

Call for Papers

IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE) 2022

Special Track: XR, Immersive Environments and Metaverse for Learning

4th December 2022 – 7th December 2022

Organized in conjunction with the Immersive Learning Research Network (iLRN at <http://immersivelrn.org>), the **Special Track on XR, Immersive Environments and Metaverse for Learning** at IEEE TALE 2022 will focus on the use of virtual reality (VR), augmented reality (AR), mixed reality (MR) and related technologies for creating environments and experiences that excite, inspire and engage learners in immersive ways. Of interest are reports of both research studies and applications covering the entire spectrum of immersive platform types and Metaverse, including desktop, mobile, wearable and room-based (e.g., CAVE). Authors and presenters are encouraged to think creatively in terms of how they might frame their work to accommodate different conceptions of and perspectives on immersion.

Conference Venue

The Hong Kong Polytechnic University (<https://www.polyu.edu.hk/>) [Hybrid event]

Topics

Topics of interest include but are not limited to the following:

- XR technologies, platforms and their use in immersive learning
- Empirical research on the design, development, and assessment of XR platforms
- Theoretical envisions of Education Metaverse
- Empirical research on the design, development, and assessment of Education Metaverse
- How to bridge the potential “Metaverse Divide”

Key Dates

(First round submission)

- Paper Submission Deadline: 10 June 2022
- Notification of Acceptance: 15 September 2022
- Camera-ready submission: 15 October 2022
- Conference: 4-7 December 2022

Paper Formats

All accepted and registered papers that are presented at TALE 2022 will be published in the conference proceedings and submitted to the IEEE Xplore® digital library.

- Full (6-8 pages) Paper for Oral Presentation
- Short (4-5 pages) Paper for Oral Presentation
- Work-in-Progress Paper (2-3 pages) for Poster Presentation

Paper Submission

Prospective authors are invited to prepare submissions of two (2) to eight (8) A4 pages (including tables, figures and references) in standard IEEE double-column format, using the following template: [\[Format template from IEEE\]](#)

Use of any other IEEE templates is NOT acceptable as there are subtle differences between those templates and the conference template that will affect the consistency in the appearance of papers published in the proceedings. Importantly:

- Do not change the paper size (A4) or margins in the template.
- The headers and footers must remain empty. (They should not contain page numbers or anything else.)
- Formatting of the paper must be done using the pre-defined MS-Word styles in the template, rather than manually. The paper must use all the predefined font styles, sizes etc. as per the template.
- Basic examples of citations and references are included in the template, but authors are required to fully adhere to the guidelines and instructions stipulated in the IEEE Reference Guide at <http://ieeauthorcenter.ieee.org/wp-content/uploads/IEEE-Reference-Guide.pdf>. (Where there are conflicts between the template and the IEEE Reference Guide, the IEEE Reference Guide prevails.)
- Please ensure that all template text (guidance text for composing and formatting conference papers) is removed from your conference paper prior to submission.

Papers will be accepted only by electronic submission through the conference website, from which guidelines and templates are available. Submissions will NOT be accepted via e-mail.

A blind peer-review process will be used to evaluate all submitted papers.

[Paper Submission Portal]

More information will be provided on <https://eteaching4u.org/TALE2022/>.

Publication and Indexing

All accepted and registered full, short and work-in-progress papers that are presented at TALE 2022 as well as all extended abstracts describing the nontraditional sessions presented at the conference will be published in the conference proceedings and submitted to the IEEE Xplore® digital library. Content loaded into Xplore is made available by IEEE to its abstracting and indexing partners, including Elsevier (Scopus, Ei Compendex), Clarivate Analytics (CPCI—part of Web of Science) and others, for potential inclusion in their respective databases.

Organizers

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This session is supported by the Immersive Learning Research Network (iLRN): <https://immersivelrn.org/pages/ilrn2022> and the IEEE Technical Committee on Immersive Learning (TC-ILE).

Website

- <https://eteaching4u.org/TALE2022/> (Special session)
- <https://tale2022.comp.polyu.edu.hk/> (Main conference)