Virtual Worlds Best Practices in Education 2013

Wednesday, July 24 through Saturday, July 27, 2013

Call for Proposals

The Virtual Worlds Best Practice in Education (VWBPE) is a community-based conference that provides opportunities for participants in all 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. Presenters will focus on the identification of best practices in education designed for 3D virtual world technology.

This year's theme is <u>Beyond the Stage</u>.

Virtual worlds offer an almost endless palette of opportunities to perform and create in order to go beyond the stage. Engagement in storytelling, simulation, education, and other forms of expression are quite integral to multi-user virtual environments. Knowledge is constructed in many social contexts facilitated by virtual worlds.

Join us in the multi-verse and accept this year's challenge to share the spotlight with us. Go beyond the educational stage by integrating technology, presentation, and just a bit of creative magic in this year's call for proposals. Strike your set by selecting a stream, format, and a location in the multi-verse, and we'll be glad to cast a light on you.

<u>**Call for Proposals Opens:**</u> **May 6, 2013**

<u>**Proposal Deadline:**</u> **June 15, 2013**

Proposal Streams	Proposal Formats	Preferred Locations
•Theoretical and Research Presentations •Best Practices Showcase •Games and Simulations •Machinima •K-12 •Tools and Products •Poster •Panel or Roundtable •Exploration of Virtual Worlds (post-conference MOOC only)	•Lecture Auditorium •Talk Show Panel Studio •Studio Workspace •Poster Exhibit	•Multiverse is the location •Second Life Main Venue •OpenSim--Jokaydia Grid •CloudParty •Unity/Jibe •Other

Proposal Streams

Nine exciting streams for this conference will enable you to select the best one to showcase your talent. Determine the best stream for your conference proposal by reviewing the general descriptions for each.

1. **Theoretical and Research Papers**

   The focus of this stream is on formal research which provides evidence of best practices for 3D virtual world teaching/learning. We are interested in a wide range of subjects. Topics can include, but are not limited to, use of technology of virtual worlds, virtual reality, augmented reality, distant and directed, blended or mixed environments, and/or use of gaming platform such as World of Warcraft (WoW) and other MMORPGs.

2. **Best Practices Showcase**

   The focus of this stream is on distributing information regarding the use of virtual world technology for teaching and/or learning. No formal research is required. This stream provides anecdotal evidence of best practices. Proposals can focus on the use of technology in virtual worlds, virtual reality, augmented reality, distant and directed, blended, or mixed environments and/or use of gaming platforms such as World of Warcraft (WoW) and other MMORPGs.

3. **Games and Simulations**

   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 participate in project-based activities.

4. **Machinima**

Machinima is video recorded real-time in interactive 3D virtual worlds and video games such as Second Life, World of Warcraft, and even Club Penguin. The purpose of this stream is to promote the production and use of machinima and virtual film making in education. Machinima is a method that allows educators, researchers, and students to create content in a virtual environment. This content can then be used in traditional, blended, and virtual environments. Examples would include but are not limited to:

    a. Machinima in the classroom
    b. Teacher case studies
    c. Machinima discussions
    d. Networking sessions
    e. Guest machinima artists sharing techniques

5. **K-12**

This stream of the conference focuses on K-12 student use of virtual worlds, created both by students and their teachers/advisors, as methods of learning. Participants will share their best practices, successes/learning moments, and projects and how they were able to engage students in learning opportunities. Students are also encouraged to submit their projects as part of this stream. Examples would include but are not limited to the following:

    a. Youth and Technology (Discussion panel by teens for teens)
    b. Participatory and Democratic Learning
    c. Students as Content Creators
    d. Content Creation Challenge (Builds, tools, machinima, art)
    e. Combining Technologies (Blending Web and 3D)
    f. Virtual Fair (Demonstrations – science fair style poster sessions)
    g. Game Design

6. **Tools and Products**

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.

7. **Poster**

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.

