

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

Dr. Chen Huei Leo
Dr. Kang Hao Cheong
Dr. Bina Rai

Deadline for manuscript submissions

closed (30 November 2024)



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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, review papers and short communications.

Editor-in-Chief

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manuscripts are peer-reviewed and a first decision is provided to authors approximately 18.1 days after submission; acceptance to publication is undertaken in 6.7 days (median values for papers published in this journal in the second half of 2025).