

Call for papers

Special issue “Virtual environments for collaborative innovation and learning”

J.UCS - Journal of Universal Computer Science

Aim

Networked technologies, especially social software applications, provide new affordances that facilitate collaboration among staff members of organizations who learn for innovative product or process development. In networked supported, collaborative innovation and learning environments actors go through cycles of divergence, in which new ideas about a given problem are generated and explored, and convergence, in which new ideas are valued and detailed. These cycles rely on knowledge elicitation and knowledge sharing. As a result, there is a need for appropriate methods and supportive tools to facilitate collaboration and management distributed knowledge creation; these methods and tools should also ease the generation and reuse of ideas as well as their critiquing or even their rejection.

This special issue focuses on the virtual environments for collaborative innovation and learning. Papers will address the issue of the design of such virtual environments, which should be based on solid pedagogical methods and cognitive strategies that help distributed group members collaborate for creative problem solving as well as developing innovative products. Papers will also address the issue of usability evaluation of such virtual environments at authentic collaborative learning and industrial environments.

Topics

In this special issue, we are inviting researchers and practitioners:

- to propose virtual environments for collaborative innovation and learning – having a domain dependent or independent scope - that has been already used and evaluated in practice for augmenting learners’ experiences
- to identify sound theoretical foundations for the design and development of virtual environments for collaborative innovation and learning, by looking at the research in related disciplines such as psychology, cognitive science, and communication sciences;
- to investigate to what extent the use of virtual environments for collaborative innovation and learning has affected the users’ experiences and has contributed to the creation of innovative products/processes

Important Dates

- Submission Deadline: September 20, 2010
- Notification of acceptance: October 29, 2010

- Final camera ready versions due: December 20, 2009

Submission Procedure

Papers should be submitted via email to both guest editors: Simos Retalis <retal@unipi.gr> and Peter Sloep <peter.sloep@ou.nl>

Authors' papers should accord to the J.UCS Style Guide for Authors which can be found at the following URL: http://www.jucs.org/ujs/jucs/info/submissions/style_guide.html

A Word sample of a correctly formatted paper can be found at the following URL: http://www.jucs.org/ujs/jucs/info/submissions/jucs_sample_paper_word.doc

Guest editors

- Prof. dr. Peter B. Sloep, Programme Director Research & Development Technology Enhanced Learning at the Centre for Learning Sciences and Technologies of the Open University of the Netherlands. <peter.sloep@ou.nl>
- Dr. Symeon Retalis, Assistant professor at the University of Piraeus <retal@unipi.gr>

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