

# CALL FOR PRACTITIONER PROPOSALS

June 21–25, 2020

<http://immersivelrn.org/ilrn2020>

## HINDSIGHT, INSIGHT & FORESIGHT IN XR & IMMERSIVE LEARNING



## iLRN 2020: 6TH INTERNATIONAL CONFERENCE OF THE IMMERSIVE LEARNING RESEARCH NETWORK SAN LUIS OBISPO, CALIFORNIA, USA

Serious Games • Medical & Healthcare • Workforce & Industry • Culture & Language • K-12 • Museums & Libraries • Special Ed • Geosciences • Data Viz

Technically co-sponsored by:



Hosted by:



The 6th International Conference of the Immersive Learning Research Network (iLRN 2020) will be an innovative and interactive gathering for a burgeoning global network of researchers and practitioners collaborating to develop the scientific, technical, and applied potential of immersive learning. It is the premier scholarly event focusing on advances in the use of virtual reality (VR), augmented reality (AR), mixed reality (MR), and other extended reality (XR) technologies to support learners across the full span of learning—from K-12 through higher education to work-based, informal, and lifelong learning contexts. Scholars and professionals operating in formal education settings as well as those representing diverse industry sectors are invited to participate in the conference, where they will be able to share their research findings, experiences, and insights; network and establish partnerships to envision and shape the future of XR and immersive technologies for learning; and contribute to the emerging scholarly knowledge base on how these technologies can be used to create experiences that educate, engage, and excite learners.

### CONTRIBUTION TYPES & SESSION FORMATS

#### Practitioner Stream

(No paper – Refereed on the basis of abstract)

- Oral presentation
- Poster presentation
- Demos and hands-on opportunities\*

\* Intended only for educators and students to showcase their work. Businesses wishing to show their products/services should instead purchase a sponsorship or exhibition package.

#### Nontraditional Session Formats

(Extended abstract published in proceedings)

- Pre-conference workshop
- Special session
- Panel session

### SPONSORSHIP & EXHIBITION OPPORTUNITIES

- Meet and interact with key educational stakeholders
- Showcase your company's products and services
- Strengthen and build relationships and partnerships

Packages range from US\$600 for a small exhibition table to US\$15,000 for exclusive Gold Sponsorship.

For information about the packages available, visit <http://immersivelrn.org/ilrn2020/sponsorships-and-exhibitions>

Inquiries regarding the iLRN 2020 conference should be directed to the Conference Secretariat at [conference@immersivelrn.org](mailto:conference@immersivelrn.org)

General inquiries about iLRN may be sent to [info@immersivelrn.org](mailto:info@immersivelrn.org).



#### SUGGESTED TOPICS

**K-12:** Diversity and accessibility in XR learning; response to intervention (RTI); virtual field trips; STEM / STEAM; bringing history to life; differentiating instruction; problem-based learning; co-designing experiences with students; career and technical education

**Higher Education:** XR for campus recruitment and outreach; student engagement; guided pathways with XR; open scholarship and open-access research; competency-based education; transdisciplinary studies; transition to work; portfolio assessment; data visualization; medical and emergency services training; vocational and career preparation

**Workforce & Industry:** Academia/industry partnerships; corporate/NGO partnerships; enterprise adoption strategies; hardware/software usability; XR integration with other technologies; human-computer interfaces; 3D asset creation; haptics & peripherals; people and talent training, worker guidance and just-in-time learning; military simulation training



#### PROPOSAL SUBMISSION AND REVIEW

Submissions will only be accepted electronically through the conference website. For the Nontraditional Session Stream, extended abstracts must be prepared in standard IEEE double-column format. A blind peer-review process will be used to evaluate all submissions.



#### PUBLICATION, ABSTRACTING, AND INDEXING

All extended abstracts describing the nontraditional sessions presented at iLRN 2020 will be published in the conference proceedings 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, EiCompendex), Clarivate Analytics (CPCI—part of Web of Science) and others, for potential inclusion in their respective databases. Practitioner Stream contributions will not be published in the proceedings or on Xplore, but short descriptions of the presentations and demos will be included in the conference program. **Those who wish to deliver an oral or poster presentation accompanied by a peer-reviewed paper should refer to the separate Call for Papers for the Academic Stream.**

#### IMPORTANT DATES

Proposal submission deadline	2020-03-30
Notification of review outcomes from late submission round	2020-04-27
Camera-ready Work-in-Progress papers and extended abstracts for Nontraditional sessions for proceedings due; Final versions of practitioner abstracts for conference program due	2020-05-11
Presenter registration deadline – Work-in-progress papers, practitioner sessions, and nontraditional sessions	2020-05-11
Conference opening	2020-06-21