



**Call for papers for
A Special issue of Information System Frontiers (ISF)**
(<http://www.som.buffalo.edu/isinterface/ISFrontiers/>)

on

Computer Supported Collaborative Learning Requiring Immersive Presence (CSCLIP)

Introduction to the topic

Although most courses can be delivered through a combination of Web and video technologies, courses requiring supervised hands-on experience with equipment in a group environment must be offered in a classroom. Existing university, corporate, government, and military online technologies and practices are insufficient for achieving the psychomotor learning objectives of technical education. Laboratory coursework is necessary for many jobs in a knowledge and service-based economy, yet this type of coursework is a limiting factor in the growth of educational opportunities available at a distance.

We now need to explore the potential combination of high bandwidth, hardware, software, and human-computer interaction principles to make virtual simulations of laboratory modules both realistic and effective learning experiences. Such initiatives will usually have to operate in a specific lab domain, but we hope to develop generalizable principles that are common to any domain. Computer Supported Collaborative Learning requiring Immersive Presence (CSCLIP) defines the extension of CSCL to achieve psychomotor learning objectives using immersive technologies in a same time-different place setting. The special issue of *Information Systems Frontiers* will study the technical, HCI, application, and evaluative issues of CSCLIP.

The Special issue will focus on but not be limited to the following areas:

CSCLIP: Learning Theories, Processes, and Objectives

Case studies of CSCLIP applications in action.

Instructional Design, Instructional Effectiveness, CSCL, eLearning Group Dynamics, Tasks, and the Learning Process

Cross Cultural Issues, Virtual Teamwork and Trust Enabling Technologies

Virtual Reality, Bandwidth Issues, QoS, Artificial Intelligence,

System Development for Web-based Laboratory Learning: Hardware and Software Development for Virtual Learning Environments.

Papers are invited that describe the theoretical framework and investigation into the virtual learning environments that include a virtual immersive component. Papers that describe the technical implementation are also welcome. Papers from practitioners in Government, the Military and the multi-user gaming community are also welcome and encouraged.

Details and Time Line

In order to develop a timely contribution, we plan to follow an aggressive review cycle.

1. Submissions for Review due to Guest Editors: April 1, 2003.

2. Papers reviewed: June 30, 2003
3. Decisions to the authors: July 10, 2003
4. Final Revised version of accepted papers due: Sept 30, 2003.
5. Submit the special issue for publication: Oct. 31, 2003.

Special Issue Guest Editors

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