

Full CFP Version

For the Conference Website – Full Detail

Call for Proposals: 13th Immersive Learning Research Network (iLRN2027) Conference

Theme: *"XR + AI Collaboration: Co-Creating Knowledge through Globally Situated Communities of Practice"*

In-person: Daegu, Republic of Korea – Humanities Korea Hall of Kyungpook National University | June 26-29, 2027

Online: Hosted by iLRN geographic chapters in their respective time-zones | June 11-13, 2027

Conference website: <https://immersivelrn.org/ilrn2027/>

Opening Invitation

The Immersive Learning Research Network (iLRN) is pleased to announce the Call for Proposals for its 13th annual conference, themed *"XR + AI Collaboration: Co-Creating Knowledge through Globally Situated Communities of Practice."* Recent advances in artificial intelligence and extended reality are converging to transform how learning is designed, experienced, and scaled – driving the emergence of intelligent, immersive educational ecosystems.

Recent advances in artificial intelligence and extended reality are fundamentally reshaping the landscape of immersive learning, shifting it from isolated, experience-centred applications toward interconnected, collaborative ecosystems. Immersive environments are no longer designed solely for individual engagement – they are increasingly enabling real-time interaction, co-creation, and knowledge-building across geographically distributed participants. At the same time, the integration of generative AI and intelligent systems is transforming how learners, educators, and systems interact, blurring the boundaries between human and machine contributions and redefining what it means to learn, collaborate, and create knowledge in immersive contexts.

Beyond technological innovation, the convergence of AI and immersive environments raises fundamental philosophical and societal questions about how knowledge is produced, validated, and shared. As intelligent systems increasingly participate in learning processes, issues of authorship, agency, and epistemic authority become more complex: who is creating knowledge, and under what conditions is that knowledge trusted? Moreover, as immersive and AI-driven environments mediate participation across diverse cultural and global contexts, ensuring equitable access, inclusive representation, and ethical design becomes critical. These developments challenge us to rethink not only how we design learning systems, but how we cultivate responsible, human-centred, and globally situated communities of practice that shape the future of knowledge itself.

iLRN2027 invites participants to move beyond observing technological change toward actively shaping the future of XR + AI learning through collaboration and co-creation. We call on researchers, educators, designers, and practitioners to contribute work that not only advances theory and innovation, but also builds meaningful connections across globally situated communities of practice. Together, we aim to explore new models of collective intelligence, develop inclusive and context-sensitive learning ecosystems, and co-create knowledge that is responsive to the complex challenges of our time.

As the professional association advancing the quality of immersive learning to benefit humanity and our world, **iLRN** is actively building an open, community-governed knowledge ecosystem – an Open Immersive Society –

through initiatives such as the Codex, Virtual Campus and Labs, the Circle of Scholars, and the Innovation Garden / iLEAD. iLRN2027 invites participants to engage with and contribute to this evolving ecosystem, co-creating new knowledge, practices, and collaborations that shape the future of XR + AI learning on a global scale.

Submission Types

Submissions for publication and presentation can be made in two streams:

- Academic Stream (Refereed Scientific Papers)
- iLEAD – Immersive Learning Education And Design Stream

Accepted submissions from both streams will be presented at iLRN2027, either online or in person.

Academic Stream: Refereed Scientific Papers

All Academic Stream submissions require the submission of a scientific paper that will be published in the respective proceedings upon acceptance, including only original and unpublished work:

Published in Scopus-Indexed Springer CCIS Conference Proceedings:

- Full Papers (12-15+ pages) for oral presentation: comprehensive reports of research, development, and application of immersive learning/technologies and multi-modal literacies. Oral presentations include live recording and global distribution.

