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.

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