The International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022) (24 June 2022)

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I. INTRODUCTION
The First International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022), organized by The Education University of Hong Kong, will be held on 24 June 2022 in a fully online mode. For more details of MetaACES 2022, please refer to https://www.eduhk.hk/metaaces2022

MetaACES 2022 aims to provide an interactive platform for academics, researchers, practitioners, and professionals in the education sector to share and exchange research agenda, innovative ideas as well as practices of promoting and exploring metaverse, artificial companions, and related technologies. MetaACES 2022 comprises seminars and panels delivered by internationally renowned scholars, researchers, and practitioners. Catalysed and facilitated by emerging technologies, the metaverse and related artificial companions will affect us in every aspect of our lives.

The workshop program includes keynotes, abstract presentations, and panels. All the accepted abstracts of the workshop will be published in ISBN-coded proceedings. Accepted abstracts will be selected and invited to submit their full papers to one of the three Open Access ESCI publications: Elsevier's Computer & Education: Artificial Intelligence, Springer's Research and Practice in Technology Enhanced Learning, and IEEE TLT's Bulletin of the Technical Committee on Learning Technology.

II. THEMES
MetaACE 2022 focuses on the themes related to education and society. The main themes of MetaACES 2022 include but not limit to the followings (in alphabetical order):
- Artificial Companion in Education and Society
- Artificial Intelligence (AI)
- Assessment in Games and Virtual Worlds
- Authentic Environments and Worlds
- Automated Feedback
- Avatars or Player Characters for Learning
- Behaviour and/or Interaction Modeling, Detection and Visualization
- Big Data Analyzed and Processed by Computers
- Bridging Informal and Formal Learning Outcome
- Chatbot
- Computational Models of Knowledge and Expertise
- Computer Supported Discussion Analysis and Assessment
- Educational Applications of Metaverses
- Educational Robots and Toys
- Emotion (Affective State) Modeling, Recognition and Detection
- Emotive Agents
- Enhancing Grading, Scoring and Feedback
- Game Analytics
- Human Computer Interaction (HCI)
- Human Robot Interaction (HRI)
- Intelligent Agents, Tutors and Mentors
- Internet of Things (IoT), Internet of Everything (IoE), and/or Sensors
- Learning Companion Robots (Robotic Learning Companions)
- Languages, Thinking Skills, Meta-cognitive Skills, Cognitive Skills, and STE(A)M
- Learning Analytics in Educational Games
- Learning Companions
- Metaverse in Education and Society
- Motivational and Affective Factors on Learning with Technology
- Natural Language Processing supported Tools, Systems, Applications, Mobile Apps, and Chatbots
- Non-Player Characters for Learning
- Personal Learning Environments (PLE)
- Roles of Artificial Companions in Metaverse
- Role Playing Games for Learning
- Security and Privacy Issues
- Sentiment Analysis
- Simulation and Training (Skill, Competence, Vocational Learning)
- Social Network Analysis (SNA)
- Speech Recognition and Synthesis
- Stealth Assessment
- Unstructured and Semi-structured Data for Computer to Read and Learn
- User Experience (UX) Evaluation
- Virtual and Augmented Learning Environments
- Virtual Animal Learning Companions
- Virtual Characters and Companions in Learning and Life
- VR, AR and Simulation Technology

III. IMPORTANT DATES
- Abstract submission due: 25 April 2022
- Abstract review due: 10 May 2022
- Camera-ready abstract submission: 23 May 2022
- Author registration deadline: 4 June 2022