Call for Participation (CfP)

The Immersive Education Initiative has issued this Call for Participation for General Audience session submissions and Academic and Technical session submissions as detailed below.

Register to respond to this CfP at http://ImmersiveEducation.org/signup/Italy

See “6. How to Submit and Important Dates” below for details on how to register.
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**Sponsors and Corporate or Business (non-academic) Exhibitors**

The following CfP instructions apply to General Audience Sessions and Academic and Technical Sessions.

Sponsors and corporate or business (non-academic) exhibitors are invited to contact the conference team (see “10. Contact” below for contact information).
1. IMMERSIVE ITALY and EiED 2017 Overview

IMMERSIVE ITALY and the 7th European Immersive Education Summit (EiED 2017) address the personal, cultural and educational impact of immersive technologies such as Virtual Reality (VR), Augmented Reality (AR), virtual worlds, telepresence, simulations, learning games, 3D printing, personal robotics, immersive teaching and immersive learning systems, and fully immersive environments such as caves, domes and planetariums.

The academic and technical event, which is open to the public, features cutting-edge technology and research from around the world along with related presentations, hands-on exhibits, tools, techniques, standards and best practices.

Building on the success of the previous 11 years of Immersive Education (iED) Summits (conferences), IMMERSIVE ITALY and EiED 2017 features a unique modular format that premiered at IMMERSION 2014 in Los Angeles, California, and IMMERSION 2015 at Université Paris-Sorbonne (“the Sorbonne”) in Paris, France.

Speakers at previous Immersive Education conferences have included faculty, researchers, graduate students, administrators and executives from the world’s leading academic and cultural organizations, universities, and companies, such as the United Nations, NASA, United States Department of Education, Harvard University, Massachusetts Institute of Technology (MIT), MIT Media Lab, Smithsonian Institution, Walt Disney Animation Studios, Google, Microsoft, Intel, United States Department of the Interior (DOI) National Park Service, Stanford University, USC, UCLA, Keio University (Japan), INDIRE (Italian Ministry of Education, Universities and Research institute), Consiglio Nazionale delle Ricerche (Italian National Research Council), Università degli Studi di Padova (University of Padua, Italy), University of St Andrews (UK), University of Glasgow (UK), Royal Institute of Technology (Sweden), University of Barcelona (Spain), National University of Singapore (NUS), Indian Institute of Technology, Delhi (India), Technion Israel Institute of Technology (Israel), University of São Paulo (Brazil), and other world-class organizations and academic institutions.

Speakers, researchers, teachers, trainers, students, exhibitors, sponsors and other respondents are invited to:

1) **Review** the previous 11 years of iED Summits at [http://summit.ImmersiveEducation.org](http://summit.ImmersiveEducation.org)

2) **Register** to respond this CfP at [http://ImmersiveEducation.org/signup/Italy](http://ImmersiveEducation.org/signup/Italy) as detailed below (see “6. How to Submit and Important Dates” below).
2. Dates and Locations

The dates and locations for IMMERSIVE ITALY 2017 and the 7th European Immersive Education Summit (EiED 2017) have been officially announced by the Immersive Education Initiative.

The prestigious international conferences will take place in Lucca, Italy, from 16 to 18 November (November 16-18) and conclude on November 19 with special hands-on Virtual Reality and Augmented Reality workshops and social activities at the world-famous Leaning Tower of Pisa in nearby Pisa, Italy.

- **16 to 18 November** – Lucca (exhibits and all conference sessions)
- **19 November** – Pisa (hands-on VR and AR workshops at Leaning Tower of Pisa)

Located in Italy's Tuscany region, and in close proximity to both Pisa and Florence, Lucca is known for the well-preserved Renaissance walls that encircle the city's historic center. Conference attendees will walk together down the historic cobblestone streets and broad tree-lined pathways that run along the tops of Lucca's massive 16th- and 17th-century ramparts as they take part in unique hands-on Virtual Reality (VR) and Augmented Reality (AR) outdoor workshops.
3. Corporate Sponsors and Exhibitors

Sponsors and Corporate or Business (non-academic) Exhibitors

These CfP instructions are specifically for General Audience Sessions and Academic and Technical Sessions as detailed below.

