

International Conference

Antigua Guatemala/Guatemala

Interactive Computer Aided Blended Learning

ICBL

4th International

Conference on Interactive Computer-Aided Blended Learning

2-4 November 2011

in Antigua Guatemala, Guatemala

www.icbl-conference.org

Organized by:



In cooperation with:



ICBL 2011 Call for Papers

This interdisciplinary conference aims to focus on the exchange of relevant trends and research results as well as the presentation of practical experiences gained while developing and testing elements of interactive computer aided blended learning. Therefore pilot projects, applications and products will also be welcome. This conference will be organized by Galileo University (Research and Development Department GES), Guatemala in cooperation with:

- International Association of Online Engineering (IAOE)
- IEEE Foundation
- IEEE Education Society (IEEE EduSoc)
- The International E-Learning Association (IELA)

Invited Key Note Speakers:

Dr. Rob Reilly, Ed.D. (MIT, President IEEE Education Society)

Dr. Hermann Maurer, Ph.D. (TU-Graz, Chair of the IS of the Academia Europaea)

Topics of Interest

Collecting experiences and needs of Education Institutions/Organizations in e-Learning

- Advanced strategies and conceptions
- Teaching/Learning strategies
- Regional differences
- Quality assurance
- Sustainability, scalability
- Interoperability
- Education policies
- Digital divide and learning

Technology-Enhanced Learning methodologies, tools

- Platforms and authoring tools
- Environments and tools for e-learning / m-learning / lifelong learning, language learning (CALL)
- CSCL (Computer Supported Collaborative Learning)
- GIS (Geographical Information Systems) in Education
- LBS (Location-Based Services) for TEL
- Mash-Up technologies
- Networks/Grids for learning
- Adaptive and intuitive learning environments
- Responsive environments
- Tools for interactive learning and teaching
- Methods of content adaption
- Adapted learning flow, content and monitoring process

Individual, social & organizational learning processes

- Knowledge management and learning
- Workplace learning
- Learning orchestration
- Ubiquitous learning
- Context-aware learning
- Self-regulated and Self-directed learning
- Cultural awareness

Pedagogical and psychological issues

- New learning models and applications
- New roles of the instructor & learner
- Problem and project based learning
- Collaborative knowledge building
- Serious game-based and simulation-based learning
- Story-telling and reflection-based learning
- Instructional design and learning design approaches
- Teaching techniques and strategies for blended learning
- Evaluation and outcomes assessment
- Social networks for learning

Technical and theoretical issues

- Learning objects and reusability
- Applications of the Semantic Web
- Remote and virtual laboratories
- Hypermedia applications and Virtual Reality worlds
- Digital HDTV and 3DTV supporting learning
- Embedded learning and learning on demand
- Human-centered computing
- Accessible learning for all: visual, hearing and physical impairments
- Standards about accessibility and learning

Real world experiences / Show cases
Pilot projects / Products / Applications

Types of contributions

- Full Papers (peer reviewed, 20 minutes presentation followed by a panel discussion)
- Short Papers (15 minutes presentation)
- Interactive Demonstrations (15 minutes presentation, also on-line demonstrations)
- Round Table Discussions (work in progress, doctoral thesis discussions, research cooperation with LA)
- Poster Presentations

Other opportunities to participate

- Run a workshop or tutorial (These are half or full day events and do not require written or published papers. Proposals should clearly indicate the topic, background knowledge expected of the participants, objectives, and the qualifications of the instructor)
- Organize a thematic session (Proposals should include a minimum of three papers, a session title, a list of the topics covered and the qualifications of the session organizer)
- Exhibit at ICBL (projects, products and developments of learning technology)
- Special track in Spanish (peer reviewed papers, 20 minutes presentation followed by a panel discussion)

Important dates

30 April 2011
30 April 2011
30 April 2011

15 June 2011
15 September 2011
2-4 November 2011

Submission of full and short papers
Submission of full papers (special track in Spanish)
Submission of 2 pages extended abstract for other contributions
Notification of acceptance
Camera-ready due and authors' registration
Conference ICBL2011

Proceedings

All accepted submissions will be published in the ICBL2011 proceedings (with ISBN – Kassel University Press).

Conference language

English is the official conference language.

Guidelines for contributions

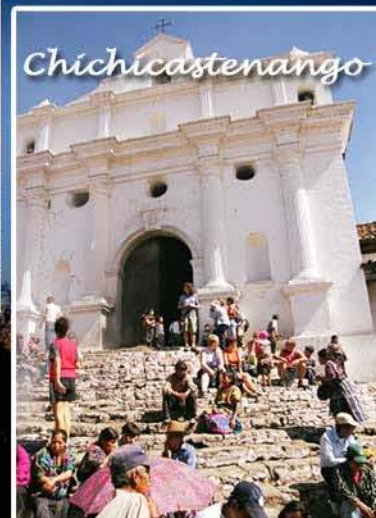
Format instructions are available at the conference website:
http://www.icbl-conference.org/ICBL_template.doc

The contributions should be submitted using the Electronic Submission and Registration System, available at the conference website:
<https://www.conftool.net/icbl-conference/>

If you have any questions please contact us via email:
info@icbl-conference.org
icbl@galileo.edu

ABOUT GUATEMALA

Heart of the Mayan World
Corazón del Mundo Maya



Come to the conference and enjoy some nice days in Guatemala and its many attractive places.

(tours from 1 to 7 days will be organized).

Lake Atitlan & Panajachel

Tikal/Yaxhá

Pacaya Volcano

Guatemala City

Antigua Guatemala

Chichicastenango



International Conference **ICBL**
 Antigua Guatemala/Guatemala
 ■ Interactive Computer Aided Blended Learning



4th International
Conference on Interactive
Computer-Aided Blended Learning



2-4 November 2011

In Antigua Guatemala, Guatemala

www.icbl-conference.org

Organized by:



In cooperation with:



About Guatemala www.visitguatemala.com