

CYBER-PHYSICAL LEARNING JOURNAL



WHAT IS CYBER-PHYSICAL LEARNING?

Cyber-Physical Learning refers to teaching and learning where **both remote cyber students and face-to-face physical students can learn and interact effectively, seamlessly, and synchronously in the same lesson, by using technologies** such as immersive technologies (e.g., augmented/virtual/immersive realities, metaverse, gamification), telepresence robotics, learning analytics, and personalized learning.

AIMS OF CYBER-PHYSICAL LEARNING JOURNAL

- Disseminates scholarly, academic works and observations from **faculty instructors, researchers, and learners** to enable intellectual advancements in cyber-physical learning **for lifelong tertiary learners**.
- Contributes to the **development of innovative technologies, pedagogies, and andragogies in cyber-physical learning** for lifelong tertiary learners.
- Informs readers about **the latest trends and developments in the field of cyber-physical learning**, training, research, and management.
- Being the **leading knowledge resource for cyber-physical learning**.



PUBLICATIONS



Learning from Anywhere
with Augmented Reality
(AR)



Data Lake and Learning
Analytics: Building
Infrastructure for
Enhanced Learning
Experiences



Supporting Video Content
Creation using Customized
GPT for Academic
Publishing in Cyber-
Physical Learning Journal



Enhancing Applied Learning
on PLC Programming
through Virtual Testing in
Cyber-Physical Systems

Use of Robotics as
Teacher Companions in
Higher Education to
Learning Process



RobotMentor Online
Consulting for
Electrical Circuits in
Higher Education



Enhancing Leadership and
Teamwork Education
through Cyber-Physical
Learning Approach



Dawn of the Duck – A Single
Player Game/Simulation to
teach Evolutional Psychology



CALL FOR SUBMISSIONS

- Recognition of your work (associated with Cyber-Physical Learning Alliance Summit)
- Open access and no publication fee
- Peer review feedback to improve your work
- You can submit work-in-progress
- You can submit bite-sized stackable contents
- You can submit work in different flexible formats as PowerPoint, audio, or video
- All involved in cyber-physical learning projects can submit (faculty, researchers, staff, students)

Submit Here