Sponsors and corporate or business (non-academic) exhibitors are invited to contact the conference team (see “10. Contact” below for contact information).
4. **General Audience Sessions**

General Audience sessions are intended to appeal to all conference attendees, ranging from the “newbie” (those who are entirely new to immersive technologies and techniques) to the experienced. In contrast, Academic and Technical sessions appeal specifically to experienced attendees as described in “Academic and Technical Sessions” below.

General Audience session submission categories include papers, posters, panel discussions, presentations, workshops, exhibits, demonstrations, and outliers (late-breaking sessions that cover an especially novel or unique aspect of immersion).

General Audience sessions can be considered **high-level overviews** of a given topic or subject matter, and may address any number of Immersive Education topics (see “iED Topics” below) in the context of one or more of the following:

1. **Utilizing Immersive Technologies and Techniques.** Teachers, trainers, health/safety experts, researchers, developers, students and end users are encouraged to share their experience with using immersive technology and techniques both in and out of the classroom or corporate training room.

2. **Pedagogy and Assessment.** Pedagogy and Assessment sessions enable teachers, trainers and researchers to present a high-level overview of their work in the field of teaching and/or assessment in the context of immersive technologies and techniques.

3. **New and Emerging Immersive Technologies and Techniques.** Teachers, trainers, health/safety experts, researchers, developers, students and end users are invited to present high-level overviews of new and emerging immersive technologies and immersive teaching/training techniques.

4. **Immersive Arts, Culture and History.** These General Audience sessions address any aspect of art, culture or history that involves immersive technologies or immersive techniques, including, but not limited to:

   a. Preserving Art, Culture and/or History using immersive technologies
   b. Creating Immersive Experiences (technologies, techniques, and processes)
   c. Deploying and Supporting Immersive Experiences
   d. Immersive Film and Movie Experiences (such as Virtual Reality movies)
   e. Using Immersive Technology and/or Techniques to teach Art and/or Culture
   f. 3D Printing as a means to preserve Art, Culture and History
   g. Video Games as an Art Form
   h. Virtual Reality as an Emerging Art Form
   i. Other (related Immersive Arts & Culture topics)
5. Academic and Technical Sessions

Academic and Technical sessions are intended to appeal to conference attendees who have prior experience applying, designing, and/or developing immersive technologies and/or techniques. In contrast, General Audience sessions appeal specifically to less experienced attendees as described in the “General Audience Sessions” section above.

Academic and Technical session submission categories include papers, posters, panel discussions, presentations, workshops, exhibits, demonstrations, and outliers (late-breaking sessions that cover an especially novel or unique aspect of immersion).

Academic and Technical sessions can be considered low-level sessions that address a given topic or subject matter in a technical, theoretical or critical manner. These sessions may address any number of Immersive Education topics (see “iED Topics” below) in the context of one or more of the following:

1. The design, development, deployment and/or support of immersive experiences
2. The design and/or development of immersive technologies and/or techniques
3. The study and/or assessment of immersive technologies, experiences and/or techniques
4. The design and/or implementation of research studies in the field of immersion
5. The design and/or development of immersive experiments

The prestigious international conferences conclude in Pisa on November 19 with special hands-on Virtual Reality and Augmented Reality workshops and social activities at the world-famous Leaning Tower of Pisa.
6. Immersive Education Topics (iED Topics)

Proposed sessions (both General Audience and Academic and Technical sessions) may address one or more of the following Immersive Education (iED) topics. Please note that proposed sessions may also address topics not listed below provided the focus of a proposed session is on immersive technologies and/or immersive techniques:

