Serious Games and Extended Reality in Healthcare and/or Education

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Message from the Guest Editors

We are delighted to announce a forthcoming Special Issue in *Virtual Worlds*, focusing on the transformative applications of serious games and extended reality (XR) within the realms of healthcare and education.

Topics of interest include (but are not limited to):

1. Applications of serious games: Present studies demonstrating the efficacy or validation of serious games for healthcare applications or educational settings

2. Extended Reality: Examine the integration of XR in educational or healthcare settings, including (but not limited to) its role in creating immersive learning environments and medical visualization.

3. Innovative Healthcare and Educational Simulations: Investigate the design, implementation, and assessment of immersive learning experiences through serious games and XR in formal and informal educational/healthcare settings.

4. Gamification of Education/Healthcare: Discuss user interfaces, interaction techniques, and usability aspects within serious games and immersive environments.

Special Issue