League of Worlds:  
The International Congress on Exploring Virtuality

3rd Annual Colloquium on  
Online Simulations, Role-Playing, and Virtual Worlds  
October 30 – November 3, 2006  
Appalachian State University  
Boone, North Carolina USA

Call for Papers

ABOUT THE LEAGUE OF WORLDS  
The League of Worlds (LoW) annual colloquium brings together people engaged in the creation of virtual worlds and real-time simulations for educational and training purposes. Our mission is (1) to stimulate and disseminate research and analysis regarding the theoretical, technical, and curricular developments in; and (2) to contribute towards the development of coherent frameworks for the advancement, application and assessment of educational and social uses of role-playing, simulations, and virtual worlds.

Our primary areas of interest include:  
a. theoretical analysis  
b. the development of practical applications  
c. the documentation of framework projects and case studies

ABOUT THE COLLOQUIUM  
The League of Worlds colloquium is not an ordinary conference. This year's theme is: "Exploring Issues in and Asking Questions about Virtual Environments." Participants are expected to challenge one another to take a fresh look at the questions that arise when people meet in virtual territories to play, to learn, and to share. Participation is purposely limited and there will be no concurrent sessions. Instead, participants will participate in an ongoing dialogue about virtual environments, integrating their own perspectives and expertise into the conversation. The outcome of the colloquium will be a published text comprised of a scholarly narrative of the dialogue around the themes and research discussed throughout the colloquium. All LoW participants will be cited as contributors to this published work.

PROPOSAL CATEGORIES  
The League of Worlds colloquium is designed to support sharing and meaningful reflection. Participants should allow one another the opportunity to share experiences, to demonstrate technologies, and to think critically. To facilitate these activities, the colloquium review committee is interested in submissions on the following topics:

• **Technologies** used to create and manage virtual environments (tools, hardware, software)  
• **Vision** for what virtual environments could be (architecture, metaphors)  
• **Teaching and Learning** in virtual environments  
  o Role playing and simulations  
  o Social constructivism  
  o Communication and collaboration  
  o Serendipitous interactions and learning  
• **Community** formation in virtual environments (interaction, presentation of self, presence)  
• **Culture** (development of, artifacts)  
• **Administrative/Technical support** issues in virtual environments  
• **Change** (Advocacy for, dissemination and sharing of research, how teaching and learning takes place)  
• **Resources** (to create and/or support any of above themes)  
• **Research** (on virtual environments in general or in support of any of above themes)

http://www.leagueofworlds.com
PAPER SUBMISSIONS
The colloquium review committee requests that paper submissions address the following:

- **Summary** of what you are doing with virtual environments as that work relates to one of the above themes (including description of practice and relevant research)
- **Explanation** of how this summary can contribute to the dialogue planned for the colloquium.

Accepted papers will be presented on the first day of the colloquium. Subsequent days will provide colloquium participants time and resources to engage in dialogue around the above themes with the goal of producing a draft document to be published in book format following the colloquium.

Paper submissions are **double blind peer-reviewed**. All accepted papers, the colloquium program, and a list of attendees will be published on the colloquium website. Papers should be between 2500-5000 words (4-8 pages).

**Important Dates (Call Extended)**

<table>
<thead>
<tr>
<th>Event</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paper Submission – Summary and Explanation</td>
<td>June 1, 2006 – August 1, 2006</td>
</tr>
<tr>
<td>Notification of Acceptance</td>
<td>June 23, 2006 – August 15, 2006</td>
</tr>
<tr>
<td>Registration Deadline</td>
<td>September 1, 2006</td>
</tr>
<tr>
<td>Colloquium</td>
<td>October 30 – November 3, 2006</td>
</tr>
</tbody>
</table>

Accepted presentations will be required to submit the following by September 1, 2006:

1. Registration for the colloquium
2. An indication of any special requirements related to diets, equipment, or other pertinent needs
3. Pertinent information about the participant(s) including:
   a. Names of submission author and co-authors, if applicable
   b. Contact information for each
   c. Affiliated institution(s)
   d. Job Title(s)
   e. Experience with virtual worlds, simulations, and/or role playing technology

Submit all proposals in Word, RTF, PDF or HTML format to:
Dr. Robert Sanders at sandersrl@appstate.edu

Please direct all other inquiries to the Conference Chair, Dr. Robert Sanders, at sandersrl@appstate.edu.

INFORMATION REGARDING FACILITIES AND ACCOMMODATIONS WILL BE FORTHCOMING