



## Playful Design Applications in Digital Education & Training

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Deadline for manuscript  
submissions:

**closed (20 November 2021)**

### Message from the Guest Editor

In an era where education is being disrupted by the pandemic and social distancing, there is a need to accelerate the reconceptualization of digital education and distance learning by emphasizing the profound human experience that learning is transformative and durable when it is appealing, meaningful, and enjoyable.

Integrating game elements into teaching and learning is a proven practice for all fields and levels of education. Playful design is the simplest way to integrate basic game elements or aesthetics into a non-gaming educational context.

The goal of this Special Issue is to collect original and high-quality research articles, as well as review papers focused on the theoretical and practical aspects related to playful learning. Topics may include, but are not limited to:

- Humor; Fun;
- Creation; Expression; Exploration;
- Live performance; Experimentation;
- Narrative; Comic books; Storytelling;
- Problem-solving; Repetition; Guided practice;
- Role-play; Make-believe; Theming;
- Exaggeration; Simulation





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## Editor-in-Chief

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## Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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