Image processing is a very broad discipline, where the range of applications are widening, and are merging with other technologic topics with an ever increasing impact. Image processing research and education are very closely interlinked. Usually, what’s taught in the classroom is largely the product of research and, in teaching, questions often arise that feed back to frame new research problems. The academic enterprise is essentially a process of enquiry and discussion that propels research forward. Of course, research takes place in other environments as well, but academia provides a natural setting for creativity and exploration through this process. Despite innovation in image processing education gaining momentum, the basic homework, textbook, lecture teaching mode still dominates. Based on the need to efficiently deliver information from the expert to the beginner, this common approach usually fails to engage the learner at a level deeper than note taking. Most educational research notices that students learn better and faster if they are interacting with the material and when the lessons are configured to their specific needs. The basic homework, textbook, lecture teaching does little to take advantage of technology that can turn homework into customized interactive exercises, the textbooks into an immersive experience and lectures into self-paced modules.

Moreover, computer vision technologies have an important role in education when using e-learning environments and different computer based systems. Efficient human-computer interactions must be designed for their effective use. The involvement of those systems have made a movement in educational environments from physical ones to virtual learning. Virtual learning environments represent, thus, an elegant and attractive alternative for developing more realistic and interesting user interfaces and also is a new field of research. The objective of this special issue is to bring together state-of-the-art research contributions as well as review articles that address recent developments in high-level education for image processing. Original papers describing completed and unpublished work not currently under review by any other journal, magazine, or conference are solicited.

Potential topics include, but are not limited to novel methods, tools and platforms for high-level education in Image processing:

- Technology based system development for education in image processing
- Specific software, tools and platforms designed for educational image processing, open-source educational materials, Interactive Simulation Systems, etc.
- Hardware designs and approaches accomplished for educational purposes within the scope of image processing.
- Novel remote laboratories for image processing in high level teaching/learning environments.
- Systematization of research methodologies and educational technologies for image processing

All papers must be submitted through the journal’s Manuscript Central system: [http://mc.manuscriptcentral.com/iet-ipping](http://mc.manuscriptcentral.com/iet-ipping)
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