

The Official Printed Program of the

Immersive Learning Research Network Conference - iLRN 2016



Share your experience at iLRN 2016 in social media using the hashtags:

#ilrn2016 **#ilrn**

Monday, June 27th

12:00	<i>Early check-in</i>	Anacapa
13:00	<i>Lunch</i>	Carillo
14:00	Welcome to #ilrn16 SFP Workshop* <i>Jonathon Richter</i>	McCune
14:15	Invited Workshop Keynote Presentation: Brian David Johnson (via Skype)	
14:45	Introduction to SFP: Vic Callaghan	
15:30	Ideation Sessions over Coffee / Tea	
16:30	Group presentations of μSFP (5 minute per group) Facilitators: Dennis Beck, Christian Gütl, Leonel Caseiro Morgado, Michael Gardner, Jonathon Richter & Vic Callaghan	
17:00	Vote on best group μSFP <i>Michael Gardner</i>	
17:15	Award of prize to top winner: <i>Jonathon Richter</i>	
17:20	Overview of follow-on μSFP competition <i>Vic Callaghan</i>	
17:30	Concluding Session <i>Jonathon Richter</i>	
18:00	Dinner	De LaGuerra
19:00	Settle in Dorms	
20:00	Games and VR in the Anacapa Lounge!	Anacapa

* In partnership with the [Creative Science Foundation](#).



Tuesday, June 28th

8:00	<i>Breakfast</i>		De LaGuerra
9:00	Patrick O'Shea, Christian Gütl, Jonathon Richter	Opening Welcome to ILRN 2016: <i>"Year of The Versatilist"</i>	McCune
9:30	Keynote Speaker: Crista Lopez Chair: Patrick O'Shea	<i>Designing for Attention in Virtual Environments (or: How a Camera Changes Everything)</i>	McCune
10:30	<i>Break</i>		
11:00	Papers Session P1 Chair: Michael Gardner		McCune
	<p><i>Exploratory and Collaborative Learning Experience in Immersive Environments - Implementation and Findings from an Archaeological Domain</i> Christian Gütl, Lisa Maria Tomes, <u>Johanna Pirker</u> and Vanessa Chang</p> <p><i>Requirements for the use of virtual worlds in corporate training - Perspectives from the post-mortem of a corporate e-learning provider approach of Second Life and OpenSimulator</i> <u>Leonel Morgado</u>, Hugo Paredes, Benjamim Fonseca, Paulo Martins, Ricardo Antunes, Lúcia Moreira, Fausto de Carvalho, Filipe Peixinho and Arnaldo Santos.</p>		
12:00	<i>Lunch</i>		Carillo
13:00	<i>Hands On Demos & Versatilist Podcast Recording Sessions</i>		Seminar Room
13:45	Featured Speaker: Jeffrey Ventrella Chair: Johanna Pirker	<i>Artificial Life and Virtual Worlds</i>	McCune
14:30	<i>Short break</i>		
14:45	Papers Session P2 Chair: Christian Gütl		McCune
	<p><i>Virtual Worlds and the 3D Web – time for convergence?</i> <u>Hussein Bakri</u>, Colin Allison, Alan Miller, Iain Oliver</p> <p><i>Self-regulated Learning in Computer Programming: strategies students adopted during an assignment</i> Daniela Pedrosa, José Cravino, <u>Leonel Morgado</u> and Carlos Barreira</p> <p><i>Learning to Program using Immersive Approaches: A Case Study Learning SAS®, IBM Bluemix and Watson Analytics</i> <u>Richard Self</u></p>		
	<i>short break</i>		
16:15	Poster Overviews Chair: Kai Erenli		McCune
	<p><i>Creating a sense of presence in 3 dimensional online environments for education: learning together while being apart</i> <u>Adriana D'Alba</u></p> <p><i>Conversation-based support for French extracurricular school activities in the context of smart territories through complaint management and automated learning</i> <u>Laetitia Le Chatton</u></p> <p><i>Merging the virtual and the real: A collaborative cross-reality game</i> Jessica Bergs, <u>Daniel Livingstone</u> and Brian Loranger</p> <p><i>The Flipped Lab: reimagining science education with next-generation virtual laboratories</i> <u>Maarouf Fakhri</u></p>		
	<i>break</i>		
	16:45	<i>break</i>	

18:00	<i>dinner</i>	De LaGuerra
19:00	... a long walk on the beach: just you and iLRN	

