

Special Issue

Serious Games and Extended Reality in Healthcare and/or Education

Message from the Guest Editors

We are delighted to announce a forthcoming Special Issue in *Virtual Worlds*, focusing on the transformative applications of serious games and extended reality (XR) within the realms of healthcare and education. Topics of interest include (but are not limited to):

- Applications of serious games: Present studies demonstrating the efficacy or validation of serious games for healthcare applications or educational settings
- Extended Reality: Examine the integration of XR in educational or healthcare settings, including (but not limited to) its role in creating immersive learning environments and medical visualization.
- Innovative Healthcare and Educational Simulations: Investigate the design, implementation, and assessment of immersive learning experiences through serious games and XR in formal and informal educational/healthcare settings.
- Gamification of Education/Healthcare: Discuss user interfaces, interaction techniques, and usability aspects within serious games and immersive environments.

Guest Editors

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Deadline for manuscript submissions

closed (30 November 2024)



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About the Journal

Message from the Editor-in-Chief

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