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## EDITORIAL

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The metaverse is a digital landscape that participants can use to build their own virtual environments, and the Augmented reality (AR) technique has a certain degree of power, convincing your brain that those elements really exist in your environment. AR 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. AR 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. AR and the Metaverse are like a good marriage. You can use them apart from each other, but they're better together.

AR 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.

In the second issue of *Metaverse*, we collected some articles about the application of AR technology in the education of different countries by cases of organic chemistry learning, mathematics learning and so on. It is our great pleasure to have the precious articles of Dr. Luis Alberto Laurens, Dr. Carlos Enrique George Reyes Arredondo, etc. published in our journal.

Managing editor

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