



Virtual and Augmented Reality Technology in Education and Entertainment

Guest Editors:

Prof. Dr. Tien Chi Huang

Department of Information Management, College of Information and Distribution Science, National Taichung University of Science and Technology, Taichung 40343, Taiwan

Dr. Jian Wei Tzeng

Department of Information Management, College of Information and Distribution Science, National Taichung University of Science and Technology, Taichung 40343, Taiwan

Prof. Dr. Nen Fu Huang

Department of Computer Science, College of Electrical Engineering and Computer Science, National Tsing Hua University, Hsinchu 30013, Taiwan

Message from the Guest Editors

Among the many emerging technologies, virtual reality, augmented reality and mixed reality have gradually matured in recent years, and have been adopted by educators and industries. The common feature of these emerging technologies is that they are all assisted by digital content to help users conduct simulation or practical learning in difficult or dangerous application fields. This is enough to meet the important educational goals of today's applied science education. Under the overall global trend and context, this Special Issue invites experts and scholars who study new science and technologies to conduct more in-depth research on current and future applied science, and respond to the educational issues in the key medium of applied science.

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Editor-in-Chief

Prof. Dr. Giulio Nicola Cerullo

Dipartimento di Fisica,
Politecnico di Milano, Piazza L.
da Vinci 32, 20133 Milano, Italy

Message from the Editor-in-Chief

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Applied Sciences Editorial Office
MDPI, Grosspeteranlage 5
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