

Imagine 2017 Workshop

This workshop explores how current research might be imaginatively extrapolated to explore the possible ways immersive-reality technology might change future education. In this we take a very broad vision for the delivery of education stretching from formal education at (say) university through industrial training to informal settings where we are all involved in a continuous process of learning. To this end the workshop will accept papers providing visions of the future (5-10 years out) of immersive learning environments. Papers do not need to adhere to any particular methodology but those that adhere to the Science-Fiction prototyping methodology will be especially welcomed (for more information visit www.creative-science.org).

The workshop will take a conventional paper presentation format consist of several 20-30 minute presentation slots. A Program committee consisting of international experts will be assembled to review papers submitted to this workshop. Each paper will receive 2 reviews.

Organisers (Alphabetical order)

- Dennis Beck – University of Arkansas, USA
- Vic Callaghan – University of Essex, UK
- Leonel Caseiro Morgado – Universidade Aberta & INESC TEC, Portugal
- Michael Gardner – University of Essex, UK
- Christian Gütl – Graz University of Technology, Austria
- Jen O’Connor – NUI Galway, Ireland
- Anasol Pena-Rios – University of Essex, UK
- Jonathon Richter – Salish Kootenai College, USA
- Oluwatimilehin Salako – University of Essex, UK
- Minjuan Wang – San Diego State University, USA & Shanghai International Studies University, China
- Jen Wu – LivingPattern Technology Inc, Taiwan
- Shumei Zhang – Shijiazhuang University, China
- Ping Zheng – Canterbury Christ Church University, UK

Contact

For more information, please contact Prof. Vic Callaghan (vic@essex.ac.uk).