Special Issue

Virtual Reality-Based Training System for Autonomous Learning

Message from the Guest Editors

VR-based training systems for autonomous learning represent a revolutionary innovation in education. These immersive technologies create simulated environments that enable students to explore and learn independently in their own pace. Real-time interactivity and 3D visualization optimize understanding and the retention of complex concepts, while gamification increases motivation and engagement. This approach not only personalizes the learning experience, but also democratizes access to specialized training environments, reducing the costs and risks associated with traditional training, and instant feedback and virtual hands-on experiences foster more efficient and effective learning. Researchers are invited to present their results in the form of articles or reviews on the subject of VR-based training systems for autonomous learning. Topics of interest include but are not limited to, the design and development of immersive virtual environments, the evaluation of their effectiveness in autonomous learning, the characterization of the user experience, or their application in various fields such as higher/vocational education, industrial training, and medical skills acquisition.

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal *Applied Sciences* has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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