

# CALL FOR PAPERS

*Special issue of the*  
**Journal of Information Systems Education (JISE) on**

## **Impacts of Web 2.0 and Virtual World Technologies on IS Education**

### **Guest Editor**

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### **Call for Papers**

The Guest Editor of the Journal of Information Systems Education (JISE) invites submissions for a special issue on **Impacts of Web 2.0 and Virtual World Technologies on IS Education** to appear in the Journal of Information Systems Education in 2009.

Whether it's a social networking site like Facebook, a video stream delivered via YouTube, or a collaborative discussion and document sharing via Google Apps, more people are using Web 2.0 technologies to communicate, express ideas, and form relationships centered around topical interests.

Virtual Worlds immerse participants even deeper in technological realms rife with interaction. Instead of simply building information, people create entire communities comprised of self-built worlds and avatars centered around common interests, learning, or socialization in order to promote information exchange.

Holding business meetings in Second Life is becoming commonplace, MMORPGs are becoming the entertainment venue of choice, and upcoming generations of students may find the traditional academic means of information exchange—lectures and discussions—less appealing than most, instead opting for a rich multimedia experience infused with information.

With classrooms quickly filling with the Google generation accustomed to being connected to information and social networks all the time in many forms, how can we best use these technologies to transform, supplement, or even supplant current pedagogical practices? Will holding office hours in chat room make a difference? What about streaming classroom discussions via iTunes? How about demonstrations of complex concepts in a Virtual World so students can experiment endlessly?

In this JISE special issue, we will explore these questions and more. We are looking for research studies, instructional cases, teaching tips, and other discussions that examine the role that Web 2.0 and Virtual Worlds should—or perhaps should not—play within our physical, virtual, or mixed classroom environment. How can these technological tools be best used in our pedagogical toolbox? Are there instances where they are a good fit or perhaps merely an instructional band-aid?

Please consider sharing your insights, research, or teaching tips as we examine the promises presented, and the perils posed, by these ever-growing innovative, immersive (perhaps invasive), and pervasive technologies.

## Timeline

<b>Initial submissions due:</b>	January 20, 2009
<b>Notification to authors:</b>	March 20, 2009
<b>Revised papers due:</b>	April 20, 2009
<b>Notification of final results:</b>	May 14, 2009
<b>Publication of the issue:</b>	July 2009

## Submission Guidelines

**Papers for this special issue are due on January 20, 2009.** Prospective authors are encouraged, but not required, to submit an abstract to the Guest Editor for preliminary feedback on the suitability of their planned manuscript. Please send your submission in Microsoft Word format by email to the guest editor by the due date.

Papers should not exceed 30 double spaced pages including all sections, figures and tables. All papers will be peer reviewed and are subject to editing for journal style, clarity, organization, and space.

For more information concerning JISE submission guidelines, please refer to:

<http://www.jise.appstate.edu/Submit.htm>

For additional information on this special issue, please refer to:

<http://docea.org/jise/>