



Issue	Deadline	Print publication date	Digital publication date	Focus
6	29/01/2021	08/02/2021	22/02/2021	Education

## Synopsis

Schools and higher education institutions are on the hunt for immersive technology solutions for online learning, so they can ensure their students' safety and deliver their education easily and efficiently. But immersive technology also provides new ways of learning and has the potential to transform education for the next generation.

Issue	Deadline	Print publication date	Digital publication date	Focus
7	01/04/2021	12/04/2021	26/04/2021	Hardware

## Synopsis

Immersive technology hardware is undergoing rapid development, with new headsets and peripherals hitting the market every day. Enterprises need to know their headsets from their smart glasses, their haptics from their holographic displays. What do they need and why?

Issue	Deadline	Print publication date	Digital publication date	Focus
8	04/06/2021	14/06/2021	28/06/2021	AEC

## Synopsis

Designers are at the forefront of virtual reality, creating and refining ever impressive products, machines and buildings, without having to leave their studio and on much grander scales, while augmented reality is being utilised to redefine traditional spaces and bring 3D models alive, in the real world.

Issue	Deadline	Print publication date	Digital publication date	Focus
9	06/08/2021	16/08/2021	30/08/2021	Software

## Synopsis

Computer-generated content creation solutions abound, offering enterprises plenty of ways of building engaging and thoughtful immersive content for whatever the purpose. But should they use third-party developers or build their own content and software in-house? And what tools should developers and studios use to serve the enterprise market and why?

Issue	Deadline	Print publication date	Digital publication date	Focus
10	01/10/2021	11/10/2021	25/10/2021	Entertainment

## Synopsis

Immersive movies, games and experiences are becoming big business, online and in the real world. They can be found in homes as headsets become cheaper for consumers, in museums as guests demand more immersion, and at venues as operators seek new ways of attracting customers.

Issue	Deadline	Print publication date	Digital publication date	Focus
11	26/11/2021	06/12/2021	20/12/2021	Manufacturing

## Synopsis

Manufacturers of every kind of product need immersive technology to train their workers to carry complicated procedures safely, and even remotely deliver expertise and guidance from the other side of the world. They are designing factories, refining building processes and revolutionising production methods.