



VIRTUAL WORLDS BEST PRACTICES IN EDUCATION 2015

WEDNESDAY, MARCH 18 THROUGH SATURDAY, MARCH 21

Call for Proposals Timeline

Call for Proposals Opens:	October 31, 2014
Proposal Submission Deadline:	December 14, 2014
Acceptances and Program Times Sent:	January 10, 2015
Call for Posters and Post Conference Events:	January 16, 2015
Full Papers for Proceedings Publication Deadline: <i>(Subject to a second blind review)</i>	February 2, 2014

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Writing the Abstract Submission

Before writing your proposal, consider the scope of your idea, and how you can capture it in clear and exact language.

1. **Be succinct.** You have 100-200 words in which to propose your concept to our reviewers, so make every word count. The title of your proposal should also showcase your topic clearly and briefly.
2. **Be purposeful.** State your purpose or goal clearly, and outline the most important objectives of your presentation.
3. **Be virtual.** Capitalize on the virtual experience by promoting virtual worlds and virtual spaces as powerful venues for education and best practices.
4. **Be well traveled.** This year's conference is about crossroads. Does your presentation help to highlight the roads less traveled or the personal paths that bring us together? In clear, and precise language, demonstrate how your proposal also fits this year's theme.
5. **Be impactful.** Your proposal concepts are important, regardless of the track in which they are being proposed. Make clear the impact to best practices your idea will have on the education community and practitioners in general.
6. **Be appealing.** Because you have to win over a target audience of educators and practitioners in various fields, appeal to them by making clear why this presentation is for them.

Creating Presentation Outcomes

Please articulate 1-3 learning outcomes/objectives for your presentation, regardless of the track and format chosen. Please do the best you can to make the outcomes/objectives specific and measurable. Here is a link that might be useful: <https://coltt.utpa.edu/learningObjectives/>

The Online Registration and Submission Process

All proposal submissions will be done online at <http://www.vwbpe.org>.

If you have never submitted a proposal to VWBPE, please click Register first and follow the instructions on the screen.

Once you are registered, you will need to fill out a Profile page, which is directly linked to submissions. You must create a real life avatar profile and a virtual world avatar profile.

Incorrect information here makes for an incorrect program.

The email you register with the website is the one that will be used for all communications.

In order to submit a proposal, you must make three general decisions, outlined in greater detail farther in this document. You will also find that choices may not always be the same across all venues and formats.



1. Venues

This year's conference will include two venue choices for presentation: Second Life and OpenSim.

For more information on each of the venues, and how you can create a free account, please see below:

1. Second Life: <http://secondlife.com/>
2. OpenSim: <https://www.avacon.org/blog/avacon-grid/>

This is the first decision you must make in submitting your proposal. This selection should be tied to the work that you have been doing, and which you hope to showcase at the conference. Selecting a venue also will determine the choices you have regarding tracks and formats.

2. Tracks

This year's conference will feature seven different tracks or themes. Please review their description carefully, to make the second decision for your proposal submission. The track simply allows you to select a focus for your proposal.

Research

Findings or theories related to the use of virtual worlds for education may fit this track.

Best Practices

Information regarding the use of virtual world technology for teaching and/or learning as a best practice are explored in this track.

K-12

Information that focuses on K-12 student use of virtual worlds, created both by students and their teachers/advisors, as methods of learning fit this track.

Advocacy

In this new track, presenters may share programs, action plans, or other goals or ideas that promote or advocate for particular areas of need in education in virtual worlds and beyond. Presenting in this track is not intended to be a fundraising campaign or to initiate any monetary campaigns, but to bring awareness to an issue.

How-to

The purpose of this track is instructional, in which the presenter outlines a process for content creation, such as machinima, art, activities, instructional or interactive builds, and other areas related to virtual worlds and virtual spaces.

Games and Simulations

The focus of this track is how games or other game-like activities and simulations utilize virtual environments for education.

Tools and products

This track is to showcase new and innovative tools and products that enable educators to create teaching/learning and research environments, enhance learning, and enable virtual world participants to function with ease.

3. Formats

A total of three presentation formats will be available during the conference. The formats determine the space allocated for presenting, as well as the length of time, and placement in the program schedule. Please note that the formats described below are not all available for all venues and tracks. The decisions you make in selecting a venue, and then a track, will also determine the availability of these formats.

Lecture

This is a 50 minute presentation in an auditorium-style location. If the presenter wishes to include a question and answer component to this, it must be planned as part of the time allotted.

Panel Discussion

This is a 110 minute panel discussion with more than one presenter or panelist, where a prepared topic is discussed. The location is also an auditorium-style location several chairs on the presentation stage.

Workshop

This is a 110 minute demonstration or hands on engagement of an audience, which requires open space with no seating. The presenter sets up his or her own tools with the understanding that they be cleaned up afterward.

Special Programs *(Not part of the same proposal submissions as indicated previously.)*

Post Conference Sim Demonstration and Virtual World Explorations

This special track involves showcasing educational virtual worlds through sim demonstrations or exploration. These may occur in any virtual environment. This format will be handled through a second, special call for virtual exploration proposals, and it will be reviewed by the organizational committee, not peer reviewed.

Posters

3D Poster Displays are like the pop-up books of virtual worlds. The 3-dimensional builds remain on display for the duration of the conference. It is set up prior to the start, and remains on display for a week after the conference. Builders are given a predetermined area with a 100 prim limit count. This format will be handled through a second, special call for posters, and it will be reviewed by the organizational committee, not peer reviewed.

Publication in Proceedings: *The Journal of Virtual Studies*

Presenters interested in having the full paper published in the VWBP proceedings should note that a separate full paper submission will be handled through the Journal of Virtual Studies link. In order for presentations to be considered for the proceedings, all full papers must be submitted by no later than February 2, 2015. Full papers will be subject to a second peer review process.

Submission link:

<http://ejournal.urockcliffe.com/index.php/jovs/about/submissions#onlineSubmissions>

(will require registration and login at the journal site)

VWBPE 2014 Closing Ceremony Address
As presented by Phelan Corrimal / Kevin Feenan

Inevitably in every life there comes a point at which we must make a choice:

*do we follow the crowd,
take the road less travelled,
do we seize the day, or
detour around what life throws at us?*

So we, too, must set the example,

*not by walking the path,
for that path is ours and ours alone,
but by helping others establish their own paths
and separate the fertile fields from barren wastes.*

For each life is a crossroad that

*changes us from who we were;
challenges us on who we are; and
channels us towards who we will become.*

Nowhere is this more important than in education,

*where each moment represents new vistas of opportunity,
that can bewitch the mind, ensnare the senses, and free one's soul.*

It is with great pleasure that I ask each and every one of you to gather again

*in this great hall
on March 18th, 2015
for the 8th annual Virtual Worlds Best Practices in Education conference
to develop new crossroads of opportunity, shared experience,
and to empower another year of quality immersive education.*