

Special issue on

Educational application of Virtual Reality (VR)

CALL FOR PAPERS

Submission Deadline: September 2, 2023

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SI Website: <http://ojs.acad-pub.com/si.php/index/detail?id=52>

This Issue is now open for submissions. Manuscripts should be submitted online at aber.apacsci.com by registering and logging in to this website. Then you can submit the manuscripts.

Papers are published upon acceptance, regardless of the Special Issue publication date.

In our journal *Virtual Reality Technology*, a special issue is calling for papers about the educational application of Virtual Reality.

Virtual Reality (VR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory. VR lets us see the real-life environment right in front of us—trees swaying in the park, dogs chasing balls, kids playing soccer—with a digital augmentation overlaid on it.

Education is the backbone of a prosperous society. Since ancient times, civilizations have focused on the transmission of knowledge. As educators are always looking for new ways to transfer knowledge more effectively, more quickly and more easily, they have turned to virtual reality. VR now occupies an important place in learning and education today. It is an innovative tool that can support the pedagogical process in university classrooms and high school classrooms. Better affinity, gamification and flexibility are achieved. VR and education are like a good marriage. You can use them apart from each other, but they're better together.

VR creates opportunities for teachers to help students grasp abstract concepts. By using the interaction and experimentation that VR technologies offer, teachers can enhance classroom experiences, teach new skills, inspire student minds, and get students excited about exploring new academic interests.

Therefore, integrating the concept of the application of VR with education is the main theme in this issue. Topics such as **ClassVR, VR educational resources, distance education, pros and cons of VR education, etc.** are highly welcome here.

For more details, you can view them via the following link: <http://ojs.acad-pub.com/si.php/index/detail?id=52>