The 2nd International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022Nov) (28 or 29 Nov 2022)

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I. Introduction

The 2nd International Workshop on Metaverse and Artificial Companions in Education and Society (MetaACES 2022Nov), organized by The Education University of Hong Kong, will be held on 28 or 29 November 2022 in ICCE 2022.


MetaACES 2022Nov 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 2022Nov 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, presentations, and panels. Accepted papers in the workshops will be published in proceedings, which will be submitted to Elsevier for inclusion in Scopus. Accepted papers 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 TCTL's Bulletin of the Technical Committee on Learning Technology.

II. Themes

MetaACE 2022Nov focuses on the themes related to education and society. The main themes of MetaACES 2022Nov include but not limited 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

- Submission (via EasyChair) due: July 22, 2022
- Notification of Acceptance: August 2, 2022
- Final Camera-ready version due: August 16, 2022
- Author registration due for ICCE 2022: August 29, 2022