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## Global trends in the study of virtual reality and health education : A bibliometric review

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# Introduction

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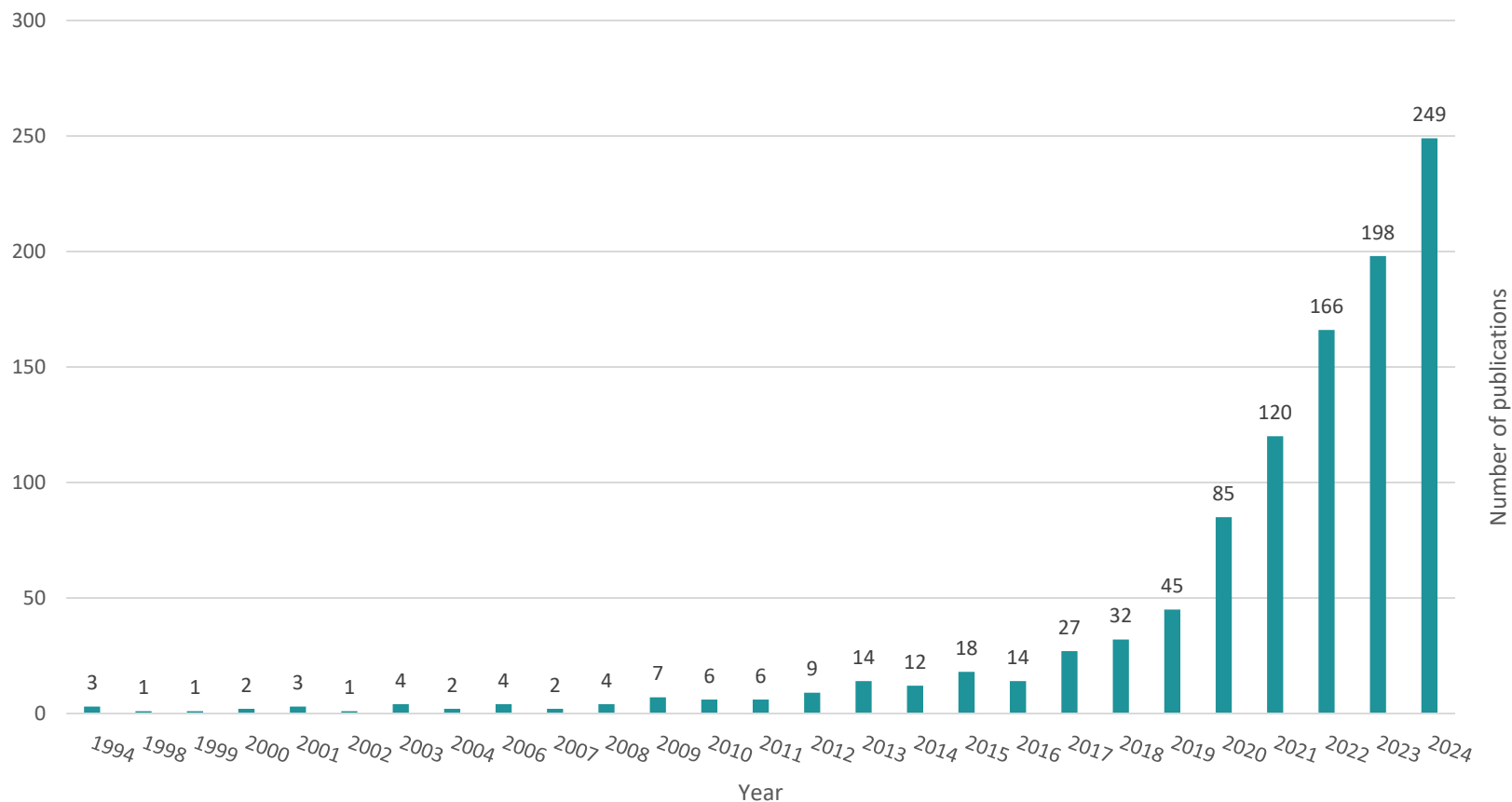
- Virtual Reality (VR) has moved from pilots to mainstream across medical, nursing, and interprofessional education, offering immersive, safe, repeatable practice environments that improve knowledge, skills, decision-making, and even empathy.
- Since the early 2010s, the rapid convergence of educational technology, simulation science, and medical pedagogy has driven VR's application across medical, nursing, public health, and interprofessional education domains.

