



VIRTUAL WORLDS BEST PRACTICES IN EDUCATION 2014

WEDNESDAY, APRIL 9 THROUGH SATURDAY, APRIL 12, 2014

Call for Proposals

This year's theme is Connections.

Grand or small, connections are everywhere. In a sky of seemingly unconnected points of light, constellations emerge, purposeful and filled with meaning. The connections we make across a star-filled metaverse are just as purposeful and filled with meaning. They bind us in education, in creativity, in innovation, and in myriad and multiple possibilities across space and time. Connections are what we make, what we seek, and what we expect to expand farther than we've ever gone before. Join us this year as we seek to make our connections stronger. A million points of light seek you out in a metaverse ready to be mapped.

CONTENTS

Call for Proposals	3
Writing the Abstract Submission	4
The Online Registration and Submission Process.....	4
Venues	5
Tracks.....	6
Formats.....	7
Second Life Options Overview.....	8
Cloud Party Options Overview.....	9
OSGrid Options Overview	10
Post Conference Other Virtual World Exploration MOOC.....	11

CALL FOR PROPOSALS

Call for Proposals Opens: December 16, 2013

Proposal Deadline: January 19, 2014

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 connected.** This year's conference is connections. How does your presentation fit this theme? 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.

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. You will need to have the following information ready for submission.

- A. Real Name
- B. Avatar name (should match venue selection)
- C. Affiliation
- D. Brief Bio
- E. Email

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.

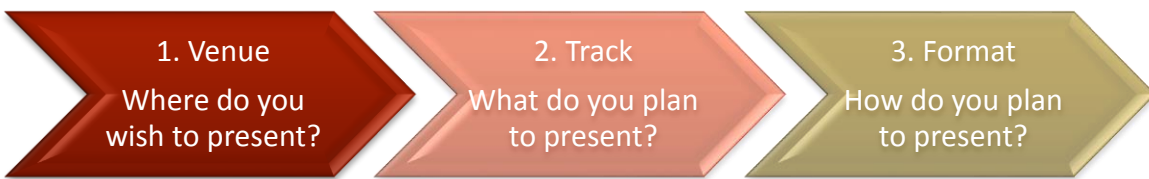


VENUES

This year's conference will include four venue choices for presentation: Second Life, Cloud Party, OSGrid, and Post Conference Other Worlds Exploration MOOC.

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. Cloud Party: <https://www.cloudparty.com/>
3. OSGrid: <http://www.osgrid.org/>
4. Other Worlds Exploration: to be determined by the presenters, and published at a later time



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.

TRACKS

This year's conference will feature eight 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 (*NEW!)

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

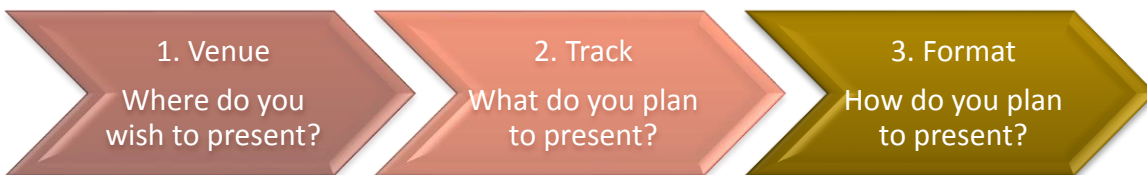
This track is to showcase new and innovative tools and products that enable educators to create teaching/learning and research environments, enhance learning, and enable virtual world participants to function with ease.

MUSEUM/GALLERY (*NEW!)

This track showcases locations with museums or gallery created for educational purposes, and which may be explored.

FORMATS

A total of six 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.

3D POSTER DISPLAY

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. Submissions in this format are also considered for the Poster Awards.

