



2016 The 5th International Workshop on Learning Technology for Education in Cloud

The Changing Face of Education

25th-28th July, 2016, Hagen, Germany



The 5th International Workshop on Learning Technology for Education in Cloud (LTEC 2016)

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Call for Papers

The 5th International conference on Learning Technology for Education in Cloud (LTEC 2016) will be held conjunction with KMO 2016. It will provide the scientific community a dedicated forum for discussing research and presentation of your work.

The rapid and constant pace of change in technology is creating both opportunities and challenges for education. The opportunities include greater access to rich, multimedia content, the use of online availability, the widespread use of mobile computing devices that can access the Internet, the expanding role of social networking tools for learning and professional development, the use of MOOC, cloud computing, big data and the growing interest in the power of digital games for more personalized learning. Besides technologies, there are also new pedagogical advances in learning and teaching.

The 5th **LTEC (2016)** will examine these technologies and pedagogical advances that are changing the way teachers teach and students learn while giving special emphasis to the pedagogically effective ways you can harness these new technologies in education. Contributions that address theory, research, practice and policy, especially those can also be focused on particular approaches, technologies and domains, are most welcome. The aim is to provide the definitive work in the very broad area of educational technology that bridges theory, research, practice and policy. No disciplines and or approaches are excluded.

This conference will provide the ideal opportunity to present your research to an international audience. It offers participants an overview of the current situation of education and new learning technologies. You will be able to listen to experts from different countries, representing all continents.

This conference brings together academic research and practical applications education from all areas, seeking to bring top research and proven best practices together into one location, for the purposes of helping practitioners find ways to put research into practice, and for researchers to gain an understanding of additional real-world problems. Academic research papers, case studies and work-in-progress/posters are welcomed approaches. PhD Research, proposals for roundtable discussions, non-academic contributions and product demonstrations based on the main themes

are also invited. We welcome researchers from both industry and academia to submit original results of their works.

If you wish to learn more about how technology and learning theories are influencing the education, then do not miss the opportunity to come to LTEC (2016).

The conference topics include, but are not limited to:

- Adaptive e-Learning technologies
- Adoption of Learning Technology
- Augmented Learning
- Applications and Integration of E-education
- Application of instructional design theories
- Assessment in e-Learning
- Assessment in Learning
- Asynchronous Interaction
- Best practice in e-Learning
- Blended Learning
- Big data analytics for e-Learning
- Building Communities of Learning
- Business model for using MOOCs
- Classroom, Ubiquitous and Mobile Technologies Enhanced Learning
- Cloud computing and e-Learning
- Collaboration in e-Learning
- Community based e-learning
- competency-based education (CBE)
- Computer and Web Based Software
- Computer Supported Collaborative Learning
- Computer-aided Assessment
- Computer-Mediated Communication
- Constructivist Perspectives
- Content and Multimedia Applications
- Course Development Strategies
- Cultural differences in e-Learning
- Data Analytics & Big Data in Education
- Data Mining & Knowledge Discovery
- Data Mining and Web Mining in Education
- Data Security in e-Learning systems
- Design of Learning Technology
- Didactics of e-Learning
- Diffusion of Innovation in Education
- Digital Libraries for e-Learning
- Distance Learning vs. e-Learning
- Distributed E-learning Environments Reality
- E-Assessment and New Assessment Theories and Methodologies
- Educational Innovations and Best Practices
- Educational Technology & Globalization