# Introduction

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- Many studies have focused on virtual reality and health education (Car et al., 2019; Duff et al., 2016; Jiang et al., 2022; Kyaw et al., 2019; Marín-Morales et al., 2018; Park et al., 2023; Souza et al., 2025; Taubert et al., 2019).
- → However, a comprehensive and systematic review is lacking.
- Therefore, the objective of this study is to clarify the trends, progress, and focus of studies on virtual reality and health education through bibliometric analysis.

# Results and Discussion — Trends



**Figure 2** The trend in the annual number of publications on the study of virtual reality and health education

# Results and Discussion — Countries contribution analysis

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**Figure 3** The geographical distribution and co-citation network for the study of virtual reality and health education

# Results and Discussion — Countries contribution analysis

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**Table 1 Top 10 countries with the most publications surrounding the study of virtual reality and health education**

Rank	Country	Number of Publications	Starting Year
1	USA	309	1994
2	UK	162	1998
3	Australia	99	2001
4	China	78	2008
5	Canada	61	2007
6	South Korea	50	2013
7	Germany	49	2013
8	Spain	47	2001
9	Italy	46	2001
10	India	34	2009

# Results and Discussion— Institution contribution analysis

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**Table 2 Performance of the top 5 institutions with the most publications within the study of virtual reality and health education**

<b>Rank</b>	<b>Institution</b>	<b>Country</b>	<b>Number of Publication</b>
<b>1</b>	Harvard University	USA	85
<b>2</b>	University of California System	USA	38
<b>3</b>	University of Toronto	Canada	22
<b>4</b>	University System of Ohio	USA	20
<b>5</b>	Imperial College London	UK	19

# Results and Discussion — High productive journals analysis

**Table 3 Top 5 journals in the domain of virtual reality and health education research (SCIE/SSCI)**

Rank	Journals	Number of indexed publications	JIF 2024	Categories
1	Journal of Medical Internet Research	30	6.0(Q1)	Health Care Sciences & Services(SCIE); Medical Informatics(SCIE)
2	JMIR Serious Games	25	4.1(Q1)	Health Care Sciences & Services(SCIE); Medical Informatics(SCIE)
3	Clinical Simulation in Nursing	17	2.5(Q1)	Nursing(SSCI)
4	Anatomical Sciences Education	16	4.7(Q1)	Education, Scientific Disciplines (SCIE)
5	BMC Medical Education	15	3.2(Q1)	Education, Scientific Disciplines (SCIE); Education & Educational Research (SSCI)

