



Call for papers:

## **“Immersive Learning Technologies: Research and Future Directions”**

Special issue

*Journal of Universal Computer Science*

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
- Natural and Built Environments as Immersive Learning Spaces
- Cognitive and Pedagogical Analysis
- STEM Education
- The Psychological and Embodied Nature of “Immersion”
- Learning and Training Applications
- Non-leisure Games and Gamification
- A Glance into the Future: Innovations, Challenges and Applications
- Games and Entertainment
- Art and Creativity
- Cultural Heritage

Authors of selected papers from the iLRN 2018 conference will also be invited to submit extended versions, with at about 50% new material.

## Important dates

**Paper submission deadline:** September 30<sup>th</sup>, 2018

**First notification of acceptance:** December 1<sup>st</sup>, 2018

**Revised papers submission deadline:** February 15<sup>th</sup>, 2019

**Second round of reviews received by:** March 15<sup>th</sup>, 2019

**Final notification of acceptance:** March 22<sup>nd</sup>, 2019

**Expected Special Issue publication:** June 1<sup>st</sup>, 2019

## Special Issue Guest Editors

Foad Khosmood  
California Polytechnic State University  
United States of America  
Email: [foaad@calpoly.edu](mailto:foaad@calpoly.edu)

Anasol Peña-Rios  
University of Essex / British Telecom  
United Kingdom  
Email: [acpena@essex.ac.uk](mailto:acpena@essex.ac.uk)

## Submission Guidelines

Submissions must be formatted according to the J.UCS guidelines (see [http://www.jucs.org/ujs/jucs/info/submissions/style\\_guide.html](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](http://www.jucs.org/ujs/jucs/info/submissions/refereeing_procedure.html)).

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=jucsilrnilt2019>

## Editorial Board

- Allan Fowler, Kennesaw State University, USA
- Alok Mishra, Atilim University, Turkey
- Bruno Joho, Lucerne University of Applied Science and Arts, Switzerland
- Dennis Beck, University of Arkansas,
- Dominic Kao, Massachusetts Institute of Technology, USA
- Fridolin Wild, The Open University, UK
- Giuliana Dettori, Istituto di Tecnologie Didattiche del CNR, Italy
- Guenter Wallner, University of Applied Arts Vienna, Austria
- Kai Erenli, UAS bfi Vienna, Austria
- Leonel Caseiro Morgado, Universidade Aberta, Portugal
- Louis Nisiotis, Sheffield Hallam University, UK
- Manuel Gericota, Polytechnic of Porto, Portugal
- Max North, COPEC, Brasil, Brasil
- Michael Gardner, University of Essex, UK
- Minjuan Wang, Shanghai International Studies University, China & San Diego State University, USA
- Narayanan Kulathuramaiyer, Universiti Malaysia Sarawak, Malaysia
- Pilar Lacasa, University of Alcalá, Spain
- Ralf Klamka, RWTH Aachen University, Germany
- Victor Zamudio, Instituto Tecnológico de Leon, Mexico
- Volker Settgast, Fraunhofer Austria Research GmbH, Austria