

# IMMERSIVE EDUCATION INITIATIVE

# IMMERSIVE SWITZERLAND



VIRTUAL REALITY AUGMENTED REALITY A.I.  
LEARNING GAMES SIMULATIONS SPACES



SWITZERLAND Fall 2022  
[ImmersiveEducation.org/summits](https://ImmersiveEducation.org/summits)

## Call for Participation (CfP)

The **Immersive Education Initiative** has issued this Call for Participation for **General Audience** sessions and **Academic and Technical** sessions as detailed below. For details on how to propose a session see “**How to Respond to this CfP (Propose a Session)**” below.

Register to respond to this CfP at <https://ImmersiveEducation.org/signup/Switzerland>

*See “How to Respond to this CfP (Propose a Session)” below for details on how to respond*

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## **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 “**Contact**” below for contact information).

# 1. IMMERSIVE SWITZERLAND 2022 Overview

**IMMERSIVE SWITZERLAND 2022**, the [Immersive Education Initiative](#)'s **8th European Immersive Education Summit**, addresses 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 (the “inversion of immersion”), immersive teaching and immersive learning systems, and fully immersive environments such as caves, domes, spheres and planetariums.

The academic and technical event, hosted by the Swiss Museum of Transport in collaboration with the Lucerne University of Applied Sciences and Arts (HSLU) and the Lucerne Business Development Agency, features cutting-edge technology and research from around the world along with related presentations, hands-on exhibits, tools, techniques, standards and best practices.

The international **IMMERSIVE SWITZERLAND** conference takes place on October 7 and 8 at the Swiss Museum of Transport in Lucerne, Switzerland, and features a special overlapping day (October 7) with the [2022 Blockchain in Education Summit](#) that occurs on October 6 and 7.

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

- 1) **Review** the previous 15 years of iED Summits: <https://summit.ImmersiveEducation.org>
- 2) **Register** to respond this CfP at <https://ImmersiveEducation.org/signup/Switzerland> as detailed in the section “How to Respond to this CfP (Propose a Session)” below

## Knowledge Token<sup>®</sup>



Attendees, speakers and presenters will receive [Knowledge Token<sup>®</sup>](#) (Knowken<sup>®</sup>) incentive and reward tokens.

First introduced at [IMMERSIVE ITALY 2017](#), Knowledge Tokens may be used to pay for future conferences, training & certification programs, camps, clubs, Virtual Reality (VR) headsets, 360 degree VR cameras, VR and gaming graphics cards (GPUs), and more.

Special IMMERSIVE SWITZERLAND 2022 sessions will also provide attendees with in-depth instructions on how to utilize and distribute Knowledge Tokens with their own classes and training activities.



## Previous Speakers and Participants

Speakers and participants at previous Immersive Education conferences and events 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. Dates and Location

The international **IMMERSIVE SWITZERLAND** conference takes place on October 7 and 8 at the Swiss Museum of Transport in Lucerne, Switzerland, and features a special overlapping day (October 7) with the [2022 Blockchain in Education Summit](#) that occurs on October 6 and 7.

Related events and activities take place in and around Lucerne, Switzerland.



*One of the most beautiful cities in the world, Lucerne, Switzerland, will host the **Blockchain in Education Summit** and **IMMERSIVE SWITZERLAND** during the first week of October, 2022. Lucerne's famous covered Kapellbrücke (Chapel Bridge), pictured above, was built in 1333 and links "Old Town" to the Reuss river's right bank.*

Lucerne has long been a destination for tourists who travel from around the world to experience the city's abundant natural beauty and cultural attractions.

As the most populous city in Central Switzerland, Lucerne is a nexus of economics, transportation, culture, and media for the entire region. Owing to its location on the shores of Lake Lucerne, where it is surrounded by snowcapped mountains of the Swiss Alps, Lucerne offers staggering views and unique memories year-around.