# Results and Discussion — Keywords analysis

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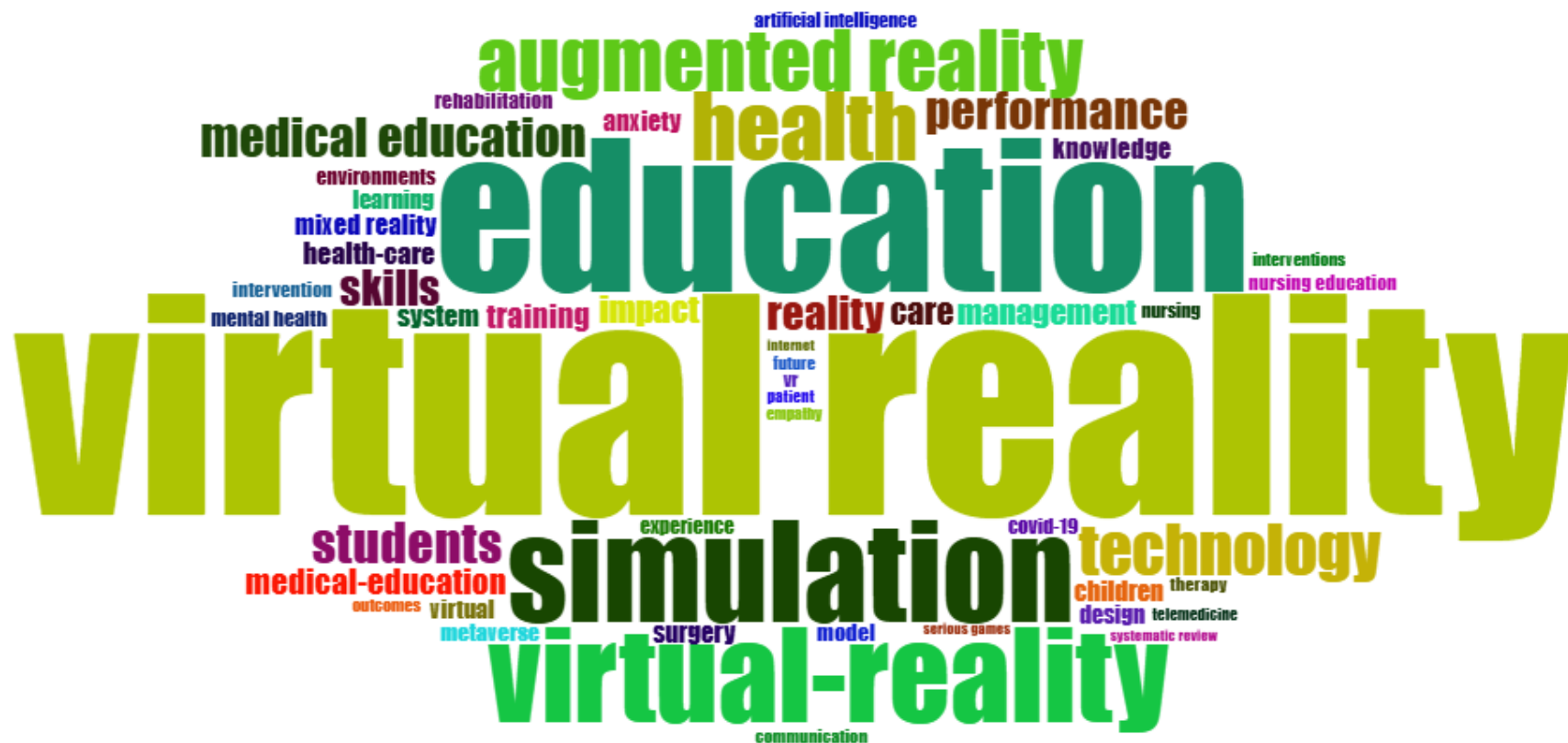


Figure 4 Word cloud of keywords for the study of virtual reality and health education

# Results and Discussion — Keywords analysis

**Table 4 Top 10 keywords in the domain of virtual reality and health education**

<b>Rank</b>	<b>Keywords</b>	<b>Frequency</b>
<b>1</b>	Virtual Reality	668 (65%)
<b>2</b>	Education	327 (31%)
<b>3</b>	Simulation	214 (21%)
<b>4</b>	Health	143 (14%)
<b>5</b>	Augmented Reality	134 (13%)
<b>6</b>	Technology	109 (11%)
<b>7</b>	Students	88 (9%)
<b>8</b>	Medical education	84 (8%)
<b>9</b>	Performance	82 (8%)
<b>10</b>	Skills	75 (7%)

# Conclusions

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- VR has transformed health education into a multisensory, learner-centered, and data-driven experience that bridges theory and practice.
- Global collaboration and technological convergence have accelerated research output, with strong institutional networks and emerging participation from Asia and developing countries.
- Current frontiers focus on integrating VR with AI, expanding interprofessional simulation, enhancing critical care education, and applying immersive technologies to public and climate-related health education.
- VR is not only a pedagogical innovation but also a digital bridge between education, health equity, and sustainable development, shaping the next generation of healthcare professionals and informed citizens.

**Thank you**