

# WORLD IMMERSIVE LEARNING LABS

*Symposium 2025*



FACILITATORS OF IMMERSIVE  
LEARNING CONVERGE IN KYOTO

**APRIL | 13-15 | 2025**

[worldlearninglabs.com](http://worldlearninglabs.com)



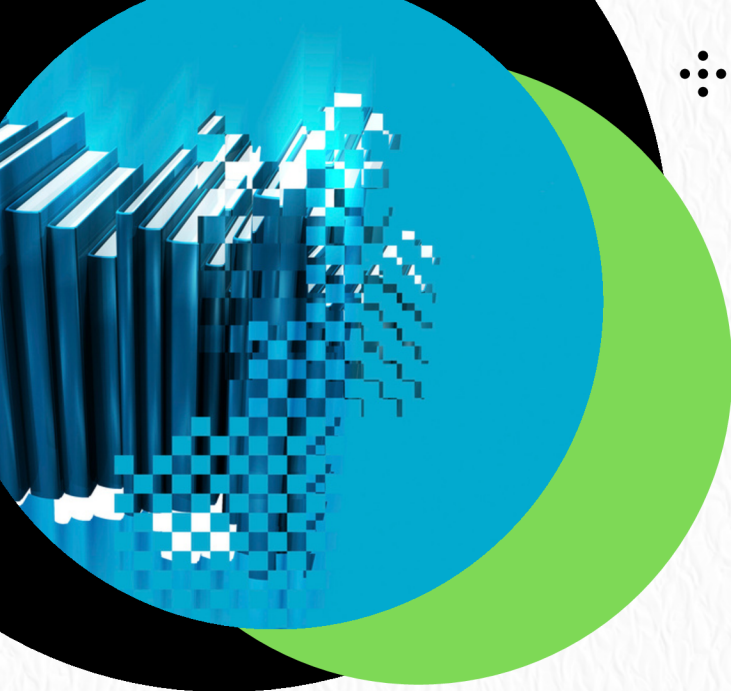


# ABOUT THE EVENT

The World Immersive Learning Labs Symposium is an annual event that convenes thought leaders and innovators from across the globe to explore the convergence of augmented reality (AR), virtual reality (VR), and artificial intelligence (AI) within educational and professional environments. Held in major cities around the world, the symposium serves as a dynamic platform for discussing the transformative potential of immersive technologies. In 2024, the event was hosted in Tokyo, Japan, attracting a diverse array of speakers, including university presidents, renowned researchers, and leading practitioners. These experts shared their insights on how digital tools can enhance learning accessibility, bridge cultural and geographical divides, and foster interdisciplinary collaboration. The event not only highlighted innovative applications in fields ranging from urban planning to global health but also addressed the ethical implications and challenges associated with these technologies.

Looking forward to the 2025 edition of the symposium, the focus will continue to be on pushing the boundaries of how immersive technologies can be integrated into educational frameworks and beyond. Scheduled to be held in Kyoto, Japan, at the Kyoto University of Foreign Studies, the symposium aims to build on the previous years' discussions by introducing more interactive sessions, live demonstrations, and collaborative workshops.

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# 3 WAYS TO PUBLISH

The World Immersive Learning Labs Symposium welcomes a diverse range of scholarly and creative submissions



## VETTING PROCESS

The submission process is designed to ensure that all contributions meet high standards of academic rigor. Initially, submissions are vetted by our dedicated symposium team to assess their suitability and quality. Full papers that pass this initial review are then eligible for peer review, with the possibility of being published in The International Journal of Information Technology in Governance, Education, and Business (IJITGEB.org). This journal selection process aims to highlight papers that make significant scholarly contributions to the field. Meanwhile, short papers, along with those not selected for peer review, will be published as conference proceedings within the Together Research Archive (togetherlearning.com/research). Together Learning will assign both ISBN and DOI numbers to these publications, ensuring their inclusion in recognized academic databases such as ORCID and Google Scholar. Additionally, any other publications generated during the conference, or as part of the event's activities, will be featured in a special proceedings issue published by Together Learning Research, further disseminating the innovative work presented at the symposium.



