



Call for papers: “Exploring Immersive Technologies in Learning”

Special issue

Journal of Universal Computer Science

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This special issue is edited in cooperation with the Immersive Learning Research Network (iLRN). iLRN is an international organization of developers, educators, and research professionals collaborating to develop the scientific, technical, and applied potential of immersive learning (<https://immersivelrn.org/>). The iLRN vision is to develop a comprehensive research and outreach agenda that encompasses the breadth and scope of learning potentialities, affordances and challenges of immersive learning environments. To achieve this, the iLRN mission is to invite and organize scientists, practitioners, organizations, and innovators across the disciplines to explore, describe, and apply the optimal use of immersive worlds and environments for educational purposes.

For this special issue, we are looking for original submissions on innovative research, technologies, and/or tools to enable successful services and products of immersive environments to foster learning, training and other activities in motivational and engaging ways. The objective is to uncover and discuss emerging trends and technologies, sound research and best practices, successful products and services within an international and interdisciplinary community. This includes but not limits its focus to virtual and augmented worlds, learning and motivational games, educational simulations, mixed/augmented reality, and related learning and teaching tools, techniques, technologies, and standards.

Topics of Interest

Topics of interest in the context of immersive environments include, from a computer science and technology perspective:

- Immersive Technologies, Systems and Devices in learning
- Immersive Environments and Multidimensional Spaces in learning
- Learning Analytics & Immersive Data Visualizations
- Wearable Technology for learning
- Virtual, augmented and mixed-reality for education
- Collaboration and Social Computing in Education
- Context-aware Computing in Immersive Spaces
- Assessment and Learning Analytics in High-tech Environments
- Multi-modal Learning Environments
- Human Factors and Affective Computing for Learning
- Natural and Built Environments as Immersive Learning Spaces
- Personalized and Adaptive Recommender Learning Technology
- Learning and Training Applications
- Game-based Learning and Serious Games
- A Glance into the Future: Innovations, Challenges and Applications

Authors of selected papers from the iLRN 2019 conference will also be invited to submit extended versions, with at about 50% new material.

Important dates

- Paper submission deadline: ~~January 13th, 2020~~ February 3rd, 2020 (Extended)
- First notification of acceptance: March 30th, 2020
- Revised papers submission deadline: April 27th, 2020
- Second round of reviews received by: June 15th, 2020
- Final notification of acceptance: June 29th, 2020
- Expected Special Issue publication: August 2020

Special Issue Guest Editors

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Submission Guidelines

- Submissions must be formatted according to the J.UCS guidelines (see http://www.jucs.org/ujs/jucs/info/submissions/style_guide.html) and abiding by J.UCS refereeing procedure (http://www.jucs.org/ujs/jucs/info/submissions/refereeing_procedure.html).
- Papers must be anonymized for double blind peer-review.
- Submissions that are extended versions of papers submitted to the Immersive Learning Research Network conference must contain about 50% new material and the title must clearly and unmistakably differ from the title of the article presented at the conference.
- Please use the EasyChair website to submit paper for this special issue: <https://easychair.org/conferences/?conf=jucseitlilrn19>

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