

Special Issue

Innovative Horizons: Exploring the Convergence of Gamification and Virtual Reality

Message from the Guest Editors

We are pleased to invite you to contribute to this Special Issue, which aims to explore the latest advancements, methodologies, and applications of gamification and VR. Moreover, it seeks to foster interdisciplinary collaboration and provide a platform for researchers and practitioners to share insights into how these technologies are shaping the future of human–computer interactions.

Suggested Themes:

- Gamification strategies in virtual environments;
- Applications of VR and gamification in education and training;
- Health and therapy innovations using gamified VR experiences;
- Technological advancements and challenges in combining VR and gamification;
- User experience (UX) and user interface (UI) design for gamified VR systems;
- Psychological and behavioral impacts of gamified VR experiences;
- Gamification in augmented reality (AR) and mixed reality (MR);
- Serious games in VR for skill development;
- Cultural and social considerations in gamified VR systems;
- Ethical implications and data privacy in gamified VR applications.

Guest Editors

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About the Journal

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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