Special issue on

Application of Virtual Reality (VR) in tourism

CALL FOR PAPERS

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SI Website: http://ojs.acad-pub.com/si.php/index/detail?id=54

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In our journal *Virtual Reality Technology,* a special issue is calling for papers about Virtual Reality (VR) in tourism.

Virtual Reality (VR) is a simulated experience that can resemble or be completely different from the real world. Lately, standard VR systems use virtual reality headsets or multi-projection environments to produce realistic images, sounds and other sensations that simulate the physical presence of the user in a virtual environment. VR usually includes auditory and video feedback but may also allow other types of sensory and force feedback through haptic technology. Applications of virtual reality include entertainment (especially video games), education (such as medical or military training) and commercial use (such as virtual meetings). Other different types of VR-style technology also include the use of VR in tourism.

The origin of the term "Virtual tourism" dates to 1994. The first example of virtual tourism was a museum visitor interpretive tour, consisting of a "walk-through" of a 3D reconstruction of Dudley Castle in England as it was in 1550. This consisted of a computer-controlled laser-disc-based system designed by British engineer Colin Johnson. One of the first users of virtual tourism was Queen Elizabeth II, when she officially opened the visitor center in June 1994. Because the Queen's officials had requested titles, descriptions and instructions for all activities, the system was named and described as, "Virtual Tour, being a cross between Virtual Reality and Royal Tour." VR may prove particularly valuable in six areas including planning and management, marketing, entertainment, education, accessibility, and heritage preservation.

In this issue, we would like to collect articles on the application of VR in tourism. Any related topic is highly welcome, such as **the development of virtual reality travel apps, cases of virtual tourism, the relationship between smart cities and virtual tourism, rural virtual tourism, devices of virtual tourism, etc.**

For more details, you can view them via the following link: http://ojs.acad-pub.com/si.php/index/detail?id=54