

Special Issue

Virtual/Augmented Reality Applications in Education & Life Long Learning

Message from the Guest Editors

Dear Colleagues: This Special Issue aims to present virtual and augmented reality technology, a game-changing approach, as a core element in effective teaching and learning environments, inside and outside of classrooms, to offer immersive and mixed-reality learning experiences. Research areas may include (but are not limited to) the following:

- Tools to develop educational AR/VR applications
- 3D learning object aggregators
- Gesture interaction in AR applications for mLearning
- Collaborative virtual learning environments
- Serious games and gamification in AR/VR (including exergames)
- HMD and see-through headsets in educational applications
- Design guidelines and principles for accessible AR/VR interfaces
- Immersive training and everyday practice in AR/VR environments
- Natural 3D interaction in educational mobile AR applications
- UAVs and augmented reality in field studies
- Challenges in the integration of AR/VR in typical education

Guest Editors

Dr. Ioannis Paliokas

Department of Accounting & Finance, Democritus University of Thrace (DUTH), 65404 Kavala, Greece

Dr. Paraskevi Theodorou

Department of Digital Systems, University of Piraeus, 18534 Piraeus, Greece

Deadline for manuscript submissions

closed (1 October 2023)



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MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
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About the Journal

Message from the Editor-in-Chief

Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

Editor-in-Chief

Prof. Dr. Flavio Canavero

Department of Electronics and Telecommunications, Politecnico di Torino, 10129 Torino, Italy

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