Special Issue

Virtual Reality Based Serious Games: Developments and Applications

Message from the Guest Editors

Advancements in technology, devices and interactive tools have increased the possibilities of serious gaming and virtual reality (VR). VR offers experiences that go beyond traditional entertainment, with immersive experiences in multiple areas that are applicable to the real world. Project research has increased the possibility of generating immersive experiences in multiple user profiles, and in applications as diverse as health, industry, sports, culture, training, etc. The VR of serious games has managed to be a medium that offers many advantages, such as anticipating results, cost saving, validating methodologies, reducing the time taken to reach objectives, etc. Education and training is a very clear example of how VR can improve the skills of users. General industry and medicine use VR for cost-intensive, complex process improvement research in real-world simulation environments. Other sectors apply VR for the creation of content in video games, cinema, advertising, etc. This Special Issue aims to provide high-quality research addressing theoretical and applied aspects of software and hardware developments in the realm of serious VR gaming.

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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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