

IMMERSIVE LEARNING RESEARCH NETWORK

iLRN2027 – 13th Annual Conference

CALL FOR PROPOSALS

XR + AI Collaboration:

Co-Creating Knowledge through Globally Situated Communities of Practice

Daegu, Republic of Korea • Kyungpook National University • June 26-29, 2027

Online Phase: iLRN Virtual Campus / Geographic Chapters • June 11-13, 2027

immersivelrn.org/ilrn2027 • ilrn2027@immersivelrn.org

Short CFP Version

For Email Distribution & Wide Dissemination (~2 pages)

Email Subject: 2027 Immersive Learning Research Network (iLRN) Conference – Call for Proposals

Email Body:

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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 | Humanities Korea Hall, Kyungpook National University, Daegu, Republic of Korea

Conference Dates: June 26-29, 2027

Online | Hosted by iLRN geographic chapters in their respective time-zones

Conference Dates: June 11-13, 2027

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

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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.

The theme foregrounds the transformative potential of immersive technologies, artificial intelligence, and globally networked communities in reshaping how knowledge is co-created, shared, and applied. As VR, AR, MR, and AI continue to evolve, they open new possibilities for collaborative, inclusive, and situated learning across diverse educational, professional, cultural, and social contexts.

iLRN2027 invites researchers, educators, designers, developers, practitioners, policymakers, and industry leaders to explore how immersive, intelligent environments and technologies can support collaborative knowledge creation within globally situated communities of practice. We welcome submissions that investigate the design, implementation, evaluation, and critical examination of immersive learning environments, tools, methods, and pedagogies that enable learners and communities to connect, collaborate, and co-create across geographical, disciplinary, cultural, and institutional boundaries.

★ TOPIC AREAS ★

iLRN welcomes all submissions on the topic of learning and instruction with immersion as a focus, understood from the theory lens of a phenomenon emerging from the combined facets of spatial envelopment (including technologies such as AI, VR, AR, XR, games, 360° videos, but also field 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:

- 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
- Problems of Accessibility and Inclusion in immersive, intelligent environments

★ 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 experience the history, culture, and innovation of Daegu, one of Korea's leading convention and technology cities.

The online phase (June 11-13) is anchored in the iLRN Virtual Campus – a publicly accessible exhibition of 'what works' in immersive learning, organized by conference track as Branch Houses of the iLRN Knowledge Tree. Professional presentations run on the paid Zoom streaming layer and are recorded to the iLRN YouTube playlist.

June 25:

Pre-Conference Day Trip – Gyeongju Historic Areas (Bulguksa Temple, Gyeongju National Museum, Donggung Palace & Wolji Pond): a journey through Korea's UNESCO World Heritage sites, bridging historical learning environments with contemporary immersive technologies.

June 26-29:

Welcome Ceremony & Main Conference at Humanities Korea Hall, Kyungpook National University, Daegu, Republic of Korea.

Program Highlights

- 3 Keynote Addresses (June 26-29)
- 4 Feature Talks (June 26-29)
- Paper Presentations (June 26-29)
- Workshops, Posters, Demos & Panel Sessions (June 26-29)
- Closing Ceremony & Awards (June 29)

Social & Cultural Program

- **Gyeongju Cultural Immersion:** June 25 – UNESCO World Heritage sites: Bulguksa Temple, Gyeongju National Museum, Donggung Palace & Wolji Pond
- **Opening Reception:** June 26 – Humanities Korea Hall, Kyungpook National University
- **Daegu Chimaek Night:** June 28 – A signature Korean 'chimaek' (fried chicken & beer) evening for networking and cultural exchange
- **Conference Dinner & Awards:** June 29 – Celebrating excellence in immersive scholarship and innovation

★ SUBMISSION STREAMS & CATEGORIES ★

Academic Stream

Refereed papers will appear in Scopus-indexed Springer CCIS Conference Proceedings, or in iLRN Conference Proceedings with individual DOIs (not indexed).

- **Full Paper (12-15+ pages):** Oral presentation – Scopus-indexed Springer CCIS
- **Short Paper (8-11 pages):** Oral presentation – iLRN Conference Proceedings (DOI)
- **Doctoral Colloquium Paper (4-7 pages):** Oral presentation in the Doctoral Colloquium
- **Extended Abstract (4-7 pages):** Poster presentation – iLRN Conference Proceedings (DOI)

iLEAD Stream (Immersive Learning Education And Design)

Papers will appear in iLEAD Conference Proceedings with individual DOIs (not indexed) – optional. In 2026, the iLEAD team launched a Springer Nature book series featuring selected expanded contributions; this initiative continues in 2027.

