EDITORIAL

Dear IJVR readers,

The 19th edition of Laval Virtual International Conference was amazing. The 20th one will be awesome!

The 17.700 attendees, users and companies, discovered a huge choice of helmets, interfaces, software… to transform their ideas into realities in every conceivable domain.

Researchers discovered many subjects to focus on as those emerging technologies open impressive new fields of research.

Laval Virtual VR International Conference 2017 also gathered about 150 specialists in Immersive (AR-VR-MR) Technologies, from research institutions & industry, to work together and produce a vision towards the evolution of immersive technologies and their future usage scenarios within different sectors.

Included in this IJVR special issue, an excerpt of what's best in 2017 in the field of real-time 3D. Indeed, we have selected the best papers of the 2017 International Congress VRIC Laval Virtual to give you an overview of the advanced technology of virtual and augmented realities.

I hope you'll enjoy reading that special issue and I look forward to meeting you in 2018 to invent the future.

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The papers you'll read in that IJVR special issue :

- *Exploring Mixed-methods Instruments for **Performance Evaluation of Immersive Collaborative Environments** - Laurent Dupont, Marc Pallot, Laure Morel, Olivier Christmann, Vincent Boly and Simon Richir*

- *Empty Room, how to **compose and spatialize electroacoustic music in VR** in ambisonic and binaural - Christine Webster, François Garnier and Anne Sedes*

- *Towards a **low-cost interactive system for motor self-rehabilitation after** stroke - Ludovic David, Guillaume Bouyer and Samir Otmane*

- *An immersive paradigm to **study emotional perception in co-presence through** avatars - Francois Garnier, Loup Vuarneson and Alain Berthoz*

- *MitsuDomoe: **Ecosystem Simulation of Virtual Creatures** in Petri Dish - Toshikazu Ohshima and Kenzo Kojima*

- *"Real Baby - Real Family"- **Holdable tangible baby VR** - Rex Hsieh, Yuya Mochizuki, Takaya Asano, Marika Higashida and Akihiko Shirai*

- ***Gamified Virtual Reality for Program Code Structure Comprehension** - Roy Oberhauser and Carsten Lecon*