



# Immersive Learning Research Network

May 17 to June 10, 2021

On the iLRN Virtual Campus, powered by VirBELA  
... and across the Metaverse!

## CALL FOR PAPERS & PROPOSALS

**iLRN2021** 7th International Conference of the  
Immersive Learning Research Network

**TRANSCEND:** Accelerating Learner Engagement in  
XR across Time, Place, and Imagination



CONFERENCE PROCEEDINGS WILL BE  
SUBMITTED FOR INCLUSION IN  
**IEEE Xplore®**  
Digital Library

Serious Games • 3D Collaboration • eSports • AI & Machine Learning • Robotics • Digital Twins • Embodied Pedagogical Agents • Medical & Healthcare Education • Workforce & Industry • Cultural Heritage • Language Learning • K-12 STEM • Museums & Libraries • Informal Learning • Community & Civic Engagement • Special Education • Geosciences • Data Visualization and Analytics • Assessment & Evaluation

## SUBMISSION STREAMS



### ACADEMIC STREAM

(Refereed paper published in proceedings)

- Full (6–8 pages) paper for oral presentation
- Short paper (4–5 pages) for oral presentation
- Work-in-progress paper (2–3 pages) for poster presentation
- Doctoral colloquium paper (2–3 pages)



### PRACTITIONER STREAM

(No paper – Refereed on the basis of proposal form)

- Oral presentation
- Poster presentation
- Guided virtual adventures
- Immersive learning project showcase



### NONTRADITIONAL SESSION STREAM

(Extended abstract describing session published in proceedings)

- Workshop
- Special session
- Panel session

The 7th International Conference of the Immersive Learning Research Network (iLRN 2021) will be an innovative and interactive virtual gathering for a strengthening 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.

Following the success of iLRN 2020, our first fully online and in-VR conference, this year's conference will once again be based on the iLRN Virtual Campus, powered by VirBELA, but with a range of activities taking place on various other XR simulation, gaming, and other platforms. Scholars and professionals working from informal and formal education settings as well as those representing diverse industry sectors are invited to participate in the conference, where they may 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.

Note: Last year's iLRN conference drew over 3,600 attendees from across the globe, making the scheduling of sessions a challenge. This year's conference activities will be spread over a four-week period so as to give attendees more opportunities to participate at times that are conducive to their local time zones.



<https://immersivelrn.org/ilrn2021>

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## PROGRAM TRACKS

Papers and proposals may be submitted to one of 10 program tracks, the first nine of which correspond to the iLRN Houses of application, and the tenth of which is intended for papers making knowledge contributions to the learning sciences, computer science, and/or game studies that are not linked to any particular application area:

-  **Track 1. Assessment and Evaluation (A&E)**
-  **Track 2. Early Childhood Development & Learning (ECDL)**
-  **Track 3. Galleries, Libraries, Archives, & Museums (GLAM)**
-  **Track 4. Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)**
-  **Track 5. K-12 STEM Education**
-  **Track 6. Language, Culture, & Heritage (LCH)**
-  **Track 7. Medical & Healthcare Education (MHE)**
-  **Track 8. Nature & Environmental Sciences (NES)**
-  **Track 9. Workforce Development & Industry Training (WDIT)**
-  **Track 10. Basic Research and Theory in Immersive Learning**  
(not linked to any particular application area)

## PAPER/PROPOSAL SUBMISSION & REVIEW

Papers for the Academic Stream and extended-abstract proposals for the Nontraditional Session Stream must be prepared in standard IEEE double-column US Letter format using Microsoft Word or LaTeX, and will be accepted only via the online submission system, accessible via the conference website (from which guidelines and templates are also available).

Proposals for the Practitioner Stream are to be submitted via an online form, also accessible from the conference website.

A blind peer-review process will be used to evaluate all submissions.

## PUBLICATION, ABSTRACTING, AND INDEXING

All accepted and registered papers in the Academic Stream that are presented at iLRN 2021 and all extended abstracts describing the Nontraditional Sessions presented at the conference 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. In addition, authors of selected papers may be invited to submit expanded versions of their papers for consideration by a number of Scopus and Web of Science-indexed journals.

## SESSION FORMATS



### ORAL PRESENTATION:

Pre-recorded video + 60-minute live in-world discussion with others presenting on similar/related topics (groupings of presenters into sessions determined by Program Committee)



### POSTER PRESENTATION:

Live poster session in 3D virtual exhibition hall; pre-recorded video optional



### DOCTORAL COLLOQUIUM:

60-minute live in-world discussion with other doctoral researchers; pre-recorded video optional



### GUIDED VIRTUAL ADVENTURES:

60-minute small-group guided tours of to various social and collaborative XR/immersive environments and platforms



### IMMERSIVE LEARNING PROJECT SHOWCASE:

WebXR space to assemble a collection of virtual artifacts, accessible to attendees throughout the conference



### WORKSHOP:

1- or 2-hour live hands-on session



### SPECIAL SESSION:

30- or 60-minute live interactive session held in world; may optionally be linked to one or more papers



### PANEL SESSION:

60-minute live in-world discussion with a self-formed group of 3-5 panelists (including a lead panelist who serves as a moderator)

## IMPORTANT DATES

Main round submission deadline – all submission types welcome	2021-01-15
Notification of review outcomes from main submission round	2021-04-01
Late round submission deadline – Work-in-progress papers, practitioner presentations, and nontraditional sessions only	2021-04-08
Camera-ready papers for proceedings due – Full and short papers	2021-04-15
Presenter registration deadline – Full and short papers (also deadline for early-bird registration rates)	2021-04-15
Notification of review outcomes from late submission round	2021-04-19
Camera-ready work-in-progress papers and nontraditional session extended abstracts for proceedings due; final practitioner abstracts for conference program due	2021-05-03
Presenter registration deadline – Work-in-progress papers, practitioner presentations, and nontraditional sessions	2021-05-03
Deadline for uploading presentation materials (videos, slides for oral presentations, posters for poster presentations)	2021-05-10
Conference opening	2021-05-17

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).



<https://immersivelrn.org/ilrn2021>