



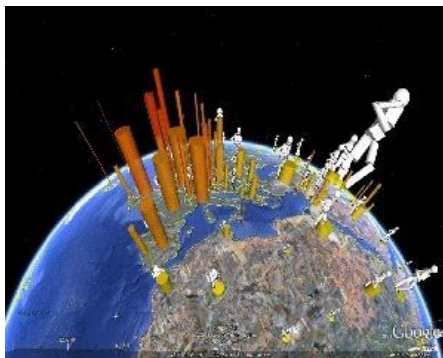
#iLRN

iLRN Conference 2020

*“Vision 20/20: Hindsight, Insight, and Foresight in XR and Immersive Learning”*

*Special Track*

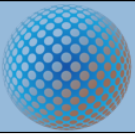
# Place, Presence, Perspective: How the Immersive Technologies Mediate and Create Cultural Capital



Under the auspices of the  
House of Language,  
Culture and Heritage  
iLRN Conference 2020  
June 21st-25th  
San Luis Obispo, CA USA



For more information, please contact Lucia Binotti ([lbinotti@email.unc.edu](mailto:lbinotti@email.unc.edu))  
<https://immersivelrn.org/ilrn2020/>



## Place, Presence, Perspective: How the Immersive Technologies Create Cultural Capital

*“In every neighborhood, there’s probably a story that’s interesting. There’s a mystery that can be built here. It’s this idea of exploration.”*

John Hanke – CEO, Niantic

Communities are getting smarter. All around the world, governments are investing in the pilots of smart operating systems that leverage immersive technologies and advanced analytics to improve the operational capacity of roadways, parking, and transit, the efficiencies of energy in buildings, public safety, and the overall quality of life for citizens. Yet sometimes we forget that last part. While in theory smart communities’ initiatives leverage XR to improve quality of life, often an intelligent understanding of how immersive technology can directly improve and catalyze **cultural** growth in a community is often missing. Over the next decade, it is estimated that some US\$250 billion will be invested in the creation of new cultural districts around the world. Reinventing communities that value creativity and innovation is like discovering some basic ingredients of development. For a synchronous 21st century community, no other path than that of knowledge and culture can guarantee a smooth transition to socio-political viability and economic sustainability.

### List of Topics

Digital Humanities, Human Centered Design, Intercultural Competence, Language Learning, Pedagogy of Language and Culture, Smart Mapping, Equality and Inclusion, Immersive Art, Immersive Literature, Rhetoric of Immersion, Narrative and Story Telling, Text as World, Text as Game, Poetics of Immersion, Theories of Immersion, Emotions, Embodiment

### Track Chairs

Lucia Binotti, UNC Chapel Hill  
Jonathon Richter, Salish Kootenai College  
Jacob Stiglitz, UNC Chapel Hill  
Christi Fenison, UNC Chapel Hill

### Committee chairs

Susanna Nocchi, TU Dublin  
Kate Foster, UCL Institute of Education  
Catherine Cassidy, St Andrews  
Alan Miller, Smart History

### Program Committee

Ivonne Chirino-Klevans, UNC Chapel Hill  
Stephan Casper, Clackson University  
Paul Spence, NZ VRARA

### Author Info

Full papers accepted for Springer publication must not exceed of 14 pages. Long papers accepted for publication at Online Proceedings must not exceed of 10-12 pages. Short papers accepted for publication at Online Proceedings must not exceed of 6-8 pages. Submitted papers must follow the same guidelines as the main conference submissions.

Please visit <https://immersivelrn.org/ilrn2020/authors-info/> for guidelines and templates. For submitting a paper to this special track, please use the [submission system](#), log in with an account or register, and select the track "Place, Presence, and Perspective " to add your submission.

According to the Nomura research institute, the elements are in place for the “Creative Age” to flourish; a period during which nations prosper because they respect and tolerate individual freedom of expression and recognize that innovation—and not mass, low-value good production—is the driving force for the new economy. iLRN’s House of Language, Culture and Heritage invites the submission of papers, panels and posters that look into the role of XR for investing in the development of smart human, social and cultural capital. We invite scholars and practitioners whose immersive (ad)ventures contribute to the understanding of a place’s cultural nuances, connect and inspire people, alleviate differences, adopt inclusive stances, empower and instigate political awareness and civic participation and, ultimately, offer the opportunity to dream a possible dream. Come to San Luis Obispo to share

your standards of development that are culturally adaptive and to disseminate work that emerges from the understanding of the history, the societal principles, and the artistic aesthetics of a community or a place.

For more information, please contact Lucia Binotti ([lbinotti@email.unc.edu](mailto:lbinotti@email.unc.edu))  
<https://immersivelrn.org/ilrn2020/>