



## Virtual and Augmented Reality for Edutainment

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### Message from the Guest Editors

Dear Colleagues,

Virtual Reality (VR) and Augmented Reality (AR) technologies allow the development of compelling teaching and training environments, where learners can analyze problems and explore new concepts.

The term edutainment refers to the integration of education and entertainment, and edutainment software is usually developed in the form of computer games, or serious games. Nowadays, this domain can benefit from a new generation of high-quality consumer-level products, which expand the possibilities for instructors, designers and developers to create novel, compelling and engaging edutainment environments. However, these new opportunities requires as well addressing several theoretical and practical aspects.

This Special Issue focuses on the opportunities, impact and challenges provided by VR/AR technologies for edutainments. Topics of interest include, but are not limited to, the following:

- Virtual environments for edutainment
- Augmented Reality for edutainment
- Design frameworks for VR/AR serious games
- Human Computer Interaction
- User/Player experience in edutainment
- Collaborative learning environments in VR/AR





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## Message from the Editor-in-Chief

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