- Svihla, V., Dahlgren, M., Kvam, N., Bowles, J., & Kniss, J. (2013, 4/27-5/1). We Can't Just Go Shooting Asteroids Like Space Cowboys: Teaching and Learning with Immersive, Interactive Projection. AERA. San Francisco, CA.
- Svihla, V., Dahlgren, M., Kvam, N., Kniss, J., Waldschmidt, E. D., Beining, D., . . . Hagerman, A. (2012, July 2nd). Supporting Practice, Integrating Research in Immersive Technologies into Educational Designs (SPIRITED): Technology to Support Co-located Collaborative Learning. Paper presented at the ICLS 2012 pre-conference workshop, Digital Ecosystems for Collaborative Learning: Embedding Personal and Collaborative Devices to Support Classrooms of the Future (DECL), Sydney.
- Svihla, V., Kniss, J., Waldschmidt, E.D., Beining, D., Strawn, J., & Hagerman, A. (2012, July 3). Supporting Practice, Integrating Research in Immersive Technologies into Education Designs (SPIRITED): Teachers as Designers. Paper presented at ICLS 2012, pre-conference workshop, Teachers as Designers of Technology Enhanced Learning Materials, Sydney, Australia.
- Svihla, V., Kvam, N., Dahlgren, M., Bowles, J., & Kniss, J. (2013, June 15-19). Reconfiguring Inquiry and Surfacing Questions: Collaborative Learning with Immersive, Interactive Projection. Paper presented at the To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: the 10th International Conference on Computer Supported Collaborative Learning, Madison, WI.
- Svihla, V., Kvam, N., Dahlgren, M., Bowles, J., & Kniss, J. (2013). Extending Inquiry: Collaborative Learning with Immersive, Interactive Projection. In M. Kapur, M. J. Nathan & N. Rummel (Eds.), To See the World and a Grain of Sand: Learning across Levels of Space, Time, and Scale: Proceedings of the 10th International Conference on Computer Supported Collaborative Learning (Vol. 2): International Society of the Learning Sciences.
- Svihla, V., Kvam, N., Dahlgren, M., Bowles, J., & Kniss, J. (2013, June 12-14). We Can't Just Go Shooting Asteroids Like Space Cowboys: The Role of Narrative in Immersive, Interactive Simulations for Learning. Paper presented at the Games, Learning, Society, Madison, WI.