ECGBL 2023

17th European Conference on Games Based Learning
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Mini Track on Metaverse technologies in GBL-context

Mini Track Chair: Dr Gunver Majgaard, University of Southern Denmark

Metaverse technologies offer novel immersive experiences for both gamers and learners by incorporating Augmented Reality (AR), Virtual Reality (VR), sensor technology, and social media. AR blends virtual content with the physical world through a camera, as seen in the popular game Pokémon GO. In contrast, VR completely encloses users in a virtual environment, typically experienced through a specialized headset, and can also have a remote form such as Google Maps' Street View. Sensor technology, such as heart rate, temperature, and sweat sensors, can provide input for both AR and VR experiences. Social media also incorporates AR features.

Hardware platforms for Metaverse technologies are increasingly accessible through smartphones and tablets, and development of games, learning designs, and simulations often occurs within widely-used game engine environments such as Unity. This accessibility and development ease has led to a surge of new Metaverse applications.

The primary focus of this mini track is theoretical and empirical research that explores the possibilities of Metaverse technologies. Suggested topics include but are not limited to:

- Analysis for existing Metaverse applications
- Game-based learning with Metaverse elements such as AR, VR, sensor technology or social media
- Design cases including prototyping in and for Metaverses.
- Social perspectives of metaverses
- Collaborative learning environments in the Metaverse
- Interaction design and user experience and acceptance of Metaverse(s)

Gunver Majgaard is an Associate Professor at the Game Development and Learning Technology Unit of the University of Southern Denmark. Since 2001, she has been teaching and conducting research at the university, leveraging her background in electrical engineering and a PhD in robots and learning, which she earned in 2011. Majgaard founded the Game Development and Learning Technology engineering program and has developed a growing interest in the use of technology to enhance learning in formal education. Her research focuses on emerging technologies in education, game-based learning, design of digital educational tools, participatory design processes, learning processes, and program and curriculum development.

Submission details

In the first instance a 300 word abstract is required, to be received by **29 March 2023.** Submissions must be made using the online submission form at
https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/

If you have any questions about this track, please email: gum@mmmi.sdu.dk

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