CALL FOR PAPERS & PROPOSALS

iLRN 2021: 7th International Conference of the Immersive Learning Research Network  
iLRN Virtual Campus, powered by VirBELA  
May 17 to June 10, 2021

***“TRANSCEND: Accelerating learner engagement in XR   
across time, place, and space”***

Technically co-sponsored by the IEEE Education Society,   
with proceedings to be submitted for inclusion in IEEE Xplore®

**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**

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. Held **fully online and in virtual reality** on the **iLRN Virtual Campus, powered by VirBELA**, 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. 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.***

**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

**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)*

**PROGRAM TRACKS**

Papers and proposals may be submitted to one of six program tracks, administered by the nine iLRN Houses: Track 1. *Early Childhood Development & Learning (ECDL)*; Track 2. *Galleries, Archives, Libraries, & Museums (GLAM)*; Track 3. *Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)*; Track 4. *K-12 STEM Education*; Track 5. *Language, Culture, & Heritage (LCH)*; Track 6. *Medical & Healthcare Education (MHE)*; Track 7. *Nature & Environmental Sciences (NES)*; Track 8. *Workforce Development & Industry Training (WDIT)*; Track 9. *Assessment and Evaluation (A&E)*

**PAPER/PROPOSAL SUBMISSION AND 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 2020 and all extended abstracts describing the Nontraditional Sessions presented at the confer- ence 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.

**IMPORTANT DATES**

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| Paper and proposal submission deadline (Main round – all submission types welcome) | 2020-12-11 |
| Notification of review outcomes from main submission round | 2021-03-01 |
| Camera-ready papers for proceedings due – Full and short papers | 2021-03-15 |
| Presenter registration deadline – Full and short papers | 2021-03-15 |
| Paper and proposal submission deadline (Late round – Only work-in-progress papers, nontraditional session proposals, and practitioner proposals will be considered\*) | 2021-03-08 |
| 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 sessions, and nontraditional sessions | 2021-05-03 |
| Deadline for uploading presentation materials (videos, slides for oral presentations, posters for poster presentations) | 2020-05-10 |
| Conference opening | 2020-05-17 |