Virtual Creativity 11.1
Special Issue: ‘XR and Creativity: Transformative Technologies for Good’
Deadline: 30 November 2020

The transformative effects of Extended Reality (XR) technologies have great potential to generate social good in a range of contexts including creative industries, health, psychology, medicine, remote collaboration, digital heritage, digital humanities, education and training. There is a need for transdisciplinary teams to investigate how primary research conducted into Human Computer Interaction (HCI) within a scholarly setting can be translated effectively for applied use within these contexts. Here, scholars and their industry partners from diverse backgrounds must innovate to find creative solutions to social and technical barriers that would otherwise prevent the emergence of transformative technologies that address diverse and often complex human problems.

We invite submissions that respond to the theme of ‘XR and Creativity: Transformative Technologies for Good’ for inclusion in a special issue of the journal of Virtual Creativity (VCR). Discussions are encouraged that engage with the challenges faced during processes of investigation conducted by transdisciplinary teams that have the goal of tackling human problems to achieve social good. However, we also want to communicate your achievements, and share insights gathered along with future plans for further such experiments. Therefore, a versatile mix of submissions will be considered including methodology reviews, technical papers, commentaries, interviews and visual essays that demonstrate/reflect on your experiments and process.

Contributions may address, without being limited to, the following XR based topics and interactive technologies: Mixed Reality (MR), Augmented Reality (AR), Virtual Reality (VR), Avatars, Interaction Design, UX/UI, Connected Health, Virtual Performances and Exhibits, Perception, Inclusive Design, Future Work and Collaborative Technologies.

This special issue is inspired by a two-day virtual symposium to be held at the University of Newcastle (Australia), bringing together Early Career Researchers (ECRs) and senior researchers working in cognate fields. An optional XR demonstration session will also be arranged for contributors (via zoom/virtual). This special issue will be based on contributions from transdisciplinary research and innovation in applications of emerging XR technologies by early career researchers through to world leaders.

Call for Papers
Articles should be between 5000 and 10,000 words in length, including keywords, full references, bibliography and an abstract of no more than 300 words detailing the key areas of investigation, supplemented with colour images (to be supplied separately), which are at least 1600 pixels wide (300 dpi).

In addition to full text articles, proposals for reviews, scope related interviews and photo essays that document, evaluate or reflect on creative activity in a virtual context can also be undertaken. In this instance individuals are required to submit visual material together with a written proposal which should include a critical introduction of no more than 500 words outlining to the editorial team why the work submitted is relevant to the theme of the journal.

To submit, please visit: www.intellectbooks.com/virtual-creativity