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Sommario/riassunto	This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 19 papers presented in the 14th issue were organized in topical sections named: 3D modeling and visualization; image; e-learning and games; and miscellaneous.