8. **Panel or Roundtable**

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 to make their case and then guide participants through a discussion and series of questions and answers. 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.

9. **Exploration of Virtual Worlds (post-conference MOOC only)**

Second Life is one of many virtual world technologies. This stream includes tours, orientations, and introductions to spaces in Second Life, other social virtual worlds or MMORPGS. Proposals should provide information regarding the virtual world to be visited, description of activities, and any requirements for participation.

Proposal Formats

After the selection of the stream is the selection of the format. Depending on what you intend to stage for this conference, select the format that best suits. Please note that some conference streams are more suitable for certain formats. Review the descriptions below to find the best one.

1. **Lecture Auditorium**

A standard auditorium type environment is one where a traditional presentation will take place. The set up is will include a stage with a presentation screen and forward facing seating. Presenter will have temporary use of the space during their presentation and must include set-up and clean-up of the space in their allotted time.

Time: 50 or 80 minutes

2. **Talk Show Panel Studio**

A Talk Show Panel Studio set up is like a standard auditorium with stage and forward facing seating. However, this will also include a set up of chairs and a large conference table for the panel to sit on the stage. The auditorium will be round, encircling the panel or roundtable. This format is suitable for panel and roundtable presentations only.

Time: 80 or 110 minutes

3. **Studio Workspace**

Studio workspace is a free format space totaling approximately 1024m2 with no seating. Presenter will have temporary use of a parcel of space during their presentation and must include set-up and clean-up of the space in their allotted time. This format is most suitable for proposals that intend to demonstrate and engage the audience in some participation.

Time: 110 minutes

4. **Poster Exhibit**

The poster exhibit will reside only in the Second Life main venue. These spaces will be limited to 256 square meters and 100 prims. Audio/visual will be available, but it is requested that use of sound be kept to a minimum. This format is suitable for poster proposal submission only.

Time: Poster presenters will be invited to set up 72 hours prior to the conference opening. Poster areas can be left in place for up to 5 days post conference.

Preferred Locations

The third part of your submission is selecting your preferred location in the multi-verse. Here are our main venues.

1. **Second Life Main Venue**

   For additional information and application download for the Second Life venue, please visit this site: http://secondlife.com. *Please note that the Poster Exhibit area will be set up only in the Second Life main venue.*

2. **OpenSim –Jokaydia Grid**

   For additional information and application download for the OpenSim venue, please visit this site: http://opensimulator.org/wiki/Main_Page.

3. **CloudParty**

   For additional information on the CloudParty venue, please visit this site: http://www.cloudparty.com/

4. **Unity3D/Jibe**

   For additional information and application download for the Unity venue, please visit this site: http://unity3d.com/.

5. **Other**

   Because we are showcasing the multi-verse this year, we are willing to entertain other alternatives not listed above.

Submissions

Proposal submissions should include the following information:

1. **Title** connected to this year's theme
2. **Proposal stream**
3. **Proposal format**
4. **Proposal location**
5. **Abstract** (50-100 words) that describes the following:

a. How your work illustrates best practices in education
b. Indicates the outcomes/learning objectives participants should expect from your session
c. Suitability with the selected format and location
6. **Intended Audience** (i.e. K-12 educators, K-12 students, higher education, professional trainers, instructional developers, etc.)
7. **Special set up requirements** (if any)

Conference Special Events

*The following special events are planned in addition to the regular conference events. These special events are intended to showcase special talent in three different areas, as listed below. Demonstrate how you can go **beyond the stage** by participating in these special events.*

1. **Posters**

   All posters accepted to the VWBPE Poster stream are eligible for our participatory event. A panel of judges will select the nominees in the following categories:

   a. Best Example of Educational Practices in a Virtual World
   b. Best Interactive Display
   c. Best Use of Conference Theme
   d. A fourth category of "People's Choice" will allow conference-goers to select any of the poster submissions.

