



Personalisation in Immersive and Game-Based Learning Environments (PIGL 2017)

Special Track at the

Immersive Learning Research Network 2017 Conference (iLRN 2017)

26 - 29 June 2017, Coimbra, Portugal

<https://immersivelrn.org/ilrn2017/>

Paper submission deadline (extended): **February 15, 2017**

iLRN Conference

The 3rd Annual International Conference of the Immersive Learning Research Network (iLRN) will be an innovative hands-on and scholarly meeting for an emerging global network of developers, educators, and research professionals collaborating to develop the scientific, technical, and applied potential of immersive learning.

The iLRN conference will take place in **Coimbra, Portugal**, on **26-29 June 2017**. More information about the conference can be found under: <https://immersivelrn.org/ilrn2017/>

Special Track Overview

Shifting educational responsibilities from authorities to the individual learner becomes more and more important as educational foundation of our learning society. In this context digital learning environments play an important role, which include immersive learning environments, game-based learning environments, that might use augmented reality, and that might be deployed on multiple platforms (like mobile devices). Such learning environments enable learners to learn in a self-directed way with freedom of place, pace and time. However, learners often still need some kind of support or guidance, to chose their learning paths, to take care for their motivation, to be aware of their goals and learning progress, etc. So personalisation approaches on different levels (cognitive, meta-cognitive, emotional, etc.) are needed in digital learning environments to provide optimal learning support.

The aim of this special track is to gain insights and identify approaches on a conceptual and technical level, how multi-modal personalisation can be facilitated and applied in immersive and game-based learning environments. Such personalisation approach can be based on

competences, motivation, emotions, meta-cognition, self-regulated learning, and other personal factors that guide the learning experience. Hence, papers are welcome that report on technical implementations, studies, best practices, and conceptual approaches in this field.

List of Topics

In the context of immersive and game-based learning environments, such as game-based environments, virtual worlds, 3D environments, augmented reality, and mobile environments, the special track is interested in pedagogical, psychological, and technical topics related to or facilitating personalisation:

- Learner modelling and open learner models
- Adaptation and recommendation
- Self-reflection and meta-cognition
- Collaboration and social computing
- Motivational and emotional aspects
- Learning analytics and data mining
- Technical frameworks
- Pedagogical frameworks
- Life-long and informal learning
- Courses, classes, and training
- Experience-based and inquiry-based learning
- Evaluation studies and methodologies
- Real life experiences and best practices

Important dates

- Papers submission deadline: **February 15, 2017**
- Author notification of acceptance: March 15th, 2017
- Camera-ready deadline: April 15th, 2017
- Main Conference: June 26th – June 29th, 2016

Author Info

The PIGL Special Track follows the types and formats specified in the main conference. Contributions must focus on sound research and must be grounded on literature in their field. **Long papers** (10-12 pages) are expected to report on completed work, for example technical developments, best practices, studies. **Short papers** (6-8 pages) can also describe concepts, approaches, and work-in-progress. Accepted papers will be published in the proceedings of the main conference (selected papers will be published in a Springer book, the others will be published in the online proceedings of iLRN 2017). All papers (including papers selected for Springer publication) must follow [Springer's style guidelines](#).

Papers have to be submitted until February 15, 2017, at:

<https://www.easychair.org/conferences/?conf=ilrn2017>

After login please select:

=> Special Track 2: Personalisation in Immersive and Game-Based Learning Environments

Each submission will be evaluated by at least two members of the PIGL Program Committee and will receive written review reports.

More information is available at: https://immersivelrn.org/ilrn2017/author_info/

Special Track Chairs

- Alexander Nussbaumer, Graz University of Technology, Austria
- Rob Nadolski, Open University of the Netherlands, Netherlands
- Samuel Mascarenhas, INESC-ID, Portugal

Programme Committee

- Sylvester Arnab, Coventry University, UK
- Francesco Bellotti, University of Genoa, Italy
- Riccardo Berta, University of Genoa, Italy
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- Isabel Trancoso, INESC-ID, Portugal
- Zerrin Yumak, Utrecht University, Netherlands
- Carsten Ullrich, DFKI, Germany

Contact

For more information or questions please contact:

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RAGE Project

This Special Track will be organised in the context of the EC-funded RAGE project. RAGE aims at supporting the game industry at developing serious and educational games easier, faster, and more cost-efficiently. The main objective is to develop an eco-system of self-contained gaming assets (well-documented software components) that can easily be used and included by serious games. More information can be found under: <http://rageproject.eu/>

