



Virtual Worlds Best Practices in Education

"Imagination Around the World"

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

Proposal Stream Description

The following is a description of proposal streams and paper or summary information for publication in the VWBPE 2010 Journal. Additional information regarding submission of papers or summary can be found on the Call for Proposals.

A) Theoretical and Formal Research Presentation:

All presentations are 40 minutes with 15 minutes for discussion and questions.

The focus of this stream is on formal research to provide evidence of best practices for 3D virtual world teaching/learning. Proposals can focus on blended, distance, directed, learning, faculty or other topics related to the use of virtual world technology for teaching/learning. The following provide some descriptions of these area.

Blended Teaching/Learning: The focus of this stream is the use of virtual world technology to enhance/augment face-to-face courses and showcase ways that virtual environments are connected to RL – as well as ways that other media can add value to the virtual world experience.

Distance Teaching/Learning: The focus of this stream is the use of virtual world technology for fully online course offerings. This stream includes online courses that originate from real world and virtual world educational environments.

Directed Teaching/Learning Practices: The focus of this stream is the inclusion of nationalities, culture, and education efforts specific to particular learners. Areas may include differentiated learning, diverse and special populations.

Full Paper

Papers present research findings related to the use of virtual world technology for teaching/learning. This is an opportunity to inform attendees about the lessons learned and future plans from those who have included a research component into their practice.

B) **Informal Practice-Based Presentation (Course Specific Area):**

All presentations are 40 minutes with 15 minutes for discussion and questions.

The focus of this stream is on distributing information regarding the use of virtual world technology for teaching/learning. No formal research is required. This stream provides anecdotal evidence of best practices. Proposals can focus on blended, distance, directed, learning, faculty or other topics related to the use of virtual world technology for teaching/learning. The following provide some descriptions of these area.

Blended Teaching/Learning: The focus of this stream is the use of virtual world technology to enhance/augment face-to-face courses and showcase ways that virtual environments are connected to RL – as well as ways that other media can add value to the virtual world experience.

Distance Teaching/Learning: The focus of this stream is the use of virtual world technology for fully online course offerings. This stream includes online courses that originate from real world and virtual world educational environments.

Directed Teaching/Learning Practices: The focus of this stream is the inclusion of nationalities, culture, and education efforts specific to particular learners. Areas may include differentiated learning, diverse and special populations.

Brief Paper

Papers present reports of work-in-progress, more condensed integrative applications, and societal issues related to best practices in virtual worlds. This is an opportunity to inform attendees about future plans and to garner interest in new projects related to the design, development, and implementation of virtual world technology for education purpose.

C) **Practice-Based Project and Event Presentation:**

All presentations are 40 minutes with 15 minutes for discussion and questions

Contributions to this area include descriptions and post-action reflective thinking regarding what worked/what did not work. (This is not course related but special event and project based.)

Brief Paper

Papers present reports of work-in-progress, more condensed integrative applications, and societal issues related to best practices in virtual worlds. This is an opportunity to inform attendees about the project/event.

D) Exploration of Virtual Worlds:

Exploration are a maximum of 2 hours.

Second Life is one of many virtual world technologies. Proposals should provide information regarding the virtual world to be visited, description of activities, and any requirements for participation.

Brief Paper

Papers present information regarding the specific virtual world for education purpose and statistics. This is an opportunity to inform attendees about the use of various virtual world technologies.

E) Project-Based Exploration:

Exploration is a maximum of 2 hours.

The focus of this stream is the development and implementation of specific activities, games and simulated environments that increase learner interaction with others and increase engagement. Participants will have opportunities to visit and participate in project-based activities.

Demonstration proposals must include:

- Purpose of the demonstration
- Description of the activity in which participants will engage
- Clear description of the objectives
- Intended Audience
- Location where the activity can be found prior to the conference.

Brief Paper

Papers present reports of work-in-progress, more condensed integrative applications, and societal issues related to best practices in virtual worlds. This is an opportunity to inform attendees about the project/event.

F) Panel Presentation and Discussion:

All presentations are 40 minutes with 40 minutes for discussion.

A panel consisting of 2-4 people (including the chair) present their views on a common theme, issue, or question, and discuss them with participants. The presentation should provide an opportunity for participants to hear well-reasoned arguments about pertinent topics as seen from a variety of viewpoints. Presenters or panelists should take no more than 40, of the total 80 minutes, to make their case and then guide participants through a discussion and series of questions and answers.

Summary

Summaries of Panel Presentation discussion will be included in the Journal of Virtual Studies. This is an opportunity to provide information regarding various perspectives, key questions raised by participants and any final and concluding remarks. Final summaries and discussion results are due no later than April 11th, 2010.

G) Roundtable Topic:

Round table topics are 80 minutes.

Those proposing a round table topic will be responsible for chairing the round table and providing a written summary of the discussion with any outcomes and recommendations.

Summary

It is recommended that discussion summaries be developed. These summaries would be available to participants at the end of the conference and published in the Journal of Virtual Studies. Final summaries and roundtable results are due no later than April 11th, 2010.

H) Tutorial:

Tutorial demonstration and related activities are a maximum of 2 hours.

A tutorial is intended to enhance the skills and knowledge of attendees. Sessions should be designed to introduce a framework for learning a new area or provide advanced technical training.

Tutorial proposals must include the purpose of the tutorial, clear description of the objectives, intended audience including the experience level and prerequisites, virtual space requirements.

I) Tools and Products

Demonstration and Related Activities are a maximum of 2 hours.

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. This stream focuses on the newcomer and experienced practitioner to make informed choices in selecting tools and products.