MACHINIMA VIDEO

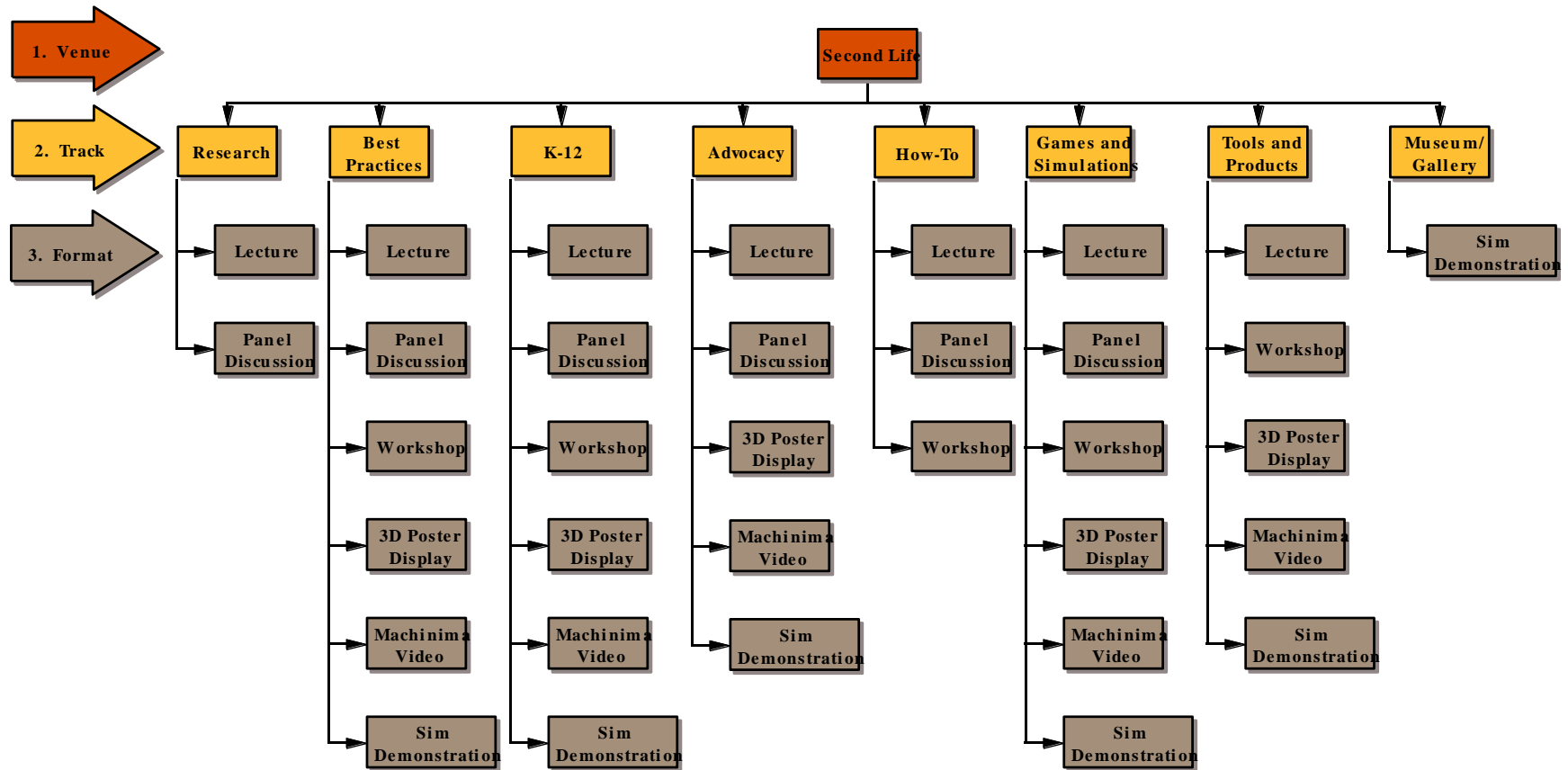
These are machinima productions uploaded to YouTube and about 1-3 minutes in length. They feature any number of tracks listed below. Submissions in this track are also automatically considered for the Machinima Awards.

SIM DEMONSTRATION (*NEW!)

This new format is intended for those that wish to showcase their own sim in Second Life, Cloud Party or OpenSim (must be public hypergrid enabled). This type of exploration, however, has a time restriction of 110 minutes, and presenters are responsible for ensuring that participants can get back to the next session.

