



New Insights on Haptics and Human–Computer Interaction Systems in Virtual Reality

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Message from the Guest Editors

This Special Issue is dedicated to fostering the exchange of the latest advances in VR, haptics, and HCI systems. We aim to highlight cutting-edge research that not only pushes the boundaries of what is possible but also critically examines the interaction between humans and computers in virtual contexts. We encourage submissions that explore new theories, build upon existing technologies, and provide innovative solutions to the challenges faced in these dynamic fields. Topics of interest for this Special Issue include, but are not limited to, the following:

- The development and evaluation of haptic interfaces and devices and HCI systems;
- Innovative HCI methodologies in VR settings;
- Multisensory feedback and its integration in VR systems;
- Wearable haptic devices for immersive experiences;
- Adaptive and intelligent interfaces in human–computer interaction;
- The applications and implications of VR and haptics in training, rehabilitation, and therapy;
- Emerging technologies for interactions in VR, such as brain–computer interfaces and AI-driven systems;
- Cross-modal experiences and their influence on user perception in VR.

