

Call for Contributions

Submission:

1. **Inform the Chair:** with the Title of your Contribution

2. **Submission URL:**

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=UBICOMM+2017+Special>

Please select Track Preference as **AEU3DA**

Special track

AEU3DA: Advances in Education with Ubiquitous 3D Applications

Chair and Coordinator

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along with

UBICOMM 2017, The Eleventh International Conference on Mobile Ubiquitous Computing, Systems, Services and Technologies

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Three-dimensional (3D) educational applications as Virtual Worlds (VW), Digital Serious Games (DSG) and Immersive Learning Environments (ILE) are emerging, as they synchronize with current technology reality and enable different activities from common web systems, such as content immersion, experiments, games and simulation of real or fictitious situations, in more instigative and realistic environments. In addition, they can favor collaboration and social interactions between students that are embodied in virtual characters or materialized in creative spaces.

As highlighted by scientific researchers, systems with personalization elements can contribute to increase teaching results, connected to the fact that filtering learning materials helps to shorten the process and reduce the cognitive load. In this sense, providing students with instruction customized to their varied abilities and cognitive traits can be more effective. This new paradigm is named ubiquitous learning and has the potential to improve results and reduce costs of institutions.

This track aims to discuss the advances in the use of 3D ubiquitous applications in the educational field, including, among other aspects, how the identification and treatment of student characteristics such as different needs, requirements and experiences, can be articulated with student motivation in learning processes, opening the opportunity to recent research in ubiquitous learning environments.

Topics include, but not limited to:

- Digital educational games
- Gamified immersive environments and virtual worlds
- Virtual reality applied to education
- Intelligent pedagogical agents
- Virtual laboratories and simulations for education
- Immersive learning environments

Important Datelines

- Inform the Chair: As soon as you decided to contribute
- Submission: October 4
- Notification: October 11
- Registration: October 18

- Camera ready: October 18

Note: These deadlines are somewhat flexible, providing arrangements are made ahead of time with the chair.

Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaia.org]
- Presentations: slide only [slide-deck posted on www.iaia.org]
- Demos: two pages [posted on www.iaia.org]

Paper Format

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

Publications

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

Paper Submission

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Registration

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

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