

## Special Issue

# Applying Virtual Worlds Knowledge: Methods, Evaluation, and Effective Transfer of Knowledge into Practice

### Message from the Guest Editors

This Special Issue explores how digitalization knowledge, especially in the context of immersive media such as VR, AR, and MR, can be effectively transferred and its impact evaluated across academia, industry, and society, with a focus on applications relevant to virtual worlds. Effective knowledge transfer is crucial for enabling the use of immersive technologies across different domains. The scope extends beyond empirical studies to include methodological approaches, evaluation frameworks, and conceptual contributions that address the diverse ways in which digitalization competences are communicated and embedded in practice. We welcome papers on the design, implementation, and assessment of transfer activities and events, strategies for engaging different stakeholder groups—and reflections on indicators and methodologies for measuring transfer effectiveness in both virtual and real-world contexts. This Special Issue aims to advance our understanding of how immersive media-related digitalization knowledge can be effectively transferred, applied, and sustained, supporting interactive and engaging experiences that enhance learning, innovation, and societal impact.

---

### Guest Editors

Prof. Dr. Jan-Niklas Voigt-Antons

Immersive Reality Lab, Hamm-Lippstadt University of Applied Sciences, 59063 Hamm, Germany

Dr. Tanja Kojic

Quality and Usability Lab, Technische Universität Berlin, D-10587 Berlin, Germany

---

### Deadline for manuscript submissions

30 June 2026



## Virtual Worlds

---

an Open Access Journal  
by MDPI

---

Indexed in Scopus



[mdpi.com/si/253839](https://mdpi.com/si/253839)

*Virtual Worlds*  
Editorial Office  
MDPI, Grosspeteranlage 5  
4052 Basel, Switzerland  
Tel: +41 61 683 77 34  
[virtualworlds@mdpi.com](mailto:virtualworlds@mdpi.com)

[mdpi.com/journal/  
virtualworlds](https://mdpi.com/journal/virtualworlds)





# Virtual Worlds

---

an Open Access Journal  
by MDPI

---

Indexed in Scopus



[mdpi.com/journal/  
virtualworlds](https://mdpi.com/journal/virtualworlds)



## 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

Prof. Dr. Anton Nijholt

Department of Human Media Interaction, Faculty EEMCS, University of Twente, P.O. Box 217 Enschede, The Netherlands

---

### Author Benefits

#### Open Access:

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

#### High Visibility:

indexed within Scopus and other databases.

#### Rapid Publication:

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).