



**EAI ENDORSED TRANSACTIONS ON FUTURE INTELLIGENT AND  
EDUCATIONAL ENVIRONMENTS**

<http://eai.eu/transaction/future-intelligent-educational-environments>

**SPECIAL ISSUE CALL-FOR-PAPERS**

**SPECIAL ISSUE ON: Immersive Environments: Challenges, Research and New  
Developments**

**IMPORTANT DATES**

- Manuscript submission deadline: 1<sup>st</sup> November, 2015
- Notification of acceptance: 15<sup>th</sup> February, 2016
- Submission of final revised paper: 1<sup>st</sup> April, 2016
- Final acceptance notifications: 1<sup>st</sup> May, 2016
- Publication of special issue (tentative): Summer 2016

**GUEST EDITORS:**

- Anasol Peña Rios, University of Essex, UK
- Johanna Pirker, Graz University of Technology, Austria
- Michael Gardner, University of Essex, UK
- Christian Gütl, Graz University of Technology, Austria

**SPECIAL ISSUE DETAILS:**

Effective immersive learning experiences are created within multiple media using myriad techniques and employing a wealth of knowledge that spans many disciplines. This includes but is not limited to computer science, user experience and media design, the learning sciences, architecture, game development, artificial intelligence, biology, medicine, and the thousands of disciplinary and occupational content areas wherein immersive learning and training may be relevant.

The Immersive Learning Research Network (iLRN) is an international organization of developers, educators, and research professionals collaborating to develop a scientific, technical, and applied potential of immersive learning. The vision of the Immersive Learning Research Network (iLRN) 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. The first international conference

iLRN 2015 held in Prague has attracted 22 high-quality full papers from the iLRN main stream but also from the special tracks. As a follow-up, this special issue is organized as an open call to seek a wider set of contributions from the research community and also the authors of the best papers from iLRN '15 will be invited to submit extended versions of their papers.

Thus, we are pleased to invite authors to submit their original work to a special issue of the Journal on Transactions on Future Intelligent Educational Environments (<http://icst.org/future-intelligent-educational-environments/>). Expected length of manuscript contributions is between 12 and 20 pages. For authors to submit extended version of their conference papers, a signification extension of at least 30% must be considered.

This special issue welcomes submissions on (but not limited to) the following topics:

- Immersive Technologies, Systems and Devices
- Immersive Environments and Multidimensional Spaces
- Immersive Data Visualizations
- Wearable Technology
- Virtual and mixed-reality for education
- Collaboration and Social Computing in Education
- Context-aware Computing in Immersive Spaces
- Adaptive Recommender Learning Technology
- Assessment and Learning Analytics in High-tech Environments
- Multi-modal Learning Environments
- Cognitive and Pedagogical Analysis
- Learning and Training Applications
- Non-leisure Games and Gamification
- A Glance into the Future: Innovations, Challenges and Applications

#### **AUTHOR INFORMATION**

- Submission templates available in [LaTex](#) and [Word](#)
- Expected length of manuscript contributions between 12 and 20 pages.
- For authors submitting extended version of their conference papers, a signification extension of at least 30% must be considered.

For more information, please see the instructions for authors on the EAI Endorsed Transactions on Future Intelligent Educational Environments, <http://eai.eu/transaction/future-intelligent-educational-environments>.

#### **HOW TO SUBMIT**

Please see the instructions for authors on the EAI Endorsed Transactions on Future Intelligent Educational Environments, <http://eai.eu/transaction/future-intelligent-educational-environments>.

When the paper is ready for submission, authors should go to <http://escripts.eai.eu/manage/lists>, select **"EAI Endorsed Transactions on Future**

**Intelligent Educational Environments”**, find their special issue and upload their manuscript.

## **ABOUT GUEST EDITORS**

Anasol Peña-Rios obtained her PhD at the University of Essex (UK), where she is member of the Intelligent Environments Research Group (IEG) and the Immersive Education Research Lab (iEL). Currently, she is a Research Fellow at BT Research Labs in Adastral Park, UK. She holds an MSc in Advanced Web Engineering from the University of Essex (UK), and a BEng in Computer Science from the Instituto Politécnico Nacional (Mexico), and has several years of work experience in different Mexican financial institutions, in the areas of web development and IT audit & security. Her research uses mixed reality in support of collaborative activities within distributed immersive intelligent environments, having published several papers on the topic. She is currently a member of the Executive Board of the Immersive Learning Research Network (iLRN) ([www.immersivelrn.org](http://www.immersivelrn.org)) and member of IEEE, ACM, BCS and ALT, and has been involved in a number of program committees and organising committees in multiple international conferences.

Johanna Pirker (MSc, BSc in Software Engineering and Economics from Graz University of Technology) is university assistant, software engineer, and researcher at the Institute of Information Systems and Computer Media at Graz University of Technology (TUG). She finished her Master's Thesis during a research visit at the Center for Educational Computing Initiatives at Massachusetts Institute of Technology (MIT) working on the integration of simulations and animations of electromagnetic fields into collaborative virtual world environments. She is currently finishing her doctoral dissertation in computer science on motivational environments under the supervision of *Christian Gütl (TUG)* and *John Belcher (MIT)*. She specialized in games and environments that engage users to learn, train, and work together through motivating tasks. She has long-lasting experience in game design and development, as well as virtual world development and has worked in the video game industry at Electronic Arts. Her research interests include immersive environments, game research, gamification strategies, human computer interaction, e-learning, computer science education, and information retrieval. She has authored and presented numerous publications in her field.

Michael Gardner is a Senior Lecturer and Director of the Digital Lifestyles Centre at the University of Essex, Colchester, UK. This centre explores future lifestyles based around the technical vision of ambient and pervasive computing. He has over 25 years experience in knowledge media both within the industrial research environment and academia. During that time he has worked extensively in the areas of virtual reality, e-learning, collaborative working, social software and the semantic web. He has worked closely with many industrial partners on innovative research projects, such as BT, Sun Microsystems, and Apple Computer. Michael has pioneered the use of virtual and mixed-reality systems for teaching and learning, having been the principal investigator on the MiRTLE project and the follow-on SIMiLLE project, both of which were based on the Open Wonderland platform. He was also involved in developing virtual reality systems to support government policy making in the EU Framework 7 +Spaces project. Currently he is developing a multi-modal dialogue system for e-learning within the EU funded Metalogue project. Michael has over 70 publications in external conferences and journals and he has also presented at numerous conferences including keynote presentations and panel sessions. He is also the joint inventor of a number of technology patents. He was

previously the Director of the European Chapter of the Immersive Education Initiative. Prior to joining the University of Essex, Michael worked for 15 years as a Technical Group Leader at British Telecommunications Research Labs at Adastral Park, UK.

Christian Gütl, holds a PhD and a post-doctoral lecture thesis (habilitation) in computer science. His main affiliation is at Graz University of Technology, Austria, where he is head of the Motivational Media Technology Group, and he is also adjunct research professor at Curtin University in Perth, Western Australia. His research interests are in e-education and e-assessment, motivational media, immersive environments, and natural language processing. He is author of more than 160 paper in international conferences and journal publications, is has been involved in and led a number of national and international projects. He is also managing editor of the Journal of Universal Computer Science (J.UCS) and involved in a number of program committees and editorial boards in his main research areas.