

## **Interactive technologies: education, disability and rehabilitation**

**Nottingham Trent University, Nottingham**

**12 November 2008**

### **Call for papers**

The aim of the conference is to bring together academics and practitioners to showcase practice and to mainstream research ideas and outcomes. It will introduce a wider audience to key findings and products from research and will illustrate how practice feeds back into and informs research. Joint academic-practitioner papers are welcomed; the conference will create a forum for two-way communication between the academic and practitioner communities. Compulsory and post-compulsory education are encompassed within the education sector. An emphasis will be placed on practical applications and guides to where currently available training resources and tools can be found and used.

A selection of papers will be published electronically in full, so presentations will be limited to 10 minutes for the key findings, with time for questions from the floor.

This is a cross-disciplinary conference which aims to give equal weight to the three themes to enable researchers and practitioners to learn from and cross-fertilise with other disciplines. Papers and exhibits which demonstrate adaption between the themes are particularly sought. It is not necessary to present a paper in order to exhibit or to lead a workshop.

### **Topics that will be covered by the conference include:**

#### **Education**

- ♣ Social and collaborative aspects of interactive technology learning
- ♣ Raising aspirations and achievement through interactive technologies
- ♣ Innovative games-based learning technologies
- ♣ Interactive learning resources, e.g. flash, podcasts, simulations, mobile games, etc.
- ♣ Applications, tools and environments
- ♣ Ethical issues for games-based learning
- ♣ Instructional theory and assessment in interactive technology-based learning
- ♣ Evaluation of interactive technology-based learning
- ♣ Use of narrative and storytelling
- ♣ Case studies and best practice in the use of interactive technologies

## Disability

- ♣ Assistive technology and haptic devices for sensory (visual and hearing) and physical impairment; input devices; and sensors
- ♣ Practical applications of VE and serious games for education of people with disability (in e.g. basic skills, personal development, work preparation, travel training)
- ♣ Wheelchair navigation through virtual environments
- ♣ Vocational mobile games
- ♣ Vocational training simulations
- ♣ Navigational issues and models in 3D environments for people with disabilities
- ♣ Accessibility issues in virtual environments and serious games

## Rehabilitation

- ♣ Virtual and enhanced environments for rehabilitation and clinical assessment (e.g. after stroke)
- ♣ Virtual environments and serious games for the rehabilitation of offenders
- ♣ Virtual environments and serious games for treatment (e.g. of phobias, ADHA, post-traumatic stress disorders, amblyopia, etc.)
- ♣ Art and music rehabilitation in 3D multisensory environments
- ♣ Haptics and feedback; bio-feedback, wireless gyration systems, haptic interfaces for rehabilitation
- ♣ The engagement potential of serious games for young people at risk of social exclusion

## Submissions

Those wishing to present papers should send extended outlines, to a maximum of 1,000 words. For those hoping to exhibit or lead a workshop, a 500-word (maximum) outline is required. The deadline for submissions is Monday 29 May 2008, to be sent to:

**rosamund.aubrey@ntu.ac.uk**

Final copies of accepted papers are required by Monday 15 September 2008.

There is a conference fee of £50 which includes lunch and refreshments.

## Important dates

**Draft submission:** 29 May 2008

**Notice of paper acceptance:** 30 June 2008

**Final paper submission:** 15 September 2008

**Conference registration:** 15 September 2008

**Conference:** 12 November 2008