



## Virtual Worlds Best Practices in Education

"Imagination Around the World"

Friday March 12 12:01 PDT to Sunday March 14 12:01 PDT

### Call for Proposals and Poster Sessions

The Virtual Worlds Best Practices in Education (VW-BPE) is a community-based conference that provides opportunities for participants of virtual worlds to share current teaching, learning and research practices in 3D virtual environments. Conference presentations focus on teaching/learning, scholarly work, projects, events, activities and new and innovative tools for virtual education. Conference presenters' focus on the identification of 'best practices in education' designed for 3D virtual world technology.

**All submissions are due no later than  
23:59PST Monday, February 15<sup>th</sup> 2010**

**All submissions are reviewed. Proposals submitted after the above time  
and date will not be reviewed for contribution.**

### Call for Proposals

#### Proposal Streams

Virtual world technology provides unique contribution opportunities. The following are the proposal stream.

- A) Theoretical and Formal Research Presentation
- B) Informal Practice-Based Presentation (Course Specific Area)
- C) Practice-Based Project and Event Presentation
- D) Exploration of Virtual Worlds
- E) Project-Based Exploration
- F) Panel Presentation and Discussion
- G) Roundtable Topic

- H) Tutorial
- I) Tools and Products

Each of the proposal streams are described in

**Part II: [Proposal Stream Descriptions PDF](#)**

(<http://www.vwbpe.org/files/Part+II+Request+for+Proposals+Proposal+Descriptions.pdf>).

## Submitting a Proposal

Please email [proposals@vwbpe.org](mailto:proposals@vwbpe.org) with a synopsis of your proposal

Make sure as part of your synopsis you:

- Clearly state the Stream you would like to present.
- Indicate how your work illustrates 'best practices'.
- Indicate the outcomes participants should expect from your session.
- Describe the strategies you will use to engage participants in discussing, analyzing synthesizing, and/or applying the information you share.
- Describe how your work might be applied to a particular or multiple sectors of education, i.e. K-12, large universities, community colleges, adult education, Second Life-specific, etc.
- Include links to relevant Web sites or electronic copies of the materials you will share (electronic copies of materials can be provided later).

### Receiving Notification

You will receive a message indicating receipt of your proposal when it is submitted.

### Receiving Acceptance

You will receive notification of the status of your proposal by Monday, March 1<sup>st</sup>, 2010. In the acceptance will be the time, date and location of your presentation.

## Submitting for Paper Publication

If you would like a separate paper submission to the Journal of Virtual Studies, in addition to your virtual proposal, considered for publication please indicate your intention as part of your submission.

**Final full and brief papers for publication must be received at [papers@vwbpe.org](mailto:papers@vwbpe.org) in full on or before 23:59PST Wednesday, March 11<sup>th</sup>, 2010.**

**Final summaries for discussions and roundtables must be received at [papers@vwbpe.org](mailto:papers@vwbpe.org) in full on or before 23:59 PST Sunday April 11<sup>th</sup>, 2010.**

Paper submissions for publication only and not presented during the conference will not be accepted. Additional information regarding full paper and summary can be found in:

**[Part II: Proposal Stream Descriptions PDF](http://www.vwbpe.org/files/Part+II+Request+for+Proposals+Proposal+Descriptions.pdf)**  
(<http://www.vwbpe.org/files/Part+II+Request+for+Proposals+Proposal+Descriptions.pdf>).

## Call for Poster Sessions

You are invited to submit a proposal to participate in the *Virtual Worlds Best Practices in Education* '10 (VWBPE '10) Poster Sessions. Exemplary education programs in virtual worlds, including *Second Life* will be showcased throughout the 48-hour, international event. More than 5,000 people from around the globe visited VWBPE'09 and we expect this year's conference to be equally popular.

Poster sessions will provide educators, researchers, and developers' with a forum where they can present and discuss their work and network with others working on similar projects.

Space will be allocated to educational exhibitors to demonstrate their services or key projects. These spaces will be limited to 256m2 and 100 prims. Audio/visual will be available but it is requested that use of sound be kept to a minimum.

Deadline for submission of a Poster or Exhibit proposal is 15 February 2010. Session times will be advised closer to the event and it is recommended that you man your booth during these times.

### **Important Dates**

Deadline for submission of proposal – 15 Feb. 2010

Notification of Acceptance – 22 Feb. 2010  
Sim open for setup – 5 Mar. 2010  
Conference – 12-13 Mar. 2010

To submit your application please copy and paste the following into an email and send to [posters@vwbpe.org](mailto:posters@vwbpe.org)

**Real life name:**

**Real life organization:**

**Email address:**

**Avatar name:**

**SL Educational Institution, Organization, or Library:**

**SLURL of SL building:**

**Description of booth contents (1- 3 sentences):**