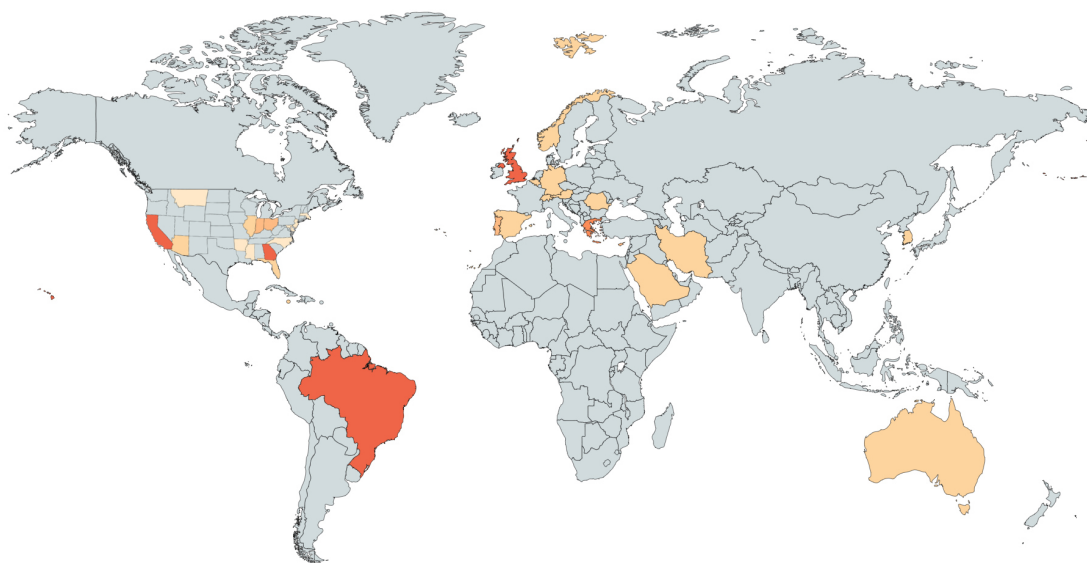# iLRN 2019 Main Conference Preface

ILRN 2019 is the fifth annual international conference of the Immersive Learning Research Network held in Westminster, London, UK, following the 2018 edition in Missoula, Montana (USA), and returning for the third time to Europe, after the Coimbra (Portugal) edition in 2017.

The topic is becoming increasingly relevant as the power and affordability of suitable computers, mobile devices, network connectivity and interface technologies has made virtual and augmented reality environments more accessible than ever before. The vision of the iLRN is to develop a comprehensive research and outreach agenda that encompasses the breadth and scope of learning potentialities, affordances and challenges of immersive learning environments. To achieve this, the iLRN mission is to invite and organize scientists, practitioners, organizations, and innovators across the disciplines to explore, describe, and apply the optimal use of immersive worlds and environments for educational purposes. Further the conference, meetings, and virtual symposia aim to build capacity to explain and demonstrate how these immersive learning environments best work using a variety of rigorous, systematic, and meaningful research methods and outreach strategies. To achieve this, the ILRN has invited scientists, practitioners, organizations, and innovators across all disciplines to report on their research in the ILRN 2019 international conference. Sixty-three papers were received the conference in 2019, encompassing long and short papers, posters, demo proposals, special tracks and workshops. All papers and posters were being independently reviewed: full/long papers by 2 – 4 reviewers, short papers by 2 – 3 reviewers and posters by 2 reviewers. All authors were given a substantial mix of feedback on how to improve their submissions for publication and presentation at the conference. In cases where the reviewers agreed that much more work was needed for a given format, full/long papers were invited to be resubmitted as short papers and short papers as posters. After a rigorous reviewing process eighteen were selected as full papers to be published in an edition of Springer's series Communications in Computer and Information Sciences (27.4% acceptance rate), the remaining revised papers and poster abstracts being included in this volume.

180 authors submitted publications successfully and hail from Austria, Australia, Belgium, Brazil, Cyprus, England, Germany, Greece, Iran, Jamaica, Korea, Norway, Portugal, Romania, Saudi Arabia, Scotland, Spain, Swiss and in the United States, Arkansas, Arizona, California, Florida, Georgia, Illinois, Indiana, Massachusetts, Michigan, Mississippi, Montana, New Jersey, New York, North Carolina, Ohio, Pennsylvania and Washington D.C.; 53% being from Europe and 47% from the rest of the world, with North America accounting for 23%, South America 20%, Asia 3% and Australia 1%.

If you are not already involved in thinking about or researching immersive learning, check out these proceedings, and get excited about joining the iLRN community.

Leonel Morgado and Christian Eckhardt,
ILRN 2019 Main Conference Programme Co-Chairs