Lucerne is known for its preserved medieval architecture. The city's colorful Altstadt (Old Town) is bordered by Museggmauer (Musegg Wall), a 870 meter high 14-century rampart. Lucerne's 15th century buildings feature colorful painted facades depicting medieval life.

### 3. Corporate Sponsors and Exhibitors

#### **Sponsors and Corporate/Business (non-academic) Exhibitors**

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

Sponsors and corporate/business (non-academic) exhibitors are invited to contact the conference team (see “**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 the concept of immersion, immersive technologies and/or immersive 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. **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.
3. **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.
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. Immersion as an Emerging Art Form
  - i. Other (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 researching, studying, 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 design and/or development of immersive spaces, apps and/or applications
4. The study and/or assessment of immersive technologies, experiences and/or techniques
5. The design and/or implementation of research studies in the field of immersion
6. The design and/or development of immersive experiments



## 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 the proposed session is on immersive technologies and/or immersive techniques:

- Applying [Knowledge Token](#)<sup>®</sup> (Knowken<sup>®</sup>) incentive and reward tokens to immersive experiences
- Immersive Education Learning Spaces ([iED Spaces](#))
- Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR), holograms and holography
- Brain interfaces, cybernetics, affective computing, and neuro-gaming and/or 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, Facebook/Meta Oculus, HTC Vive, Microsoft HoloLens, HP Reverb, Playstation VR, Valve Index, etc.)
- Virtual, augmented and/or mixed reality for cultural heritage, the arts, culture and/or history
- Creative computing, 21st century skills and computational thinking & learning systems
- Artificial Intelligence (AI) and Cognitive Computing (CC) in the Age of Immersion
- [Immersive Education Clubs and Camps](#) (approaches, results, reports, updates, etc.)
- 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, Roblox, Fortnite, Skyrim, Pokémon, World of Warcraft, Portal, Assassin's Creed, BioShock, Scribblenauts, Civilization, 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
- Pedagogy and assessment in the Age of Immersion
- Future research directions and issues in the Age of Immersion

## 7. How to Respond to this CfP (Propose a Session)

For details on how to propose a Summit session simply register to respond to this Call for Participation by entering **your email address and name** at:

<https://ImmersiveEducation.org/signup/Switzerland>

Within **48 hours** you will receive details on how to respond to the CfP via email from [iED@ImmersiveEducation.org](mailto:iED@ImmersiveEducation.org)

**Not getting iED Emails?** 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/speakers), 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 authors/speakers of all accepted sessions.

## 8. Not getting iED Emails?

On average you should receive 1-2 updates from [iED@ImmersiveEducation.org](mailto:iED@ImmersiveEducation.org) each month.

If you are not receiving these emails from the Immersive Education Initiative, please take the following steps to ensure that you can receive future updates:

1. Add [iED@ImmersiveEducation.org](mailto:iED@ImmersiveEducation.org) to your email contacts and then send an email message to [iED@ImmersiveEducation.org](mailto: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.
3. If you are using any other email system look in your **SPAM** or **JUNK** folders.

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

### Still Can't Receive iED Emails?

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:

1. Sign up again with an alternate email address. Simply visit the registration page [ImmersiveEducation.org/signup/Switzerland](https://ImmersiveEducation.org/signup/Switzerland) and sign up using a different email address than the one you used initially.
2. Ask a technology administrator at your organization to ensure that future iED messages are delivered into your email inbox.

**1-2 EACH MONTH**

On average you should receive 1 to 2 updates from [iED@ImmersiveEducation.org](mailto:iED@ImmersiveEducation.org) each month.

## 9. Facebook, Twitter and Instagram

Keep up to date on all Immersive Education activities through the official iED Facebook, Twitter and Instagram accounts:



<https://facebook.com/ImmersiveEducation>



<https://twitter.com/Immersive>



<https://instagram.com/ImmersiveEducation>

## 10. Contact



**Immersive Education Initiative**

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