VR Education Forum

This article inaugurates the *VR Education Forum*, a new section of PRESENCE for the students and educators among us. It will serve as a resource for understanding and teaching virtual reality and its closely related disciplines (augmented reality, mixed reality, telepresence, immersive visualization). The design, creation, and evaluation of virtual environments use knowledge and techniques from a number of disciplines and academic areas. Our community is a mix of researchers and practitioners whose training may be in computer graphics, engineering of many flavors, experimental and cognitive psychology, AI, robotics--plus application areas such as medicine, oil exploration, and design. To help us understand each other better, the *VR Education Forum* will publish tutorials, at the basic and advanced levels. Furthermore, to help improve teaching methodologies and establish standards of quality in VR education, we will publish curriculum reports from various VR degree programs and courses around the world.

In addition to being an announcement of this new section of PRESENCE, this is also a *Call for Papers*. We are looking for introductory and advanced tutorial papers on any and all issues that may be of interest to VR scientists, students, and practionners. We are also soliciting VR curriculum reports describing the syllabus, laboratory support, graduation numbers and career paths for VR students around the world. All submissions will undergo regular review, and thus will be archived and citable. Please email your manuscripts to us, the Special Section Editors, or to the Presence Editorial Office (specifying you are contributing to the Forum on VR Education). We are looking forward to your involvement to make this Forum a success and improve our community cohesiveness.

Larry F. Hodges, University of North Carolina at Charlotte (lfhodges@uncc.edu)
Grigore (Greg) Burdea, Rutgers University (burdea@caip.rutgers.edu)
Special Section Editors,
Presence