Wednesday, June 29th

8:00	<i>Breakfast</i>		De LaGuerra
9:00	Featured Speaker: Jim Blascovich Chair: Michael Gardner	Social motivation in immersive environments	McCune
10:00	<i>break</i>		
10:30	Papers Session P3 Chair: Daniel Livingstone		McCune
	<i>Virtual reality for Early Education: A Study</i> <u>Adeola Fabola</u> and Alan Miller		
	<i>Towards Measuring User Experience, Activation and Task Performance in Immersive Virtual Learning Environments for Students</i> <u>Daniela Janssen</u> , Christian Tummel, Anja Richert and Ingrid Isenhardt		
	<i>Designing a Learning Analytics Application to Improve Learner Success in Interactions Based on Multimodal Dialogue Systems</i> Emmanuel Ferreyra Olivares, Pierre Albert, Joy van Helvert and <u>Michael Gardner</u>		
12:00	<i>Lunch</i>		Carillo
13:00	<i>Posters, Hands On Demos & Versatilist Podcast Recording Sessions</i>		Seminar Room
13:45	Featured Speaker: Geoff Pepos Chair: Leonel Morgado	VR Glacial Lake Missoula, 10,000 years in the past, or 10,1000 years into the Future	McCune
14:30	<i>short break</i>		
14:45	Special Track 1: K12 and School Tech Chair: Dennis Beck		McCune
	<i>Welcome to Gallery 5 – An immersive digital art experience</i> Dennis Beck, <u>Scott Warren</u> and Anne Kraybill		
	<i>Developing Serious Games to Improve Learning and Increase Interest in STEM Careers for Middle School Students: The Mice of Riddle Place®</i> Charles Raffety, Theodore Prawat, Jonathon Richter, Raymond Hamilton, Melisa Schelvan, Paulette Jones and Andrij Holian		
	<i>Best Practices for Developing an Online Digital Learning Aid towards Systems Engineering</i> <u>Parisa Pouya</u> and Stephanie E. August		
	<i>Simulations as Immersive Spaces for Learning</i> <u>Stephen Bronack</u>		
	<i>Using TeachLive Across the Developmental Continuum for New Teachers</i> <u>Sally Spencer</u> and Beth Lasky		
14:45	Special Track 3: The Future of Education Chair: Jonathon Richter		Seminar Room
	<i>Mind, the Gap</i> <u>Paul McCullagh</u>		
	<i>An Online Immersive Reality Innovation-Lab</i> <u>Victor Callaghan</u> , Marc Davies and Shumei Zhang		
	<i>Olive Dreams of Elephants: Game-Based Learning for School Readiness and Pre-Literacy in Young Children</i> Carly Kocurek and <u>Jennifer Miller</u>		
	<i>The 21st Century Interpreter: Exploring the use of smart-glasses for technology-augmented interpreting</i> Chantel Dan Chen, <u>Victor Callaghan</u> and Florence Myles		
	<i>Observation Lenses for Assessing Online Collaborative Learning Environment</i> <u>Samah Felemban</u> , Michael Gardner and Victor Callaghan		

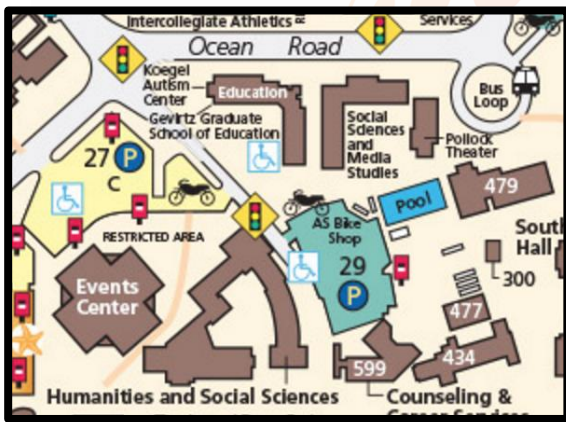
17:00	<i>break</i>	
18:00	<i>Awards Banquet and Costume Ball</i>	Alumni Hall

