Thinking Within Symposium, Call for Papers

Symposium date: 12/2/2017
Location: Penn State, University Park, PA
Deadline for abstracts: 11/10/2017
Website: http://sites.psu.edu/thinkingwithin2017/

Immersive technologies, that is, everything from augmented to virtual realities (short xR), are improving human live. At the minimum they make it tremendously more exciting. While envisioned decades ago, immersive technologies only now enter mainstream as tech giants like Google, Apple, Samsung, and Microsoft, to name just a few, push the technology through massive investments and have successfully addressed cyber sickness and affordability issues.

With immersive technologies becoming a phenomenon of mass communication it is essential to conceptually and empirically address how they change education and learning and how they foster insights that other technologies are falling short of delivering. There are unique characteristics of immersive technologies as a medium that have the potential to be disruptions to existing communication paradigms. One example is the ability to present spatial environments at scale that otherwise have to be scaled down to, for example, fit on a screen.

This symposium will bring together educators and researchers that address questions of how immersive technologies change their approach to learning and understanding. While we are certainly in need of conceptual clarification we particularly encourage empirical contributions.

The style of the symposium mimics its predecessor, The Pennsylvania and Friends Spatial Cognition Symposium, in that we will have a number of prominent keynote speakers but otherwise will be focusing on presentations by junior researchers including graduate students. Depending on the number of submissions we will be adding a poster option to presentations.

Symposium topics include but are not limited to:
- Empirical evaluations of immersive technologies
- Immersive environments for empirical evaluations
- Availability of standardized 3D environments
- Mobile versus fixed-screen applications
- Theoretical contributions to theories benefitting from immersive technologies (e.g., place, genius loci)
- Revisiting communication paradigms
- Virtual field trips
- Augmented field trips
- xR in the classroom
- Remaining technical challenges
- Efficient workflows
- Democratizing xR

Important information
Date: December 2nd, 2017 (informal reception on 12/1 will precede the event)
Location: Stuckeman School, Penn State, University Park, PA (Jury Space on 1st Floor)

Submission
Deadline: November 10th 2017
Notification: November 15th 2017
Format: Please format according to Springer Lecture notes. Word limit is 500.
Submission: Please send your abstract as pdf document to: chorophronesis@psu.edu

Confirmed keynote speakers
Julia Plummer, The Pennsylvania State University
Bobby Bodenheimer, Vanderbilt University

Organization
Alexander Klippel, The Pennsylvania State University
Nora Newcombe, The Pennsylvania State University
Stephen Hirtle, University of Pittsburgh
Chris Stubbs, The Pennsylvania State University
Kathy Lou Jackson, The Pennsylvania State University
Ryan Wetzel, The Pennsylvania State University