorf.de)  
[www.jvr.org](http://www.jvr.org)  
[www.twitter.com/jvr\\_org](https://www.twitter.com/jvr_org)