

CALL FOR PAPERS

Special Issue of Learning, Media and Technology: Learning in Virtual Worlds

Edited by Jeremy Hunsinger and Aleks Krotoski

There is substantial evidence that people learn in virtual worlds. While most learning in these spaces is informal, existing outside the school curriculum, formalised learning environments have also been developed in textual worlds, MOOs, MUSHes, MUDs and multi-media spaces like ActiveWorlds(R), Second Life(R), World of Warcraft (R) to support educational goals in primary, secondary, higher and lifelong learning contexts.

The extensive writings on virtual reality and virtual worlds over the past four decades have covered the breadth of the phenomena and experiences of learning via CMC in these situated spaces; this call for papers seeks scholarship that builds upon and extends those accounts. We seek research that deals with learning and research in social networks or among friends, learning through play, learning through artistic creation and learning in unconventional virtual realities. We seek papers that examine learning or modes of learning that occurs in unexpected ways.

For example, workshops have been transformed with the inclusion of new materials, like clay or other art equipment, encouraging participants to express themselves through different modes of communication. Such physical practices mirror the opportunities afforded in virtual environments, increasing potential outcomes by breaking down borders of expression, creating a place for play, and expanding discourse. We seek research that aims to capture similar alternative practices in learning within virtual worlds.

While all forms of scholarship and research are welcome, we prefer theoretically and empirically grounded study in the social or behavioral sciences. We seek a special issue that exemplifies methodological pluralism. The use of visual evidence and representations is also encouraged.

Submission guidelines:

This special issue is edited by Jeremy Hunsinger and Aleks Krotoski. Please contact them at jhuns@vt.edu and akrotoski@yahoo.com to discuss your submissions. The editors welcome contributions from new researchers and those who are more well-established. Submitted manuscripts will be subject to peer review.

Length of papers will vary as per disciplinary expectations, but we encourage papers of around 6000 words. Short discussion papers of 2000 words on relevant subjects are also welcomed for the 'Viewpoints' section. Learning, Media and Technology submission guidelines and referencing styles will be followed [see: <http://www.informaworld.com/lmat>]

The guest editors will consider papers received by March 15, 2009. Fewer than 10 papers will be accepted. The special issue will be published in early 2010. Please send papers to jhuns@vt.edu, clearly indicating that your submission is for the Special Issue on learning in virtual worlds.