



Teaching and Learning with Virtual/Augmented Reality

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Message from the Guest Editors

Dear Colleagues:

The use of virtual and augmented reality (VR/AR) in teaching and learning has become an increasingly popular trend in education. VR/AR provides a new and innovative way to engage students in the learning process, allowing them to explore concepts in a more interactive and immersive manner. By using VR/AR, educators can create virtual environments that replicate real-life scenarios, a tool which can be particularly beneficial for students who struggle with traditional learning methods. Some of the potential benefits of teaching and learning with VR/AR include increased student motivation, better retention of information, and improved problem-solving skills. However, there are also some challenges and limitations associated with implementing VR/AR in the classroom, such as the cost of equipment and the need to provide specialized training for educators.

Overall, the goal of this Special Issue is to promote discussion and collaboration among educators, researchers, and technology developers, advancing, if possible, our understanding of how these emerging technologies can best be used to support effective teaching and learning.





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Message from the Editor-in-Chief

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