Included in iLRN Conference Proceedings with individual DOIs (not indexed):

- Short Papers (8-11 pages) for oral presentation: concise reports or preliminary findings of ongoing research. Based on reviews and quality, selected Short Papers may be published in the indexed Proceedings.
- Extended Abstracts (4-7 pages) for poster presentation: early-stage or completed work condensed into a concept readable within an hour. All poster presentations include a pre-recorded video distributed through the iLRN YouTube channel.
- Doctoral Colloquium Papers (4-7 pages) for oral presentation in the Doctoral Colloquium: open to both doctoral and master's-by-research students presenting research to peers in English.

iLEAD Stream – Immersive Learning Education And Design

iLRN's Innovation Garden is home to the iLEAD stream! In 2026, the iLEAD team launched a book series with Springer Nature featuring selected expanded contributions. This initiative continues in 2027.

All iLEAD formats require an Extended Abstract (2-5 pages). Publication in the iLEAD 2027 Conference Proceedings is optional but encouraged. Available iLEAD formats:

- **Oral presentation:** 15-20 min presentation of a practitioner project, design innovation, or applied case study
- **Poster presentation:** Visual display + discussion; pre-recorded video required for online presenters
- **Workshop proposal:** 90-120 min hands-on session; facilitator provides materials and learning outcomes
- **Special session proposal:** Thematic session grouping 3-4 related presentations; proposer organises and chairs
- **Panel session proposal:** Moderated discussion among 4-6 panellists on a defined topic or debate
- **Guided Virtual Adventures:** Facilitated exploration of an immersive environment as a conference learning experience
- **Product Demonstrations:** Live or recorded demonstration of an immersive learning product, tool, or platform

Topic Areas

iLRN welcomes all submissions on the topic of learning and instruction with an immersion perspective, understood from the theory lens of a phenomenon emerging from the combined facets of spatial envelopment (including technology such as VR, AR, XR, games, and 360° videos, but also fields trips, etc.), contextual absorption (e.g., narratives, ethnographic participation) and agency absorption (e.g., engagement, flow, meaning-making). Artificial Intelligence and other emerging technologies and non-technological approaches are welcome, interpreted under this theory lens. For more details, see iLRN’s Knowledge Tree paper: <https://doi.org/10.23919/iLRN52045.2021.9459338>. We encourage submissions addressing, but not limited to, the following topics:

- XR + AI collaboration and knowledge co-creation
- Global communities of practice and cross-cultural immersive learning
- Immersive learning as a discipline and research community
- Generative AI, human-AI collaboration, and XR for learning
- AI-driven immersive learning systems: integrating XR and collaborative adaptive learning environments
- Rethinking knowledge, learning, and collaboration in AI- and XR-driven communities of practice
- Immersive tools, platforms, simulations, games, and virtual worlds
- Evaluation, assessment, analytics, and evidence-based immersive learning
- Ethics, privacy, safety, accessibility, inclusion, and social justice in immersive environments
- Biometric, neurophysiological, behavioural, and multimodal measures
- Cognitive, affective, embodied, and psychomotor learning in immersive contexts
- XR epistemology, knowledge representation, and pedagogical theory
- Immersive digital humanities, culture, heritage, language learning, and GLAM
- Immersive learning for sustainability, civic engagement, and social impact
- STEM, scientific inquiry, healthcare, wellbeing, and environmental education
- Workforce development, professional learning, and industry training
- Designing Open Immersive Societies: ethics, accessibility, and inclusion
- Case studies, design-based research, open science, and responsible innovation

Conference Overview

iLRN2027 will bring together researchers, educators, and innovators from around the world to explore the future of immersive learning. Through keynotes, paper presentations, workshops, and hands-on experiences, participants will engage with the latest developments in XR, simulations, virtual worlds, and AI-powered learning environments. Beyond the academic programme, attendees will enjoy rich opportunities to explore the culture, history, and innovation of Daegu, one of Korea's most dynamic cities. Here is an overview of the conference programme.

iLRN2027 Conference Overview

	Saturday, June 26	Sunday, June 27	Monday, June 28	Tuesday, June 29
Hosting venue	Humanities Korea Hall, Kyungpook National University	Humanities Korea Hall, Kyungpook National University	Humanities Korea Hall, Kyungpook National University	Humanities Korea Hall, Kyungpook National University
Pre-conference	Welcome Ceremony			
	Keynote★	Keynote★	Keynote★	
	Feature Talk	Feature Talk	Feature Talk	Feature Talk

