





an Open Access Journal by MDPI

# Gamification and Serious Games Applications in Immersive Learning Environments

Guest Editors:

#### **Dr. Athanasios Christopoulos**

Centre for Learning Analytics, Department of Computing, University of Turku, 20500 Turku, Finland

### Dr. Stylianos Mystakidis

School of Natural Sciences, University of Patras, GR-2504 Patras, Greece

Deadline for manuscript submissions:

20 December 2024

## **Message from the Guest Editors**

This special Issue aims to broaden our understanding of innovative applications of gamification and serious games within these immersive learning environments. To this end, we invite prospective authors to contribute original empirical research and in-depth reviews.











an Open Access Journal by MDPI

#### **Editor-in-Chief**

#### Prof. Dr. Paolo Bellavista

Department of Computer Science & Engineering (DISI), University of Bologna, 40136 Bologna, Italy

## Message from the Editor-in-Chief

You are invited to contribute a research article, a comprehensive review or а software paper consideration and publication in Computers (ISSN 2073-431X). Computers is an international, peer-reviewed, open access journal which provides an advanced forum for computer sciences. Computers is published in open access format—research articles, reviews and other contents are released on the Internet immediately after acceptance. The scientific community and the public have unlimited and free access to the content as soon as it is published. We would be pleased to welcome you as one of our authors.

#### **Author Benefits**

**Open Access:** free for readers, with article processing charges (APC) paid by authors or their institutions.

**High Visibility:** indexed within Scopus, ESCI (Web of Science), dblp, Inspec, and other databases.

**Journal Rank:** JCR - Q2 (*Computer Science, Interdisciplinary Applications*) / CiteScore - Q2 (*Computer Networks and Communications*)

#### **Contact Us**