

## Special Issue

# Contemporary Developments in Mixed, Augmented, and Virtual Reality: Implications for Teaching and Learning

### Message from the Guest Editors

In this Special Issue, we call for contributions that report studies on mixed, augmented, and virtual reality teaching/learning scenarios. This Special Issue helps to focus research on the utility of such learning environments. It also provides an opportunity to highlight what we already know in this field, which areas in the research landscape appear ripe for exploration at present, and what future developments can be expected. Topics that would be of relevance to this Special Issue include, but are not limited to:

- Constructivist perspectives on the design of learning environments which leverage the affordances of mixed, augmented, and virtual reality;
- Early initiatives in mixed, augmented, and virtual reality as a means of affording canvases of expression for learners;
- Critical analyses of curriculum design paradigms which seek/have sought to incorporate mixed, augmented, and virtual reality;
- Perspectives on scaling learning interventions with mixed, augmented, and virtual reality;
- Open source data and the evolution of mixed, augmented, and virtual reality for learning.

### Guest Editors

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### Deadline for manuscript submissions



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## About the Journal

### Message from the Editor-in-Chief

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#### Editor-in-Chief

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