

## Special Issue

# Play, Learn, Adapt: The Evolution of Flexible and Gamified Education

### Message from the Guest Editors

This Special Issue, entitled "Play, Learn, Adapt: The Evolution of Flexible and Gamified Education", will address critical educational challenges, including declining student engagement, the need for equitable access and inclusion, and the increasing demand for personalized learning. This Special Issue (SI) will explore how two key trends in education, flexible learning systems and gamification, can address these challenges and transform learning. Flexible learning environments allow students to learn at their own pace, accommodate different learning schedules and preferences, use various learning modalities, and give learners more control over their education. Gamification incorporates game elements such as rewards and challenges into these environments to enhance motivation and engagement and facilitate deeper understanding.

This SI will illustrate how technologies including artificial intelligence, educational video games, virtual and augmented reality, and learning analytics can be implemented to better harness the potential benefits of flexible gamified education.

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### Guest Editors

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### Deadline for manuscript submissions

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## Behavioral Sciences

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With warm greetings, it is a pleasure to invite you to contribute a research article or comprehensive review for consideration and publication in *Behavioral Sciences*. *Behavioral Sciences* is an international, scientific, open access journal providing an advanced forum for discussions and research regarding the intersection between psychiatry, neuroscience, psychology, cognitive and behavioral sciences, and behavioral biology. More information are available at: <https://www.mdpi.com/journal/behavsci>. We would be pleased to welcome you as one of our authors and have the opportunity to consider your work for publication.

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### Editor-in-Chief

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