

## The Journal

The “Journal of Virtual Reality and Broadcasting” is an open access E-journal covering advanced media technology for the integration of human computer interaction and modern information systems. The main focus is on the creation of synergies between such basic technologies as computer graphics and state-of-the-art broadcasting techniques.

## The Goal

The main goals are to publish research results in the field of Virtual Reality and Broadcasting, to provoke discussions, and to promote the exchange of ideas and information. Developments in the area have a direct effect on society, therefore social aspects will also be considered. As an interdisciplinary field Virtual Reality requires multilateral collaboration in order to enable new applications.

## Included Topics

- Media technology
- Human factors, human machine interfaces
- Computer graphics
- Image technology
- Tracking, sensors
- Interactive broadcasting
- Virtual set environments
- Augmented reality
- Haptic interfaces, new interfaces

All articles are published in the English language and have undergone a peer-review process with at least three independent experts.

## Conferences

The Journal recommends and supports relevant international conferences and workshops in an event calendar. The current events are displayed on the JVRB website and promoted over an RSS feed.

JVRB has also publication agreements concerning special issues from several renowned conferences.

As an additional service, the Journal is going to offer a print-on-demand service that will enable the production of conference proceedings and printed issues with customized content of the reader’s choice.

### A Selection of Conference Partners

- International Conference on Virtual Reality (VRIC)
- European Conference on Visual Media Production CVMP
- GI Workshop on Virtual and Augmented Reality
- Conference on Computer Graphics Theory and Applications (GRAPP)
- European Interactive TV Conference (EuroITV)
- International Conference on Advances in Computer Entertainment Technology (ACE)

Visit the [Conferences Section](#) on our website for details

## Aim

The goal is to increase the number of high-quality publications, as well as to develop and establish new methods of network-based cooperative information management which will in turn enable high-speed, open, and transparent digital peer publishing in an appealing environment.

## The Open Access Initiative DiPP NRW

The Journal of Virtual Reality and Broadcasting is part of the DiPP Initiative. High-level quality management of scientific information demands a forward-looking quality assured system of timely publication.

### Advantages

- Long-term Archiving
- Citability by Uniform Resource Names
- Certified Registration in national Databases and Catalogues
- Representation of Multimedia Components
- Professional Publication System
- Support and Advice

For further information, please, visit [www.dipp.nrw.de](http://www.dipp.nrw.de)



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# Journal of Virtual Reality and Broadcasting



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