Augmented Reality Trends in Education Workshop

The purpose of this workshop is to bring together scientists, educators, augmented reality designers, and curriculum developers to discuss and explore whether and how virtual reality may enhance learning. Scientists and augmented reality designers will present their latest results in developing augmented reality learning environments. Educators and curriculum developers will present their experience and best-case scenarios for applying those elements to their daily life teaching.

The first half of the workshop will be devoted to 7-14-28 presentations of participants' contributions. The remainder will be devoted to reflecting and mapping existing on-going work in two or three goups of participats. Key points from each group will be presented to the whole group for a final collective discussion.

Potential workshop participants are invited to submit a 2–3 page position paper following the Springer's style guidelines (http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0), describing your experience using augmented reality in learning environments and highlighting the benefits and disadvantages found when using this technology in classroom. Please send your contibution by email to mbibanez@it.uc3m.es by February 15th, 2017 to receive notification of acceptance by March 1st, 2017.

Submissions will be evaluated in terms of suitability, contribution, and interest by two PC members.

Organisers

Prof. Ángela Di Serio (Universidad Simón Bolívar, Venezuela) Prof. Dr. María Lucía Barrón (Instituto Tecnológico de Culiacán, México) Dr. Anasol Peña Ríos (University of Essex, UK) Prof. Dr. Ramón Zatarain Cabada (Instituto Tecnológico de Culiacán, México) Organizers

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Contact

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