



## Special Track on XR & Immersive Learning Environments

The Special Track on XR & Immersive Environments for Learning at IEEE TALE 2019 will focus on the use of virtual reality (VR), augmented reality (AR), mixed reality (MR) and related technologies for creating environments and experiences that excite, inspire and engage learners in immersive ways. Of interest are reports of both research studies and applications covering the entire spectrum of immersive platform types, including desktop, mobile, wearable and room-based (e.g., CAVE). Authors and presenters are encouraged to think creatively in terms of how they might frame their work to accommodate different conceptions of and perspectives on immersion.

### POTENTIAL TOPIC AREAS

1. Pedagogy & learning design for XR (VR/AR/MR) & immersive environments
2. Technical infrastructure & standards for supporting XR & immersive learning
3. Design & application of XR & immersive technologies in K-12 & higher education
4. Design & application of XR & immersive technologies in vocational/workplace training
5. Applications of XR & immersive technologies in informal & lifelong learning
6. Collaborative learning (co-located or distributed) with XR & immersive technologies
7. Assessment & impact of learning in XR & immersive environments
8. Intelligent, adaptive & personalised learning in XR & immersive environments
9. Serious games for learning based on XR & immersive technologies
10. Promoting access & equity in education through XR & immersive technologies

### PRESENTATION FORMATS FOR ACADEMICS AND PRACTITIONERS

- Full (6-8 pages) or short (4-6 pages) paper w/ Oral Presentation I
- Short (4-6 pages) or work-in-progress paper (4-6 pages) w/ poster Presentation

### PRESENTATION TYPES

Academic Stream	Practitioner Streams	Non-Traditional Formats
<ul style="list-style-type: none"> <li>• (Refereed papers for proceedings)</li> <li>• Full or Short Paper with Presentation</li> <li>• Short or Work-in-Progress Paper with Poster</li> </ul>	<ul style="list-style-type: none"> <li>• (No paper – refereed on the basis of abstract)</li> <li>• Engineering and Technology Industry Presentation or Poster</li> <li>• VET / L&amp;D Professional Presentation or Poster</li> <li>• K-12 Educator Presentations and Posters</li> </ul>	<ul style="list-style-type: none"> <li>• Pre-Conference Workshops</li> <li>• Special Sessions</li> <li>• Panel Sessions</li> </ul>

### PAPER/PROPOSAL SUBMISSION AND REVIEW

Submissions will be accepted only electronically through the conference website, from which guidelines and templates are available. A double blind peer-review process will be used to evaluate all submitted papers and presentation proposals. Please submit your paper via online submission as shown in <http://tale2019.org/authors-and-presenters/paper-submission>

### PUBLICATION AND INDEXING

All accepted and registered full, short, and work-in-progress papers that are presented at TALE 2019 in the Academic Stream will be published in the conference proceedings (USB with ISBN) and submitted to the IEEE Xplore® digital library. Content loaded into Xplore is made available by IEEE to its abstracting and indexing partners, including Elsevier (Scopus, Ei Compendex), Clarivate Analytics (CPCI—part of Web of Science) and others, for potential inclusion in their respective databases. In addition, authors of selected papers may be invited to submit expanded versions of their papers for consideration for special issues of a number of journals to be published in conjunction with the Special Track.

Special Track co-organised by:



### KEY DATES

**28 June 2019**

Paper Submission deadline

**20 September 2019**

Notification of review outcomes

**20 October 2019**

Camera-ready papers due

**09 October 2019**

Early-bird registration deadline

**10 December 2019**

Conference opening

### CONTACT

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### TRACK CO-CHAIRS

- Minjuan Wang, San Diego State University, USA;
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