



Virtual Reality and Related Simulation Technologies in Medicine and Health Sciences

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Message from the Guest Editors

Simulation is a well-established method of training in medicine and associated healthcare professions. It offers a risk-free platform on which standardised training programs can be built. With the advent of technologies such as virtual/augmented/mixed reality and haptics, these simulations have become more sophisticated and realistic, allowing for more interactive and enriching user experiences. Developments in automated guidance and assessment techniques within this sphere have promoted self-directed learning, reducing the need for expert oversight. This brings about the promise of a dramatic change in the training paradigm in medicine: moving from a supervised, laboratory-based experience to independent learning at the user's convenience.

This Special Issue of the *Journal of Imaging* aims to feature reports of recent advances in virtual/augmented/mixed reality simulation and associated technologies in medicine and health; applications of simulation technologies in novel domains related to medicine and design; the validation of simulation-based training programs; and innovations that support medical/health applications.





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Message from the Editor-in-Chief

The imaging term, specific with journal, is to be considered in its broadest sense. Image processing, image understanding and computer vision are all terms related to imaging acquisition, its processing and the extraction of relevant information from the scene to obtain the underlying knowledge. All tasks related to the above items are oriented toward specific applications in a broad range of areas and topics. The *Journal of Imaging* is conceived as an efficient vehicle in the scientific community for the communication and transmission of the progress and research results in the topics covered.

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