### FULL ACADEMIC PAPERS

In-depth research articles for peer review, eligible for publication in academic journals.



### SHORT PAPERS

Concise papers on case studies or preliminary findings, published in conference proceedings with ISBN and DOI.



### IN PRACTICE

Practical demos, editorials, or literature reviews offering diverse insights into immersive technologies. (Video Presentations Possible)

REGISTRATION AT:  
**WORLDLEARNINGLABS.COM**

# EVENT

## agenda

13-15 APRIL 2025

### DAY 1

SUNDAY

### NETWORKING IN KYOTO

- ✓ LOCAL SIGHTSEEING TOURS OF KYOTO, JAPAN.
- ✓ NETWORKING OPPORTUNITIES AND MEETUPS

### DAY 2

MONDAY

### SYMPOSIUM

- ✓ KEYNOTE AND LEADERSHIP ADDRESSES
- ✓ SELECTED AND INVITED PRESENTATIONS AND WORKSHOPS

### DAY 3

TUESDAY

### UN-CONFERENCE

- ✓ ROUND TABLE DISCUSSIONS AND STORYTELLING
- ✓ CO-WRITING PREPARATION AND FRAMEWORK PRODUCTION - WE WILL CO-WRITE RESERACH!

# CAN'T ATTEND IN PERSON? PRE-RECORDED PRESENTATIONS WELCOME.



## About the Call

We are excited to announce a call for short video presentations for the upcoming World Immersive Learning Labs Symposium 2025, set to unfold on April 13-15. This symposium seeks to unite innovators and educators at the forefront of immersive learning, focusing on the roles of Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Artificial Intelligence (AI) across various educational and professional training contexts.



### Participants

- Researchers
- Developers
- Students
- Professionals



### Topics

- Case Studies
- Projects
- Experiences
- Stories
- Ideas



### Guidelines

- 3-10 minutes
- 16:9 Aspect Ratio
- Due by Feb. 28th

# Call for Short Video Presentations



We are excited to announce a call for short video presentations for the upcoming World Immersive Learning Labs Symposium 2025, set to unfold on April 13-15. This symposium seeks to unite innovators and educators at the forefront of immersive learning, focusing on the roles of Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Artificial Intelligence (AI) across various educational and professional training contexts.

## Who Can Participate?

- Educators pioneering the integration of AR, VR, MR, and AI into learning environments.
- Researchers exploring immersive learning theories, pedagogies, and analytics.
- Developers crafting immersive technologies for education and professional training.
- Professionals employing these technologies in innovative educational or training settings.

**Presentation Topics:** We invite submissions that illuminate the application, challenges, and breakthroughs of immersive technologies in learning and training. Potential topics include:

- Design and operation of immersive learning labs.
- Innovations in game-based learning and gamification.
- Case studies on immersive technology in educational settings.
- Insights into future trends and ethical considerations in immersive learning.

## Submission Guidelines:

- **Length:** Videos should be between 3 to 10 minutes.
- **Format:** Please shoot your video in a 16:9 ratio for consistency.
- **Content:** Videos should be educational, engaging, and relevant to the symposium's focus on immersive technologies in learning.
- **Deadline for Submission:** Videos must be uploaded by February 28th, 2025.

For more details, registration, and submission instructions, please visit our symposium website. We value your contributions to advancing the field of immersive learning!

\*\* All video presenters will be recognized as co-authors in a special publication that compiles the insights and outcomes from the event.



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# SUBMISSION PROCESS



January

31

## ALL PROPOSALS DUE

If you would like to author a paper, present a topic, submit a video, or participate in the unconference, your application begins here.

February

28

## INVITATIONS SENT

Proposals that show valid contribution to the event are sent invitations and further instructions

March

31

## FULL SUBMISSIONS DUE

Those wanting to present remotely or author a paper, your final works are due.

April

13

## UNCONFERENCE

All invited participants submit contributions to our co-authored publication as a part of the event.



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ARE YOU OUR NEXT

# Team Member?

Join our team of organizers and community leaders. From publication to event site support, our community runs on your support.

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