- E-learning Analytic approaches, methods, and tools
- E-learning Evaluation and Content
- Educational Games
- E-learning in distance education
- E-learning in Web 3.0
- E-learning on mobile devices
- E-learning Portals
- E-learning theory
- E-learning/Mobile Learning/Distance Learning/Virtual Learning
- Emerging technologies and shifting business models in Higher Education and Training
- Emerging Technologies in Education
- Emerging tools for education
- E-Portfolios
- Evaluation of Learning Technologies
- Future of Learning Technology
- Game-based learning and systems
- Games for Learning
- Gamification in e-learning
- How can analytics help distil university business strategy and governance outcomes
- Immersive Learning and Multimedia applications
- Implications of big data in education
- Individual e-learning
- Infrastructure, Technology & Techniques
- Innovation and Change In Education
- Integrated Learning and Educational Environments
- Intelligent Learning Systems
- Intelligent Tutoring and Monitoring Systems
- Interaction in e-learning
- Interactive multimedia in education and training
- IoT for learning
- Issues in learning analytics such as ethics, cultural transitions, capacity building, etc
- Knowledge Management for Learning Technology
- Learning analytics
- Learning Analytics and Educational Data Mining
- Learning and Knowledge Management
- Learning as a Service
- Learning in a Digital Age
- Learning Objects and Standard
- Learning Strategies: Learn how to Learn
- Learning Technology for Lifelong Learning
- Learning Technology in Industry and Universities
- Learning tools experiences and Cases of Study
- Life Long Learning and Technology
- Life Long Learning, MOOC's and Data Analytics
- Management of e-learning
- Mobile Learning
- MOOCs in practice
- Multimedia in e-learning
- Multimedia Support of Language & Culture
- Pedagogical Issues

- Pervasive Learning and Embedded Ubiquitous Learning
- Problem-based Learning
- Professional Development & Teacher Training
- Quality control in e-learning
- Responsive/ Multi-Device Learning
- Semantic Web and Ontologies for Learning Systems
- Simulations and Virtual Learning Environments
- Social media in e-learning
- Social learning
- Smart Education
- Standardization, Reusability and Interoperability Issues
- Standards and Specifications
- Standards in e-learning
- Students as Partners in Learning Design and Research
- Systems and Technologies in E-education
- Technology Adoption and Diffusion of E-learning
- Technology Enhanced Science Learning
- Technology Support for Pervasive Learning
- The concept of sharing for e-learning and e-teaching
- The future of MOOCs
- The role of teachers in e-learning
- Theoretical Bases of e-Learning Environments
- Tracking learning activities
- Ubiquitous Learning
- Usability in Learning Technology
- Uses of Multimedia
- Virtual Learning Environments
- Wearable computing technology In e-learning
- Web 2.0 and Social computing for learning
- Web 2.0 and Social Computing for Learning and Knowledge Sharing
- Web 2.0 Technologies and The Classroom
- Wiki and blogs in Higher Education
- Wireless, Mobile and Ubiquitous Technologies for Learning
- Workplace E-learning
- Work-related Learning

Submission of full papers, short and position papers from all aspects of learning technology and education will be welcome. Papers should contain original contributions not published or submitted elsewhere, and references to related state-of-the-art work.

Tutorial

In addition to the conference, there will be pre conference tutorials relating to the state of the art in the topics of the conference. Invitation for submission to the tutorial can be found in xxxxx.

Instructions for Authors

Papers reporting original and unpublished research results pertaining to the above topics are solicited (Proceedings will be published by Springer). Full paper and all other submissions

deadline is 5th January, 2016. These papers will follow an academic review process. All papers are blind reviewed.

More information in Springer publication in Communications and Information Science

***IMPORTANT: Please do not include the author(s) information in the first submission of the paper, in order for double-blind review to take place.**

- Review Process:

LTEC 2016 welcomes the submission of papers with preference to the topics listed in the call for papers. All submitted papers will undergo a thorough review process; each paper will be refereed by at least three experts in the field, based on relevance, originality, significance, quality and clarity.

- Submitting Papers:

All papers must be formatted according to the Springer template, with a maximum length of 12 pages, including figures and references for full papers. All proposed papers must be submitted in electronic form (WORD format) using the Paper Submission Page

[www.easychair.org/conferences/?conf=LTEC 2016.](http://www.easychair.org/conferences/?conf=LTEC%202016)

Full paper: 12 pages

Short paper: 4-8 pages

Position paper: 2-4 pages

- Publication:

Accepted papers will be included in LTEC 2015 Proceedings. At least one of the authors will be required to register and attend the symposium to present the paper in order to include the paper in the conference proceedings. All accepted papers will be published by Springer Verlag (LECTURE NOTES IN Communications and Information Science).

The attachment must be in Word .doc format.

- Special Issue:

Authors of selected papers from LTEC will be invited to extend and revise their papers for submission to the special issue of International journal of Learning Technology (IJLT) published by Inderscience.