	Saturday, June 26	Sunday, June 27	Monday, June 28	Tuesday, June 29
	Presentations	Presentations	Presentations	Presentations
		Workshops · Posters · Demos	Workshops · Panels · Demos	Closing Ceremony & Awards
Social Program	Opening Reception	Game Night	Daegu Chimaek Night	Conference Dinner & Awards

★ **Keynote Speakers:** Chin-Chung Tsai(National Taiwan Normal University) · Ryan S. Baker (Adelaide university) · Masahiko Inami(University of Tokyo)

Pre-Conference Day Trip – June 25, 2027

Gyeongju Historic Areas (UNESCO World Heritage Sites) – an experiential journey through Korea's ancient knowledge systems. The tour visits:

- Bulguksa Temple – a masterpiece of Silla Dynasty Buddhist architecture
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- Gyeongju National Museum – A treasure house of Silla’s thousand-year legacy
- Donggung Palace & Wolji Pond – a royal garden complex that bridges historical and contemporary senses of place

This experience bridges Korea's historical learning environments with contemporary immersive technologies, embodying the conference theme in time and space.

iLRN Virtual Campus – Online Phase, June 11-13, 2027

The iLRN2027 online phase is anchored in the iLRN Virtual Campus, a co-built, publicly accessible exhibition of 'what works' in immersive learning. The campus is organized around the 10 conference tracks, each represented as a Branch House of the iLRN Knowledge Tree – whose Frames form the structural and navigational architecture of the campus itself.

The Virtual Campus serves as a living, open showcase: attendees, presenters, and the broader public can move through the Knowledge Tree's Branch Houses to explore curated examples of effective immersive learning practice across every programme track. This is not a passive archive – it is a navigable, community-built environment that embodies the conference theme in its own design.

Professional paper presentations are delivered on the paid Zoom streaming layer of the conference, with recordings archived to the iLRN YouTube playlist. This two-layer model keeps the public exhibition freely accessible while sustaining the peer-reviewed academic programme within a registered conference context.

Layer	Access	Content	Dates
iLRN Virtual Campus	Public (free, open registration)	Knowledge Tree Branch Houses by track – curated 'what works' exhibition in FrameVR	June 11-13, 2027
Zoom Symposium (Paid Streaming)	Registered attendees (paid tier)	Professional paper presentations – live-streamed and recorded	June 11-13, 2027
iLRN YouTube Playlist	Public (post-conference)	Full recorded sessions archived for ongoing global access	Ongoing post-conference

Equity, Diversity & Inclusion

iLRN prioritizes diversity, equity, and inclusion as fundamental values for our community. For iLRN2027, we encourage authors to:

- Use inclusive language throughout submissions (refer to APA Inclusive Language Guidelines: <https://www.apa.org/about/apa/equity-diversity-inclusion/language-guidelines>)
- Provide detailed descriptions of sample characteristics, including demographic data, methods for inclusive and representative sampling, and ethical considerations in your research methodology
- Explore connections between theoretical frameworks and findings with respect to diversity, equity, and inclusion, and discuss implications and interpretations accordingly

Publication Index

Stream	Paper Type	Publication Outlet	Indexing
Academic	Full Papers (12-15+ pages)	Springer CCIS Conference Proceedings	Scopus-indexed (pending Springer confirmation)
Academic	Selected Short Papers	Springer CCIS Conference Proceedings	Scopus-indexed (pending review quality)
Academic	Short Papers / Extended Abstracts / Doctoral Colloquium	iLRN Conference Proceedings (individual DOIs)	Not indexed
iLEAD	Extended Abstracts (2-5 pages)	iLEAD Conference Proceedings (individual DOIs)	Optional – not indexed
All streams	Selected papers (invitation)	Scopus / Web of Science-indexed journals (TBC)	Indexed (pending journal agreements)

Additionally, authors of selected papers will be invited to submit expanded versions for consideration in various Scopus and Web of Science-indexed journals.