2. **Games and Simulations**

   To encourage the production of user created games and the growth of a community of educators, researchers, and students who produce games and simulations, VWBPE will be holding a games and simulation fest during the conference. Submission can be made by an individual or group. A panel of educators, researchers, students, and gamers will choose a best in each category. Additional recognition may be given based on the recommendation of panel. We are looking for games and simulation that play whether it be solely for fun or purposeful play for education and training.

3. **Machinima Fest**

   VWBPE will also be holding a Machinima Fest under its participatory events. To encourage the production of machinima and the growth of a community of educators, researchers, and students who produce machinima, VWBPE will be holding a machinima fest and viewing during the 2012 conference. Submission can be made by an individual or group. A panel of educators, researchers, students, and machinima artists will choose a best in each category. Additional awards may be given based on the recommendation of panel. For last year's winners please go to http://www.vwbpe.org/awards

   Machinima produced by educators, researchers, and students will be accepted in the categories listed below.

Beyond the Stage

1-2 min target – 3 min max
Lights, camera, action! Show, tell, act, and construct as you demonstrate how you can go beyond the stage for this conference's theme.

Virtual World Outreach

1-2 min target – 3 min max
Show us why you are here, your virtual community and place in the Metaverse. Are you in multiple virtual worlds? Show us that too!

How-to/Instructional

3 min target – 4 min max

The perfect three minute machinima. Can you teach something well in three minutes? Show us how you do this.

Educational

5 min target – 7 min max
Show us an educational machinima that is currently being used for the F2F, blended or virtual classroom.

Teen

2-5 min target – 6 min max
Show us your best! Open to more than Second Life – give us OpenSim, Halo, WoW, Minecraft! We're ready for it.

Digital Storytelling

2- 5 min target – 6 min max
Do you have a story? We have an audience.

Brave Beginner

1 min target – 2 min max
For first time producers who have never made or uploaded a machinima to YouTube before. So be honest (first-timers only) and be brave!

Other

1-5 min target – 6 min max

For any other machinima that may not fit the categories above. Please remember to keep the content PG.

Technical Details

All video submitted to the conference must meet the following technical requirements.

1. Videos should be saved with the high definition resolution of 1280 x 720p and uploaded to YouTube. The video YouTube URL should be included in the submission to the conference: http://conf.vwbpe.org.

2. All submissions should include a credit section at the end of the video. Please provide attribution for public domain and Creative Commons material. Name the author and others who have contributed to the video. Year of production of the machinima film does not matter.

3. Submitted works do not need to be pure (100%) machinima, but should contain be at least 80% machinima.

4. Non- English language films should be submitted with English sub-titles.

5. A submission on http://conf.vwbpe.org/ site must be completed for each film being submitted to the conference. Educators, researchers, and students may submit as many of their own films as they wish.

By submitting this video to the conference, I understand I am granting VWBPE a non-exclusive, worldwide, royalty-free right to use, reproduce, capture still images from, display, transmit, stream, and broadcast my submission in association with and during the VWBPE conference from the submission date and thereafter unless otherwise revoked in writing by me.

For questions or comments please email Machinimamania@gmail.com

Notifications

Receiving Notification

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

Receiving Acceptance

Your proposal will go through a peer review process.   After the peer review process, you will receive notice of one of the following:
   a. Accepted without changes
   b. Accepted with changes

c. Rejected as not being suitable for this conference. *A notification of rejection does not mean that you cannot submit other proposals in keeping with the conference goals and aims.*

Paper Submissions

Paper submissions for publication only and not presented during the conference will not be accepted.

If you would like to submit your proposal as a paper to the Journal of Virtual Studies, please visit Rockcliffe University's open source journal page at http://ejournal.urockcliffe.com/. Your paper, if accepted, will be published in the issue immediately following the conference. Please note that acceptance at the VWBPE conference does not guarantee acceptance to the Journal nor does a Journal submission guarantee acceptance to the conference.