Editorial

In the opening paper, "**Creating Interactive Designs for the Synchronization of Behaviours in Virtual Reality**," the authors proposed an enhancement in the synchronization of behaviours in VR. Latency in virtual reality is a major challenge that can interrupt the feeling of moving in sync, leading to a negative user experience. In this work, we create new ways to design interactions for the activities to enhance the synchronization of behaviours in VR.

In the next paper, "**Virtual Reality Applications for Sensory Rooms to Overcome Sensory Challenges**," the authors created a virtual reality application to simulate a sensory room, which helps address sensory challenges prevalent in individuals with autism and other conditions. This process covers the creation journey, the features included in the program, and the application's research potential.

In the last paper, "**How dynamic are the User Interfaces in Advanced Artificial Intelligence?**," the authors outlined five approaches for generative AI to enhance takeover performance and improve road safety in the long run. The Attentive User Interfaces are developed using AI methods like large language or diffusion models that can subtly enhance situational awareness.

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