

2021 International Conference on Interactive Mobile Communication Technologies and Learning

IMCL2021

"New Realities, Mobile Systems and Applications"

Mediterranean Palace Hotel*, Thessaloniki, 4-5 November 2021 * IMCL2021 is planned as a hybrid event (remote & onsite presentations will be supported)

Special Session Call for Papers

Immersive Technologies for Primary and Secondary Education (ImTech4PSE)

Overview

Immersive technologies have gained great attention of instructors from both primary and secondary education. They offer new forms of interaction and immersive experiences that motivate students in their learning. One of the potentials of these technologies is that they can allow experimentation and interaction innovatively. Technologies such as Augmented Reality, Virtual Reality, Mixed Reality, and 360/interactive video could promote both in-class and distant learning in many meaningful ways. Additionally, This session focuses on promoting immersive technologies in primary and secondary education. Additionally, this session also presents available platforms and tools that allow instructors to design and develop such experiences. Overall, this session provides a board for discussion and intellectual exchange for all of those interested in these fields of research of practice. this session also focuses on the platforms and tools that allow instructors to design and develop such experiences. Overall, this session provides a board for discussion and intellectual exchange for all of those interested in these fields of research of practice. this session also focuses on the platforms and tools that allow instructors to designs and develop such experiences. Overall, this session provides a board for discussion and intellectual exchange for all of those interested in these fields of research of practice.

Topics

- Learning through educational game immersive experiences
- AR/VR/MR educational applications
- Educational immersive video experiences
- Game-based learning through immersive technologies
- Primary and secondary education immersive learning case studies
- Authoring tools and platforms for immersive experiences
- Frameworks and methodologies of immersive experience application in primary and secondary education

Contribution Types

Papers for the Special Session should have between 8 and 10 pages.

All submissions will be peer-reviewed by at least two reviewers. Accepted papers will be included in the conference proceedings if at least one author pays the registration fee AND the paper is presented. The conference proceedings will be published as IMCL2021 Proceedings in the Springer series "Advances in Intelligent Systems and Computing". For further questions, please contact the track chair(s).

Presentation Types

IMCL2021 is planned as a hybrid event, therefore remote & onsite presentations will be supported.

Important Dates

10 Jul 2021	Submission of complete papers for special sessions
26 Jul 2021	Notification of acceptance
06 Sep 2021	Camera-ready due & author registration deadline



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04 Nov 2021 IMCL2021 Conference Opening

Submission

Please visit: <u>https://www.conftool.org/imcl-conference</u> and submit your paper by selecting the respective special session.

Program Committee

Chair(s)

Avgoustos Tsinakos, International University of Greece, <u>tsinakos@cs.ihu.gr</u> Ioannis Kazanidis, International University of Greece, <u>kazanidis@cs.ihu.gr</u>

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