Virtual, Augmented and Mixed Reality in Improving Education

Guest Editor:

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Deadline for manuscript submissions:
closed (26 April 2019)

Message from the Guest Editor

Dear Colleagues,

Virtual reality (VR) and augmented reality (AR), included in mixed reality (MR) technologies, provide great opportunities for education and training that are not possible using traditional instruction methods and other technologies used in education.

VR, AR and MR allow learners to safely experience environments and virtual scenarios that would normally be dangerous to learn in. Even for academic institutions and companies, certain infrastructures present difficulties in teaching or training learners or workers. Unlike some traditional instruction methods, VR, AR and MR applications offer consistent education and training that do not vary from instructor to instructor. These virtual technologies also afford the development of psychomotor skills through physical 3D interactions with virtual elements.

- 3D interactions for training
- Augmented environments for learning
- Game-based learning
- Modeling and simulation for instructional purposes
- VR-, AR-, and MR-based education or training
- VR, AR, and MR classrooms
- Presence and learning
- Serious games
- Simulation-based training
- Virtual environments for learning

Dr. Jorge Martin-Gutierrez
Guest Editor

Special Issue