CALL FOR PAPERS
Theme: Innovative Use of AI and Immersive Technologies in Online Teaching and Learning

AI and immersive technologies are rapidly changing the landscape in online learning. From the adoption of AI into student learning activities to the use of Virtual Reality (VR) to support student real-world experiences, academics and instructional designers are exploring new and innovative ways to support student engagement in learning. As these new technology-enabled learnings environments are realized for online teaching and learning, considerations need to be given to pedagogical implementation, student and teacher readiness, policies and procedures, and the overall impact on learning.

This International Journal on Innovations in Online Education Special Issue Call for Papers seeks manuscript submissions that highlight empirical and theoretical research that addresses key areas in the scope for applying AI and immersive technologies within online learning in higher education. Examples of inquires responding to this call may include the following topic areas:

- AI and/or immersive technologies changing the online learning landscape in higher education
- Online pedagogical practices (e.g., assessments, discussion forums, curriculum design, lesson planning) implemented when using AI and/or immersive technologies to support student learning outcomes
- Technological and pedagogical changes addressed through the design of learning by instructional designers and/or academics
- Impact of AI and/or immersive technologies on student learning within online environments
- Response of higher education to the implementation of AI and/or immersive technologies with regard to student and instructor readiness, and /or impact on student online learning
- Development of policies, procedures, and processes in accommodating online learning when using AI and/or immersive technologies
- Factors concerning higher education opportunities for the use of new online learning experiences in courses when using AI and/or immersive learning technologies
- Ethical considerations when using AI and/or immersive technologies in online learning
- AI literacy in online learning in higher education

Full manuscripts should be 5,00 0to 6,000 words in length, plus references. Longer articles are considered on a case-by-case basis. Submission Guidelines: https://onlineinnovationsjournal.com/for_authors/

Submissions due by June 15, 2025 through https://submission.begellhouse.com/.