Programme Tracks

Papers and proposals may be submitted to one of 10 programme tracks:

Track	Full Name	Scope
Track 1	Foundations of Immersive Learning Research and Theory	Theoretical, methodological, and epistemological work not linked to a specific application area
Track 2	Assessment and Evaluation (A&E)	Measuring learning outcomes, usability, and effectiveness in immersive environments
Track 3	Galleries, Libraries, Archives, & Museums (GLAM)	Cultural heritage, public engagement, and informal learning in immersive contexts
Track 4	Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)	Accessible design, DEI in XR research and practice, and underserved populations
Track 5	STEM Education	Science, technology, engineering, arts and mathematics learning with immersive tools

Track	Full Name	Scope
Track 6	Language, Culture, & Heritage (LCH)	Language learning, cultural transmission, and heritage preservation via immersion
Track 7	Medical & Healthcare Education (MHE)	Clinical training, patient education, rehabilitation, and health simulations
Track 8	Nature & Environmental Sciences (NES)	Environmental education, ecology, and sustainability in immersive contexts
Track 9	Workforce Development & Industry Training (WDIT)	Professional skills, corporate training, and vocational applications of XR
Track 10	Self and Co-Regulated Learning with Immersive Environments (SCILE)	Metacognition, self-regulation, and collaborative learning in XR

Academic communities wishing to propose a special track may submit a proposal to the Programme Chairs no later than June 1, 2026, with a short description, rationale for immersive learning, and a proposed programme committee of at least 5 reviewers. Email: ilrn2027.generalchairs@immersivelrn.org

Conference Committee

General Chair

Role	Name	Institution	Country
General Chair	Jeeheon Ryu	Chonnam National University	Republic of Korea
General Chair	Lukas, Liu, Z.	The University of Hong Kong	Hong Kong
General Chair	Masayuki Kudo	Fuji Women's University	Japan

Academic Stream

Role	Name	Institution	Country
Academic Programme Chair	Meehyun Yoon	Chung-Ang University	Republic of Korea
Academic Programme Chair (Online)	Euncheol Lee	Baekseok University	Republic of Korea
Doctoral consortium Chair	Eunbyul Yang	Jeju National University	Republic of Korea

iLEAD Stream

Role	Name	Institution	Country
iLEAD Programme Chair	Choonsung Shin	Chonnam National University	Republic of Korea
iLEAD Programme Chair	Taehyung Lim	Jeonju National University of Education	Republic of Korea

Functional Chairs

Role	Name	Institution	Country
Local Organizing Chair	Hungoo Cho	Kyungpook National University	Republic of Korea
International Relations Chair	Inki Kim	University of Illinois Urbana-Champaign	USA
International Relations Chair	Robert Davis	Chonnam National University	Republic of Korea
Domestic Relations Chair	Dami Lim	Kongju National University	Republic of Korea
Exhibitions & Demonstrations Chair	Cédric Dumas	University of Illinois Urbana-Champaign	USA
Evaluation & Quality Assurance Chair	Soojeong Jeong	Hanyang University	Republic of Korea

Keynote & Feature Talks

Role	Name	Institution	Country
Keynote Speaker 1	Chin-Chung Tsai	National Taiwan Normal University	Taiwan
Keynote Speaker 2	Ryan S. Baker	Adelaide University	Australia
Keynote Speaker 3	Masahiko Inami	University of Tokyo	Japan
Feature Speaker 1	TBA	TBA	TBA
Feature Speaker 2	TBA	TBA	TBA
Feature Speaker 3	TBA	TBA	TBA
Feature Speaker 4	TBA	TBA	TBA