- Virtual Reality, Augmented Reality, Mixed Reality, Holograms and Holography
- Brain interfaces, cybernetics, affective computing (systems that can recognize, interpret, process, and simulate human feelings and emotions), neuro-gaming technologies that are used to create adaptive and radically compelling game experiences, and neuro-technology
- Robotics, 3D printing (the “inversion of immersion”), and drones for teaching and training
- Simulations and simulators
- Game-based learning and training systems, serious games, and learning games
- Fully immersive environments such as caves, domes, planetariums, and spheres
- Input devices and systems (headsets, haptics, gloves, suits and more), natural interfaces, invisible interfaces, and touch interfaces
- Capture devices and systems (cameras, scanners, motion capture, facial recognition, etc.)
- Virtual Reality headsets (e.g., Google Cardboard, Samsung Gear VR, Oculus Rift, HTC Vive, Microsoft HoloLens, Playstation VR, etc.)
- Virtual, augmented and mixed reality for cultural heritage education
- Preserving art, culture and/or history using immersive technologies
- Creative computing, 21st century skills and computational thinking & learning systems
- Artificial Intelligence (A.I.) and Cognitive Computing in the Age of Immersion
- Blockchain and cryptocurrency for teaching, training and/or learning
- Immersive Education Clubs and Camps (reports, updates and workshops)
- Learning models, styles, techniques and philosophies (e.g., blended learning, stealth learning, hybrid learning, personalized learning, social and collaborative learning, student-driven learning, location-based learning, contextual learning and more)
- Commercial video games as teaching and training tools (e.g., Minecraft, World of Warcraft, Little Big Planet, Portal, Assassin’s Creed, Skyrim, BioShock, Scribblenauts, Civilization, SimCity, etc.)
- Virtual laboratories, tools and testbeds
- Health and safety applications, training and techniques using immersive technologies
- Smart and/or responsive learning, educational and training environments
- Immersive Education Certification (iED CERT) and Professional Development (PD) programs
- Psychologically beneficial immersive environments as defined by iED PIE.TWG
- Pedagogy and assessment in the Age of Immersion
- Future research directions and issues in the Age of Immersion
7. How to Submit and Important Dates

For details on how to respond to this Call for Participation (CfP) visit http://ImmersiveEducation.org/signup/Italy and enter your name and email address.

Within **48 hours** you will receive details on how to respond to the CfP via email from iED@ImmersiveEducation.org

Note that in some cases email from iED may not arrive in your email inbox. If you do not receive instructions within **48 hours** follow the instructions in the "Not getting iED Emails?" section below.

**ATTENDANCE REQUIRED:**

Please note that all accepted sessions must be presented in person by at least 1 of the session proposers (authors), for which an All Access Pass to the conference may be purchased at a discount. A special speaker registration code will be provided to the proposers (authors) of all accepted sessions, enabling the purchase of an All Access Pass at a discounted price.

**OPTIONAL DEADLINE:**

Submitters are encouraged to submit a short abstract by July 1, although this is an optional deadline (submitters may skip the July 1 abstract deadline if desired).

### IMPORTANT DATES TO REMEMBER

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<tr>
<td>July 1</td>
<td>Abstract Deadline (optional)</td>
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<tr>
<td>August 1</td>
<td>Draft Manuscript Deadline</td>
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<tr>
<td>September 1</td>
<td>Revised Manuscript Deadline</td>
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<td>October 16</td>
<td>Final Manuscript Deadline</td>
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<td>November 1</td>
<td>Presentation (Slides) Deadline</td>
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### Special Call For Art, Culture, History

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<th>Date</th>
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<td>September 15</td>
<td>Draft Manuscript Deadline</td>
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<tr>
<td>October 16</td>
<td>Final Manuscript Deadline</td>
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8. Not getting iED Emails?

If you are not receiving iED email please take the following steps to ensure that you can receive future updates:

1. Add iED@ImmersiveEducation.org to your email contacts and then send an email message to iED@ImmersiveEducation.org. This will indicate to most email systems that you are expecting email from the iED email address (so that these emails won't be placed into a spam or junk folder).

2. If you are using GMAIL look in your PROMOTIONS folder and also in your SPAM folder.

   If you are using any other email system look in your SPAM or JUNK folders.

   If you find iED messages any of these folder (Promotions, Spam or Junk) be sure to flag them as "legitimate" by starring those messages or otherwise moving them back into your inbox.

3. Sign up again with an alternate email address. Simply visit http://ImmersiveEducation.org/signup/Italy and sign up using a different email address than the one you used initially.

4. Ask a technology administrator at your organization to ensure that future messages are delivered into your email inbox.

On average you should receive 1 to 2 updates from iED@ImmersiveEducation.org each month. If taking the above steps does not resolve your inability to receive these message you can sign up with a different email address or ask a technology administrator at your organization to ensure that future messages are delivered into your email inbox.
9. Facebook and Twitter

Keep up to date on all Immersive Education activities by liking or following the official iED Facebook and Twitter accounts:

http://facebook.com/ImmersiveEducation

http://twitter.com/Immersive

10. Contact

http://ImmersiveEducation.org

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