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/Boston

See “8. 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 “11. Contact” below for contact information).
1. Blockchain in Education Summit Overview

The Immersive Education Initiative’s inaugural Blockchain in Education Summit (iED 2018) convenes the world's leading educational technology and blockchain experts in Boston, Massachusetts, on November 30 and December 1 to: 1) Address the emerging role of blockchain technologies in the fields of education and training, and 2) Examine the role and impact of academic and corporate research on blockchain technologies and emerging standards.

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

The conference is organized into 3 distinct strands:

1. **TEACHING BLOCKCHAIN** sessions will present case studies and best practices for teaching students of all ages about blockchain technologies, apps and applications.

2. **USING BLOCKCHAIN** sessions will teach educators, trainers and researchers how to utilize blockchain technologies, apps and applications in the fields of education, training and research.

3. **RESEARCH** sessions will provide attendees with an in-depth understanding of current and emerging technical and theoretical research studies focused specifically on blockchain technologies, apps and applications.

Speakers, researchers, teachers, trainers, students, exhibitors, sponsors and other Blockchain in Education Summit Call for Participation (CfP) respondents are invited to:

1) **Review** the previous 12 years of iED Summits at [http://summit.ImmersiveEducation.org](http://summit.ImmersiveEducation.org)

2) **Register** to respond this CfP at [http://ImmersiveEducation.org/signup/Boston](http://ImmersiveEducation.org/signup/Boston) as detailed below (see “8. How to Submit and Important Dates” below).

**Technology Working Groups (TWGs) and Community Groups (CGs)**

Corresponding Immersive Education Initiative Blockchain Technology Working Groups (TWGs) and Community Groups (CGs) will be announced during the opening keynote address, and will subsequently be open to all Immersive Education Initiative members.
Knowledge Tokens

Attendees, speakers and presenters will receive Knowledge Token® ("Knowken") participation and achievement tokens.

First introduced at Immersive Italy 2017, Knowledge Tokens may be used to pay for future conferences, training & certification programs, camps, clubs, Minecraft accounts & servers, Virtual Reality (VR) headsets, 360 degree VR cameras, VR and gaming graphics cards (GPUs), and more.

Special Blockchain in Education Summit sessions will also provide attendees with in-depth instructions on how to utilize and distribute Knowledge Tokens in their own classes and training activities.

Modular Format and Previous Speakers

Building on the success of the previous 12 years of Immersive Education (iED) Summits (conferences), the Blockchain in Education Summit 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, Harvard University, Smithsonian Institution, Massachusetts Institute of Technology (MIT), MIT Media Lab, Walt Disney Animation Studios, Google, Microsoft, Intel, United States Department of Education (ED), United States Department of the Interior (DOI) National Park Service (NPS), Stanford University, USC, UCLA, Keio University (Japan), USA Federation of Scientists (FAS), National University of Singapore (NUS), INDIRE (Italian Ministry of Education, Universities and Research institute), National Research Council (Italy), Royal Institute of Technology (Sweden), Indian Institute of Technology, Delhi (India), Technion Israel Institute of Technology (Israel), University of Barcelona (Spain), University of Glasgow (UK), University of São Paulo (Brazil), and many other world-class organizations and academic institutions.
2. Opening Keynote and Panel Discussions

Massachusetts Institute of Technology (MIT) professor Alex "Sandy" Pentland will deliver the opening keynote for the inaugural Blockchain in Education Summit. Pentland directs the MIT Connection Science and Human Dynamics labs and previously helped create and direct the MIT Media Lab (Cambridge, MA) and the Media Lab Asia (India).

Dr. Pentland is one of the most-cited scientists in the world, and Forbes recently declared him one of the "7 most powerful data scientists in the world" along with Google founders and the Chief Technical Officer of the United States. He has received numerous awards and prizes such as the McKinsey Award from Harvard Business Review, the 40th Anniversary of the Internet from DARPA, and the Brandeis Award.

Dr. Pentland is a founding member of advisory boards for Google, AT&T, Nissan, and the United Nations Secretary General. A serial entrepreneur, he has co-founded more than a dozen companies including social enterprises such as the Data Transparency Lab, the Harvard-ODI-MIT DataPop Alliance and the Institute for Data Driven Design. He is a member of the U.S. National Academy of Engineering and leader within the World Economic Forum.