- Oral presentation
- Poster presentation
- Workshop proposal
- Special session proposal
- Panel session proposal
- Guided Virtual Adventures
- Product Demonstrations

For all iLEAD formats, please submit an Extended Abstract (2-5 pages) summarising your contribution to immersive learning education and design.

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

★ PUBLICATION & INDEXING ★

All accepted, registered, and presented Full Papers and selected Short Papers in the Academic Stream at iLRN2027 will be published in the Scopus-indexed Springer CCIS Conference Proceedings. All other accepted Academic Stream papers will appear in the iLRN Conference Proceedings with individual DOIs (not indexed). Authors of selected papers will be invited to submit expanded versions for consideration in Scopus and Web of Science-indexed journals.

Submitting Extended Abstracts in the iLEAD stream is optional but encouraged. Accepted abstracts will appear in the iLEAD Conference Proceedings with individual DOIs (not indexed).

★ PROGRAM TRACKS ★

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

- **Track 1:** Foundations of Immersive Learning Research and Theory
- **Track 2:** Assessment and Evaluation (A&E)
- **Track 3:** Galleries, Libraries, Archives, & Museums (GLAM)
- **Track 4:** Inclusion, Diversity, Equity, Access, & Social Justice (IDEAS)
- **Track 5:** STEM Education
- **Track 6:** Language, Culture, & Heritage (LCH)
- **Track 7:** Medical & Healthcare Education (MHE)
- **Track 8:** Nature & Environmental Sciences (NES)
- **Track 9:** Workforce Development & Industry Training (WDIT)
- **Track 10:** Self and Co-Regulated Learning with Immersive Environments (SCILE)

Academic communities wishing to propose a special track should email the Programme Chairs at ilrn2027.generalchairs@immersivelrn.org no later than June 1, 2026, with a short description, rationale for immersive learning, and a proposed programme committee.

★ CONFERENCE COMMITTEE ★

General Chair

- Jeeheon Ryu – Chonnam National University, Republic of Korea

Academic Programme Chairs

- Meehyun Yoon – Chungang University, Republic of Korea
- Euncheol Lee – Baekseok University, Republic of Korea (Online Academic)

iLEAD Programme Chairs

- Choonsung Shin – Chonnam National University, Republic of Korea
- Taehyung Lim – Jeonju National University of Education, Republic of Korea

Local Organizing Chair

- Hungoo Cho – Kyungpook National University, Republic of Korea

★ KEYNOTE SPEAKERS ★

- **Keynote 1:** Chin-Chung Tsai – National Taiwan Normal University, Taiwan
- **Keynote 2:** Ryan S. Baker – Adelaide University, Australia
- **Keynote 3:** Masahiko Inami – University of Tokyo, Japan

★ IMPORTANT DATES ★

Academic Submissions

- **Special Tracks Proposal Deadline:** June 15, 2026
- **Submission Deadline:** October 4, 2026
- **Notification of Acceptance:** December 15, 2026
- **Camera-Ready Submissions:** February 1, 2027
- **Academic Author Registration Deadline:** February 15, 2027

iLEAD Submissions

- **Submission Deadline:** January 10, 2027
- **Notification of Acceptance:** February 8, 2027
- **Camera-Ready Submission:** March 1, 2027
- **Early Bird Registration Deadline:** March 15, 2027
- **Online Conference Dates:** June 11-13, 2027
- **In-person (Daegu) Conference Dates:** June 26-29, 2027

★ WHY PARTICIPATE ★

This conference is your opportunity to:

- Showcase your research or project to a global, interdisciplinary audience of 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, built around the 10 conference tracks as Branch Houses of the iLRN Knowledge Tree
- Access professional presentations on the paid Zoom streaming layer, recorded and archived to the iLRN YouTube playlist for lasting global reach
- Experience Daegu's dynamic blend of advanced technology, academic innovation, and vibrant Korean culture – one of Korea's leading convention cities
- Contribute to shaping the future of Open Immersive Societies

★ CONTACT ★

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

General inquiries: ilrn2027@immersivelrn.org

We look forward to your proposals and to the discoveries, debates, 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.