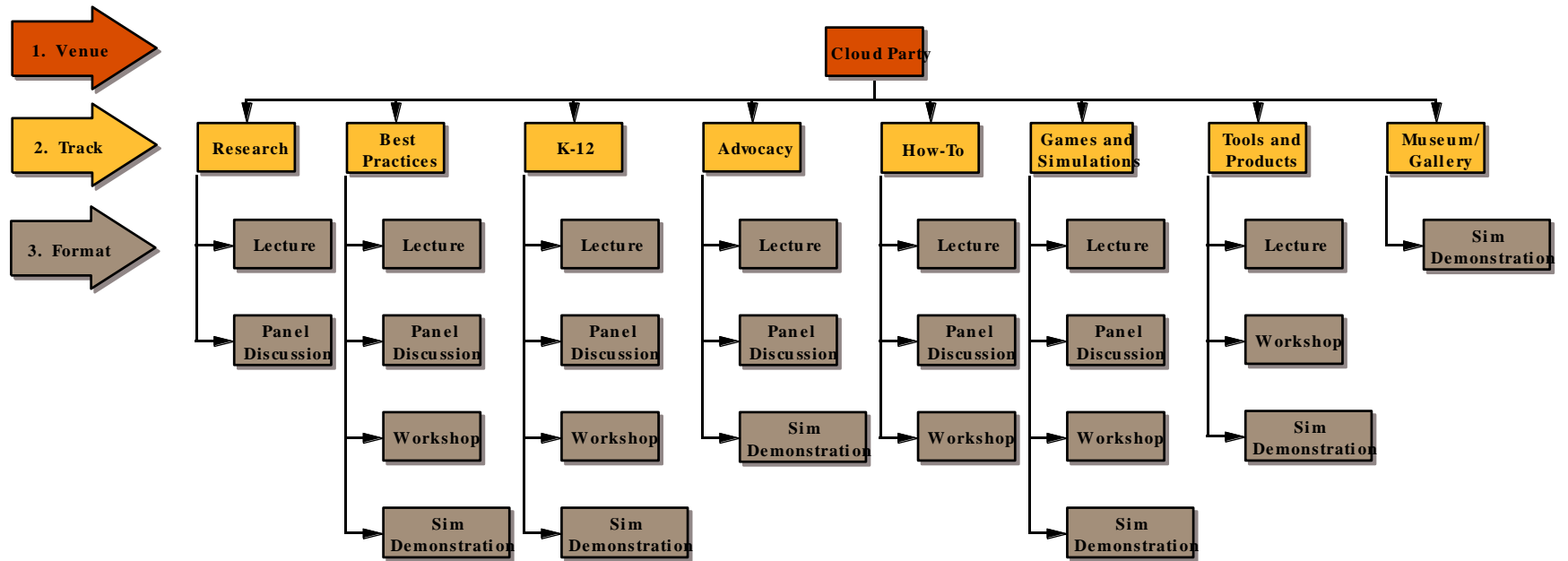
SECOND LIFE OPTIONS OVERVIEW

The visual below provides a graphical view of all the options available to those who wish to submit proposals to present in Second Life.