Over the years Pentland has advised more than 60 PhD students. Almost half are now tenured faculty at leading institutions, with another one-quarter leading industry research groups and a final quarter founders of their own companies.

Together Pentland and his students have pioneered computational social science, organizational engineering, wearable computing (Google Glass), image understanding, and modern biometrics. His most recent books are `Social Physics,' published by Penguin Press, and 'Honest Signals,' published by MIT Press.

MIT is among the world’s most prestigious universities. As of August 2018, 91 Nobel laureates, 25 Turing Award winners, and 8 Fields Medalists have been affiliated with MIT alumni, faculty or researchers. In addition, 52 National Medal of Science recipients, 65 Marshall Scholars, 45 Rhodes Scholars, 38 MacArthur Fellows, 34 astronauts and 16 Chief Scientists of the U.S. Air Force have been affiliated with MIT.

The aggregated annual revenues of companies founded by MIT alumni ($1.9 trillion) would rank as the 10th largest
The **Blockchain in Education Summit** will feature the following 4 panel discussions:

- The Promise and Peril of Blockchain Technology in Education, Business and Government
- Intellectual Property Protection of Blockchain Technology
- Privacy Concerns Relating to Blockchain Technology
- 3D Printed Guns and Weapon Registration using Blockchain Technology
3. Dates and Location

The prestigious international **Blockchain in Education Summit** will take place in Boston, Massachusetts, on November 30 and December 1, 2018.

**NOTE:** The exact location (street address, for purposes of attending and accommodations) of the 2-day event will be provided to participants upon acceptance of their proposed session(s).

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*Boston is one of the oldest cities in the United States, founded in 1630 by Puritan settlers from England. Boston’s many colleges and universities make it an international center of higher education, including law, medicine, engineering, and business. Boston is considered to be a world leader in innovation and entrepreneurship, with nearly 2,000 start-up companies. Boston’s economic base also includes finance, professional and business services, biotechnology, information technology, and government activities.*
4. 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 “11. Contact” below for contact information).
5. General Audience Sessions

General Audience sessions are intended to appeal to all conference attendees, ranging from the “newbie” (those who are entirely new to the concept of blockchain technologies, apps and/or applications) 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 blockchain technologies, apps and/or applications).

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. **Teaching Blockchain.** Teachers, trainers, researchers, developers, students and end users are encouraged to share their experience with teaching the concepts of blockchain technologies, apps, and applications (both in and out of the classroom or corporate training room).

2. **Using Blockchain.** Teachers, trainers, researchers, developers, students and end users are encouraged to share their experience with utilizing blockchain technologies, apps, and applications (both in and out of the classroom or corporate training room) in the service of education and/or training.

3. **Blockchain Concepts.** Teachers, trainers, researchers, developers, students and end users are encouraged to present blockchain concepts that provide a general (high-level) overview of blockchain technologies, apps, and/or applications.
6. Academic and Technical Sessions

Academic and Technical sessions are intended to appeal to conference attendees who have prior experience researching, studying, applying, designing, and/or developing blockchain technologies, apps, and/or applications. 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 blockchain technologies, apps and/or applications).

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 results of research studies or experiments in the field of blockchain
2. The design and/or implementation of research studies in the field of blockchain
3. The design and/or development of blockchain experiments
4. The study and/or assessment of blockchain technologies, apps and/or applications
5. The design and/or development of blockchain technologies, apps and/or applications
6. The deployment and/or support of blockchain technologies, apps and/or applications
7. 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 in the context of blockchain technologies, apps and/or applications. Please note that proposed sessions may also address topics not listed below provided the focus of a proposed session is on blockchain technologies, apps and/or applications:

- Blockchain and cryptocurrency for teaching, training and/or learning
- 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](#)
- **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](#)
8. How to Submit and Important Dates

For details on how to respond to this Call for Participation (CfP) visit http://ImmersiveEducation.org/signup/Boston 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.

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<tr>
<th>IMPORTANT DATES TO REMEMBER</th>
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<tr>
<td>September 26 Draft Manuscript Deadline</td>
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<td>October 26 Revised Manuscript Deadline</td>
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<td>November 26 Final Manuscript Deadline</td>
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<td>November 26 Presentation (Slides) Deadline</td>
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9. 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 (Google Mail) 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/Boston 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.
10. 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

11. Contact

iED

Immersive Education Initiative

http://ImmersiveEducation.org

iED@ImmersiveEducation.org
+1 (617) 997-1017