Important Dates

Academic Stream

Milestone	Date	Notes
Special Tracks Proposal Deadline	June 1, 2026	At least 12 months before conference
Full/Short/DC/EA Submission Deadline	October 1, 2026	Allow 8-10 weeks for review
Notification of Acceptance	December 15, 2026	Allow 10+ weeks for reviewers

Milestone	Date	Notes
Camera-Ready Submission	February 1, 2027	6-8 weeks post-notification
Academic Author Registration Deadline	February 15, 2027	Authors must register to be included in proceedings

iLEAD Stream

Milestone	Date	Notes
Extended Abstract Submission	January 12, 2027	Allows practitioners to submit after academic acceptances
Notification of Acceptance	February 8, 2027	3-4 weeks post-submission
Camera-Ready Submission	March 1, 2027	3 weeks post-notification
Early Bird Registration Deadline	March 15, 2027	Pricing incentive for early committers

Conference Dates

Component	Dates	Venue
Pre-Conference Day Trip (optional)	June 25, 2027	Gyeongju Historic Areas, Republic of Korea
Online Conference	June 11-13, 2027	iLRN Virtual Campus / Geographic Chapters
In-person Conference	June 26-29, 2027	Humanities Korea Hall, Kyungpook National University, Daegu

★ *All online presenters (except Keynote/Feature Speakers and invited panels) must submit a 3-5 minute pre-recorded video depending on submission type.*

Why Participate

Join us at iLRN2027 in Daegu, Republic of Korea. This conference is your opportunity to:

- Showcase your research or project to a global, interdisciplinary audience of approximately 150 researchers, educators, designers, and industry leaders
- Publish in Springer CCIS (Scopus-indexed) or iLRN Proceedings with individual DOIs
- Network with keynote speakers and leading scholars in immersive learning – in person in Daegu, Republic of Korea
- Explore the iLRN Virtual Campus (June 11-13) – a publicly accessible exhibition of 'what works' in immersive learning, organized by conference track as Branch Houses of the iLRN Knowledge Tree, whose Frames form the architectural backbone of the campus
- Access professional presentations on the paid Zoom streaming layer, recorded live and archived to the iLRN YouTube playlist for continuing global reach beyond the conference
- Experience Daegu's dynamic blend of advanced technology, academic innovation, and vibrant local culture as one of Korea's leading convention cities – and explore the ancient UNESCO World Heritage sites of neighbouring Gyeongju
- Contribute to shaping the future of Open Immersive Societies
- Be part of a global professional community actively building open, community-governed knowledge infrastructure for immersive learning

We look forward to your proposals and to the discoveries, debates, and collaborations that will emerge at iLRN2027. Submit your work, bring your questions, and join us in co-creating knowledge through XR + AI collaboration.

Templates & Submission

All contributions will be accepted only via the online submission system EasyChair. A double-blind peer-review process will evaluate all submissions, including 2-3 independent reviews per submission. All submissions must be anonymised.

Academic Stream

Find submission instructions, review criteria, templates, and the EasyChair submission link for the Academic Stream at:

Academic Stream Instructions, Templates & Submission Link:

<https://www.immersivelrn.org/ilrn2027/academic-stream/>

iLEAD Stream

Find submission instructions, review criteria, templates, and the EasyChair submission link for the iLEAD Stream at:

iLEAD Stream Instructions, Templates & Submission Link: <https://www.immersivelrn.org/ilrn2027/ilead-stream/>

Contact

Channel	Detail
Conference website	https://immersivelrn.org/ilrn2027/
General inquiries	ilrn2027@immersivelrn.org
Submission portal	EasyChair (URL to be confirmed on website)
Academic Programme Chairs	myoon@cau.ac.kr
iLEAD Programme Chairs	cshin@jnu.ac.kr
Social media	@iLRNNetwork (platforms confirmed via iLRN Central)

*We look forward to receiving your proposals and to the rich discussions and collaborations that will emerge at **iLRN2027 in Daegu, Republic of Korea**. Submit your work, bring your questions, and join us in co-creating knowledge through XR + AI collaboration.*