

14th Global Chinese Conference on Computers in Education (GCCCE 2010)
Call for Workshop Papers: International Workshop on
“New Generation Virtual Learning Environments”

June 1-4, 2010 / Nanyang Technological University, Singapore

<http://www.gccce2010.org/>

Workshop Date: June 1, 2010

Time: TBA

Brief Description:

Over the first decade of the new millennium, we have witnessed a revolutionary transformation of the digital media. Computer games have joint force with the Internet and social networks to form a new interactive digital medium (IDM) – online virtual worlds – which enables the users to not only play in them but have part of their lives embedded in them. From this field, immersive virtual learning environments (VLEs) such as serious games and educational interactive storytelling applications have emerged to leverage on the far reaching influence of the IDM for educational purposes. Intelligent software agents have been applied to traditional e-learning to play various roles. We believe the synergy between the newly emerged immersive VLEs and intelligent software agents holds the key to the development of the next generation virtual learning environment for the net savvy generation. The GCCCE 2010 Workshop in New Generation Virtual Learning Environments is the leading academic forum for the discussion and dissemination of novel research results in this field. In this workshop, we invite researchers from the academia and the industry who are working in multi-disciplinary areas within the education and computer science to discuss the future trend of incorporating intelligent software agents into VLEs and present their new contributions. The goal of this workshop is to stimulate in depth discussion to promote novel theoretical and technological advancement in this area of research. Topics of interest include but are not limited to:

Relevant Topics:

- Affective Agents in VLEs
- Pedagogical Agents in VLEs
- Avatars and Virtual Community
- Experience Design in VLEs
- Immersive Learning in VLEs
- Intelligent User Interface in VLEs
- Interactive Storytelling
- Serious Games and Edutainment
- Collaborative Virtual Learning
- Virtual learning companion
- New media in VLEs
- Intelligent sensor in VLEs
- Social mobile VLEs
- Sustainable VLEs

Accepted Language for Submitted Papers: Chinese or English

Intended Audience: scholars/postgraduate students

Organisers :

Miao Chunyan, Nanyang Technological University (NTU), Singapore, ascymiao@ntu.edu.sg.

Looi Chee Kit, National Institute of Education (NIE), Singapore, cheekit.looi@nie.edu.sg.

Li Xiaoming, Beijing University, China, lxm@pku.edu.cn.

Shen Zhiqi, NTU, Singapore zqshen@ntu.edu.sg.

Program Committee Members:

Prof Wu Zhong Ke (Beijing Normal University, China)

Prof Yuan Miao (Victorial University, Australia)

Prof Yang Cheng Lei (Shandong University, China)

Prof Zhang MinJie (University of Wollongong, Australia)

Prof Huang Qing Ming (Chinese Academy of Science, China)

Prof Wang Qiong (Beijing University, China)

Prof Theng Yinleng (Nanyang Technological University, Singapore)

Prof Chen Yiqiang (Chinese Academy of Science, China)

Paper Format:

Max. 5 pages, please refer to the formats below:

<http://www.gccce2010.org/template-eng.doc> (English)

<http://www.gccce2010.org/template-sc.doc> (Simplified Chinese)

<http://www.gccce2010.org/template-tc.doc> (Traditional Chinese)

NOTE: This workshop do NOT accept abstract submissions. Please submit full papers.

Important dates:

Workshop papers submission: March 5, 2010

Notification of Workshop Papers acceptance: March 26, 2010

Camera ready copy due: Apr 2, 2010

Paper submission:

Please submit your papers by March 5 2010 to vle2010gccce@gmail.com . Each paper will be reviewed by two program committee members.

Other Information:

At least one presenter per accepted paper must register for the main GCCCE conference by April 15, 2010. Each conference registrant will only be allowed to present one paper in one workshop. A 3-hour workshop may accept up to 8 papers. All accepted workshop papers will appear in the workshop proceedings with ISBN.