Special Track on
XR & Immersive Learning Environments

IEEE TALE 2018
Wollongong, NSW, Australia
4–7 December 2018
http://tale2018.org/xr

Special Track organised in cooperation with:

Immersive Learning Research Network

The **Special Track on XR & Immersive Environments for Learning** at IEEE TALE 2018 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 X-reality & 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
- Full (6-8 pages) or short (4-6 pages) paper w/ presentation **(Academic Stream)**
- Short (4-6 pages) or work-in-progress paper (2-4 pages) w/ poster **(Academic Stream)**
- Abstract-only* (1-2 pages) w/ presentation or poster **(Practitioner Stream)**
- Special sessions, panels & pre-conference workshops (including hands-on opportunities)

* Abstract-only submissions will not be published in the proceedings or on IEEE Xplore.

PAPER/PROPOSAL SUBMISSION AND REVIEW
Submissions will be accepted only electronically through the conference website, from which guidelines and templates are available. A blind peer-review process will be used to evaluate all submitted papers and presentation proposals.

PROCEEDINGS AND INDEXING
All accepted and registered full, short, and work-in-progress papers presented 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. For presentations in the **Practitioner Stream**, abridged versions of abstracts will be made available to attendees via the conference program, but will NOT be published in the conference proceedings or on IEEE Xplore.

JOURNAL PUBLICATION OPPORTUNITY
Authors of selected papers from the Special Track may be invited to submit revised and expanded versions of their work for a special issue of the Springer journal *Virtual Reality* (2016 JCR Impact Factor: 0.628), subject to the journal's normal peer-review process.

KEY DATES

~~11 June 2018~~ **24 August 2018**
FINAL submission deadline

17 August 2018
Notification of review outcomes (for papers submitted before 2 July 2018)

6 August 2018
Notification of review outcomes (for papers submitted after 2 July 2018)

1 October 2018
Camera-ready papers due

8 October 2018
Early-bird and presenter registration deadline

4 December 2018
Conference opening

CONTACT
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