

Call for Papers
Journal of Universal Computer Science (J.UCS) Special Issue

Immersive Virtual Worlds for academic, organizational, and life-long learning



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Web: http://www.jucs.org/ujs/jucs/info/special_issues/virtual_worlds_cfp.pdf e-mail: jucs_ied@iicm.edu

Background & Call for Manuscripts

Our society of the 21st century makes great demands on the citizens due to rapid development and ever-changing political, social, economic, and technological situations. Consequently, it is expected that members of the society keep pace with these mutable situations, adapt their skills and expertise. Modern instructional design, learning goals, and processes as well as appropriate learning environments must support the development of the aforementioned skills and expertise. Consequently, educational approaches have changed dramatically over time from less formal schooling in the agrarian society to remedial repetitive learning in the industrialization age to learning with an understanding in today's knowledge society. Based on that, different modern educational strategies have been developed which include aspects such as self-directed learning, collaborative learning, experiential-based learning, and active participation. Educational approaches have also been influenced by technology, but have also increasingly applied technology over the last decades, such as motion pictures, radio, television, computers, and other emerging information and communication technologies (ICT).

Recent hype surrounding the virtual world platform "Second Life" has generated significant interest in the education community. Although virtual worlds have been an active research topic for a long time, technology was not ready for complex application scenarios until recently. New interesting and powerful platforms and tools, such as Second Life, Active Worlds, Multiverse, Open Croquet, OpenSim, realXtend and OpenWonderland, have emerged and become applicable to complement or even replace other knowledge transfer and learning settings. Modern virtual worlds are seen from an optimistic viewpoint as a disruptive and transformative technology. However, it still remains unclear to some extent where the real benefits and limitations of using virtual worlds as knowledge transfer and learning environments are, when compared to more traditional methods. In order to avoid the same pitfalls of past e-learning solutions by just applying traditional learning approaches to a new technology, this special issue is intended to give an overview of current research and results.

To this end, we are inviting potential authors to submit their original and sound work on immersive virtual worlds for educational purpose in primary, secondary, tertiary and life-long learning settings.

Important Deadlines

Submission of Full Papers: 31 May 2012

Notification of Acceptance 15 September 2012

Final Paper version: 1 October 2012

Special Issue: November 2012

Submission and Evaluation Procedure

The Journal of Universal Computer Science - is a high-quality electronic publication that deals with all aspects of computer science. J.UCS has been appearing monthly since 1995 and is thus one of the oldest electronic journals with uninterrupted publication since its foundation. A number of special issues as well as the printed archive editions of the volumes are also available in print and can be ordered directly from J.UCS office. The impact factor of J.UCS is 0.669, the 5-year impact factor 0.788 (2010). For further information, please refer to http://www.jucs.org/jucs_info/

Manuscripts should not exceed 20 double-spaced pages. Papers only prepared according to the JUCS's guidelines for authors and submitted online (see procedure described below) will be included in the review process. Illustrations and tables must be provided as integrated parts of the manuscript. The guidelines for authors are available at http://www.jucs.org/ujcs/jucs/info/submissions/style_guide.html.

For all potential authors who have received an invitation for an extended version of their conference paper, please bear in mind that we only can consider submissions which are significantly extended (at least 30-50% new material and the title of the extended version must clearly and unmistakably differ from the title of the article presented at the conference). For more details, please also refer to http://www.jucs.org/ujcs/jucs/info/special_issues/special_guidelines.html.

Please submit your original and prof-read papers not later than 31st of May 2012 using the submission system at <http://www.easychair.org/conferences/?conf=jucs2012vw>

Each paper will be blind reviewed by at least 3 reviewers. According to the covered main subjects in the content, a selected set of reviewers with the appropriate expertise in 3D worlds, pedagogy, and e-learning/computer science will be assigned.

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