



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 30th, 2018

First notification of acceptance: December 1st, 2018

Revised papers submission deadline: February 15th, 2019

Second round of reviews received by: March 15th, 2019

Final notification of acceptance: March 22nd, 2019

Expected Special Issue publication: June 1st, 2019

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Submission Guidelines

Submissions must be formatted according to the J.UCS guidelines (see http://www.jucs.org/uis/jucs/info/submissions/style_guide.html) and abiding by J.UCS refereeing procedure (http://www.jucs.org/uis/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>

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