Thursday, June 30th

8:00	<i>Breakfast</i>		De LaGuerra
9:00	Featured Speaker: Scott Warren Chair: Dennis Beck	Transmedia for Immersive Learning: The Design and Study of Alternate and Augmented Reality Play Experiences <i>Transmedia for Immersive Learning: The Design and Study of Alternate and Augmented Reality Play Experiences</i>	McCune
10:00	<i>break</i>		
10:30	Papers Session P4 Chair: Leonel Morgado		
	Strategies to Design a Mixed-Reality Immersive Environment and Influence Teen Health Behaviors Béatrice Moissinac, Kimmy Hescocock, Jon Dorbolo, <u>Siew Sun Wong</u> and Melinda Manore		McCune
	Augmented Reality In Education: An Exploration and Analysis of Currently Available Educational Apps <u>Patrick O'Shea</u> and Jennifer Elliott		Seminar Room
	Legal Aspects of AR-Projects in an Educational Environment <u>Kai Erenli</u>		
12:00	<i>Lunch</i>		Carillo
13:00	Posters, Hands On Demos & Versatilist Podcast Recording Sessions		Seminar Room
13:45	Featured Speaker: Daniel Livingstone Chair: Christian Gütl	Immersive Learning: Realism, Authenticity & Audience	McCune
14:30	<i>short break</i>		
14:45	Special Track 4: Serious Cognitive Gaming Chair: Markos Mentzelopoulos		
	REVRLaw: An Immersive Way for Teaching Criminal Law using Virtual Reality <u>Markos Mentzelopoulos</u> , James Parrish, Paresh Kathrani and Daphne Economou		McCune
	Cognitive Principles for Education-Based Learning in Young Children Jennifer Miller and <u>Carly Kocurek</u>		
	New Directions in Cognitive Educational Game Design <u>Ivo Bril</u> , Nick Degens and Eelco Braad		
Serious Games in 2025: Towards Intelligent Learning in Virtual Worlds Ishbel Duncan, Alan Miller and <u>Adeola Fabola</u>			
14:45	Special Track 6: Immersive and Engaging Educational Experiences Chair: Johanna Pirker		
	Inducing Emotional Response in Interactive Media: A Pilot Study Keenan Reimer and <u>Foaad Khosmood</u>		Seminar Room
	Computational thinking and social skills in Virtuoso: An immersive, digital game-based learning environment for youth with Autism Spectrum Disorder Matthew Schmidt and <u>Dennis Beck</u>		
	Note-Taking in Virtual Reality Using Visual Hyperlinks and Annotations Scott Greenwald, Daniel Citron, Hisham Bedri and Pattie Maes		
	Designing Immersive Transmedia Learning Experiences Scott Warren and Dennis Beck		
Simulations in Prison eLearning: A conceptual overview <u>Kim Read</u>			
17:00	Break: Planetarium Tour starts at 17:15! (see end of program for details)		
18:00 onwards	Social activities: Planetarium, WorldViz tour, Dinner at Paseo's		Various: see end of program

Friday, July 1st

8:00	<i>Breakfast</i>		De LaGuerra
9:00	Closing Plenary: Ben Erlandson Chair: Jonathon Richter	<i>Moving Immersive Learning Research Forward</i>	McCune
10:00	<i>break</i>		
10:30	Fast forward: Lightning Rounds of What's Next		McCune
11:00	<i>Check out of dorms and goodbyes</i>		



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Thursday, June 30 Events:

5:30 - 6:15 pm visit the Gladwin Planetarium at the Santa Barbara Museum of Natural History (free to ILRN attendees but limited to 35 guests)

Must leave early – be there by 5:15p – 16 minute bus ride: Take the bus (**red line, either 9 or 11**) from the Bus Loop beside Pollack Theater near the conference to **Pueblo Street**. Walk back one block and then up the hill on Los Olivos for 5 blocks to the Old Mission. This walk will be about one mile (1.6 km). Please dress accordingly. Following the planetarium tour, we will walk back to the red line and take the bus downtown for dinner near the WorldViz tour group.

6:00 - 7:30 pm visit WorldViz virtual reality software Headquarters at **614 Santa Barbara Street** (free to ILRN attendees but limited to 25 guests)

Leaving campus on the bus at 1700 (40 minute bus ride) should be sufficient: Take the bus (**red line, either 9 or 11**) from the Bus Loop beside Pollack Theater near the conference to the MTD Transit Center; walk for .7 miles (12 minutes).

8:00 pm No-Host Dinner Reservations for ILRN Attendees at Paseo's located at:
10 El Paseo, Santa Barbara, CA – come and share your ideas for next year!

From WorldViz HQ head up Santa Barbara, 1st Left on E.Ortega, then Right on Anacapa. The restaurant is up on your left. (6 minutes).

Afterwards, take the **red line, either 9 or 11** back to campus.