

Special Issue

Contemporary Developments in Mixed, Augmented, and Virtual Reality: Implications for Teaching and Learning—2nd Edition

Message from the Guest Editors

In this Special Issue, we seek academic and critical perspectives on the potential impact of immersive and virtual technological developments on teaching and learning. Therefore, 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, the following:

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

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Deadline for manuscript submissions

20 December 2026



Virtual Worlds

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mdpi.com/si/275944

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About the Journal

Message from the Editor-in-Chief

Virtual Worlds is a scholarly online journal which provides a forum for discussion on new research related to Virtual Reality, Augmented and Mixed Reality technologies and their uses. It is a peer-reviewed, open access journal that publishes high quality original research articles and review papers.

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