

Special Issue

Applications of Social VR Environments in Education

Message from the Guest Editors

This Special Issue will collect interdisciplinary efforts in the IT and sociology and humanities sectors on the topic of social virtual reality environments in education.

Recent pandemic issues have increased the need for high-quality distant-learning educational services.

Virtual reality is the most suitable technology to achieve this goal but it suffers from several drawbacks such as increased hardware cost, the need for programming skills for educators to author such VR environments, and increased cognitive-navigational burden for learners.

However, the pressure exerted by COVID-19 will result in public investments that will lead to significant research in the field. In the past, virtual labs have been

significantly used to minimize the cost of accessing expensive equipment or to avoid human risk. In the future, innovations will seek to replace real-space activities with social VR environments, targeting primary, secondary, vocational, and job training activities. This Special Issue will supplement the existing literature with results focused on social VR technology issues such as quality of experience, authoring tools, accessibility, efficiency, and ethics.

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Message from the Editor-in-Chief

From its first issue in 2011, *Education Sciences* (ISSN 2227-7102) has grown as a scholarly international open access journal. Its aim remains to publish extended full-length research papers that have the scope to substantively address current issues in education. As a member of the Committee on Publication Ethics (COPE), our goal has been to disseminate high quality research. Our publisher, MDPI, takes the responsibility to enforce a rigorous double-blind peer-review together with strict ethical policies and standards to ensure to add high quality scientific works to the field of scholarly publication.

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