

The Virtual Worlds in Education Conference
Real Education in a Virtual World:
Using Online Virtual Environments for Teaching and Learning



Hosted and sponsored by East Carolina University

November 10 and 11, 2008: This event is held entirely in **Second Life** on the East Carolina University virtual campus (<http://slurl.com/secondlife/ECU%20II/112/107/26>)

The conference will be over a 48-hour period. The schedule is designed to accommodate participants in different time zones.

Registration is free but participation is limited to registered attendees. There is a maximum avatar capacity on the East Carolina University islands; registration will be first-come, first-served.

Conference Theme

Real Education in a Virtual World: Using Online Virtual Environments for Teaching and Learning -- The conference is focused on the uses of virtual worlds for instructional purposes. Examples of instructional activities including novel methods of presentation, simulation, and collaboration will be showcased. Research on using virtual worlds for instruction will be presented.

Call for Proposals

The Virtual Worlds in Education Conference welcomes presentation proposals from individuals, groups and institutions currently making use of virtual worlds for instructional purposes. Examples of established instructional activities and research on virtual worlds for education will be given highest consideration.

Examples of presentation topics include, but are not limited to:

- Reports of research conducted on the use of virtual worlds for instructional purposes
- Educational simulations conducted in-world
- Building and design projects conducted in-world
- Social functions held in-world to promote or support educational activity
- Contests or competitions promoting problem-based learning held in-world

All proposals must be submitted on or before **September 11, 2008** using the conference's online submission system (<http://vwec.ecu.edu>).

Blind-peer review will be used to evaluate the first 300 proposals received. A maximum of 80 poster sessions and 32 interactive presentation sessions will be accepted.

Proposal authors will be notified around September 30, 2008. Please note that although there is no registration or participation fee, presenters will be responsible for paying their own file upload fees within the Second Life environment.