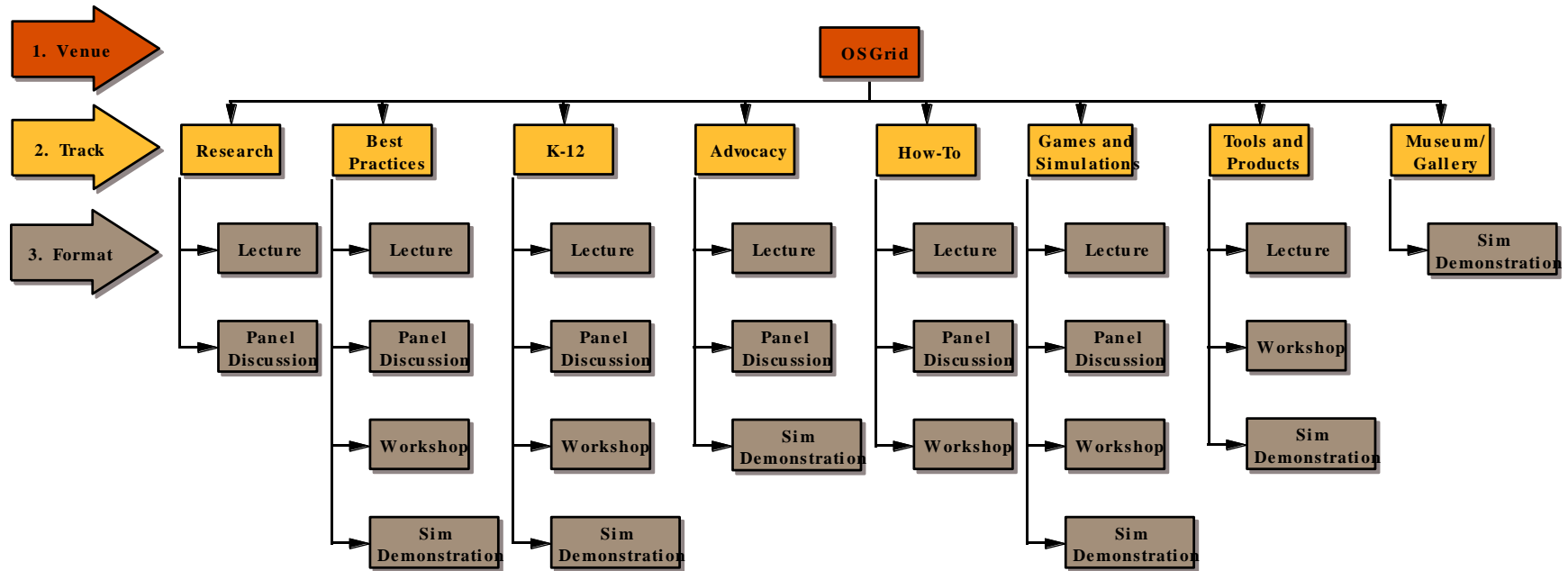
CLOUD PARTY OPTIONS OVERVIEW

The visual below provides a graphical view of all the options available to those who wish to submit proposals to present in Cloud Party.



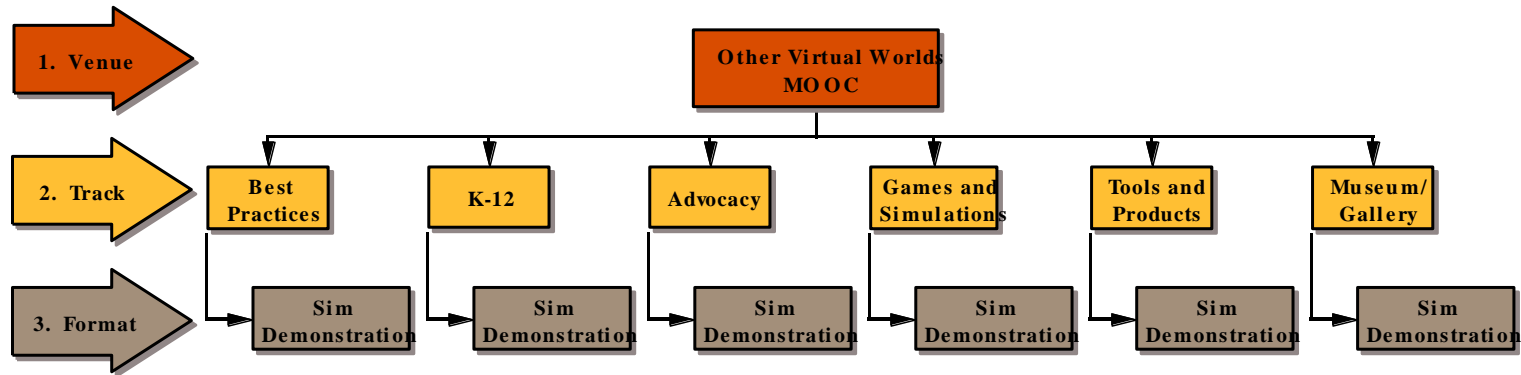
OSGRID OPTIONS OVERVIEW

The visual below provides a graphical view of all the options available to those who wish to submit proposals to present in OSGrid.



POST CONFERENCE OTHER VIRTUAL WORLD EXPLORATION MOOC

Those who submit proposals to this special venue may choose to showcase any of the tracks listed below, in any virtual world. These types of exploration have no time limits, and the presenter/host sets the day and time of the exploration. The post conference MOOC will begin the week of April 21, 2014 and last approximately 2 weeks to accommodate all explorations accepted.



Submissions to the Post Conference MOOC must include additional information, which includes the following:

1. Approximate duration and preferred day and time. Select between April 21 and May 9, 2014, but keep in mind that depending on the number of proposals submitted and accepted, this date selection may be up for discussion, so be ready to have an alternate date in hand.
2. Information on how to access your location. Depending on where this will occur, this information may include some or all of the following:
 - a. How to create an account
 - b. Special downloads or plugins needed
 - c. How to be granted temporary access, if area is restricted
 - d. How to find your location or teleport to the area
3. Some questions or discussion prompts that could be utilized in the online MOOC to promote discussion of your area and topic.
4. Willing and prepared to work with MOOC managers in preparing your tour information prior to the start of the conference.