

Peer Review

Review of: "Virtual Reality in Medical Education: Prometheus' Gift or Pandora's Box?"

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While creative, the metaphor of Prometheus' gift and Pandora's box perhaps needs to be brought full circle in connecting the ethical and instructional implications that VR holds for medical education, such as framing the "gift" as one in which VR can simulate complex scenarios and provide greater access, while inside the "box" lie risks of over-reliance or detachment from reality. Integrating these ideas will add strength to this unique narrative.

The paper could have a higher impact if the authors added some real examples of practical applications of VR in medical education. Perhaps some related case studies, or some pilot programs concerning VR-based surgical simulation or remote anatomy teaching in the COVID-19 pandemic, would highlight real-world scenarios that describe the benefits and challenges of implementing VR in diverse educational settings.

A little comparative analysis of VR against other technologies, like augmented reality or traditional simulations, would add to the depth. Supported by recent data, the focus shall be on differences in cost-effectiveness, engagement, and learning outcomes. This sets VR within the wider landscape of educational technology and its singular advantages.

Declarations

Potential competing interests: No potential competing interests to declare.