- **Important Dates:**

Submission of tutorial 15th DEcember, 2015

Submission of paper 5th January ,2016

Author notification 15th February, , 2016

Early Registration 20th March,2015

Camera ready 30th March,, 2015

Conference date 25th-28th July,2016

Poster presentations: we invite poster presentations sharing innovative practice in social science teaching and learning or key findings from pedagogic research in education technology.

Doctoral Consortium – The Doctoral Consortium will discuss ongoing work of PhD students in an informal and formative atmosphere. Contributions to the consortium should take the form of either: a critical literature review of the research topic providing the rationale for the relevance and interest of the research topic; or a short paper discussing the research question(s), research objectives, research methodology and work done so far. Doctoral Consortium Contributions should have a maximum 2,500 words (6 pages)

Corporate Showcases & Exhibitions – The former enables Companies to present recent developments and applications, inform a large and qualified audience of your future directions and showcase company’s noteworthy products and services. There will be a time slot for companies to make their presentation in a room. The latter enables companies the opportunity to display its latest offerings of hardware, software, tools, services and books, through an exhibit booth. For further details please contact the publicity chair – secretariat@icedutech-conf.org.

The workshop topics include, but are not limited to:

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- Adoption of Learning Technology
- Analytics projects for institutional efficiency and effectiveness
- Applications and Integration of E-education
- Assessment approaches
- Assessment in e-Learning
- Assessment in Learning
- Asynchronous Interaction
- Barrier-free e-learning
- Best practice in e-learning
- Blended Learning

- Blended learning strategies
- Building Communities of Learning
- Business model for using MOOCs
- Classroom, Ubiquitous and Mobile Technologies Enhanced Learning
- Cloud computing and e-Learning
- Cloud Computing for e-Learning
- Cloud for learning
- Collaboration in e-Learning
- Collaborative Learning
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- Community based e-Learning
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- Diffusion of Innovation in Education
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- Distributed e-learning Environments Reality
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- E-learning Evaluation and Content
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- Game-based learning and systems
- Games for Learning
- Gamification in e-learning
- How can analytics help distil university business strategy and governance outcomes
- Immersive Learning and Multimedia applications
- Implications of big data in education
- Implications of learning analytics for the academic mission - informing learning and teaching decisions
- Individual e-learning
- Informal learning
- Infrastructure, Technology and Techniques
- Innovation and Change In Education
- Integrated Learning and Educational Environments
- Intelligent Learning Systems
- Intelligent Tutoring and Monitoring Systems
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- Learning Technology for Lifelong Learning
- Learning Technology in Industry and Universities
- Learning tools experiences and Cases of Study
- Life e-learning
- Life Long Learning and Technology
- Life Long Learning, MOOC's and Data Analytics
- Management of e-learning
- Meeting the needs of a mobile and connected generation
- Mobile Learning
- MOOCs in practice
- Multimedia in e-learning
- Multimedia Support of Language and Culture
- Opportunities and challenges in the use of data analytics in the learning
- Pedagogical Issues
- Pervasive Learning and Embedded Ubiquitous Learning
- Professional Development and Teacher Training
- Quality control in e-learning
- Responsive/ Multi-Device Learning
- Semantic Web and Ontologies for Learning Systems
- Service User Technology
- Simulations and Virtual Learning Environments
- Social media in e-learning
- Social networking in e-learning
- Social Networks for Learning
- Smart Education

- Standardization, Reusability and Interoperability Issues
- Standards and Specifications
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- Students as Partners in Learning Design and Research
- Supporting e-learners
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- Web 2.0 and Social Computing for Learning and Knowledge Sharing
- Web 2.0 Technologies and The Classroom
- Wireless, Mobile and Ubiquitous Technologies for Learning
- Workplace E-learning
- Work-related Learning

Conference Chair

Prof. Lorna Uden, Staffordshire University, UK

Program Chairs

Birgit Feldmann, FernUniversität in Hagen, Germany

Prof. Dario Liberona, Universidad Santa Maria, Chile

Local Chair

Tobias Augustin, FernUniversität in Hagen, Germany

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