

## International Workshop on Cloud Education Environments.

Call for

Papers <http://ges.galileo.edu/cloud-education-environments-workshop/>

Guatemala, 15 & 16 / November 2012.

This workshop will focus on the exchange of relevant trends and research results, as well as the presentation of practical experiences gained while developing and testing cloud education environments, both from a teaching and a learning perspective. Best papers will be selected for submission of an extended version in a Special Issue on Cloud Education Environments of the Journal of Universal Computer Science.

Cloud Learning Environments (CLEs) consider the cloud as a large ecosystem, which is not owned by any educational organization. Within this ecosystem, learners and educators act as the users and producers of cloud-based learning services. They have complete control over the choice, use and sharing of the learning tools and content provided by these services. This approach has the potential to enable and facilitate both formal and informal learning. It allows learners to learn anywhere and at anytime. It also facilitates collaboration among learners and educators. Additionally, the openness, sharing and reusability of learning tools and content on the web are technically enabled and promoted.

## Topics of Interest

### 1. Learning Tools

- a. Learning tools experiences and Cases of Study
- b. Social Environments
- c. Content and Multimedia Applications
- d. Story Telling Tools
- e. Cloud Education Accessibility
- f. Other type of tools

### 2. Pedagogical Approaches and Learning Contexts

- a. Personal Learning Environments
- b. Self Regulated Learning

# Cloud Education Environments

- c. Learning Artifacts
  - d. Pedagogical approaches for multiple learning environments.
  - e. Modeling Languages
  - f. Assessment approaches
3. Orchestration
- a. Orchestration approaches for learning using several tools
  - b. Prototype experiences of learning orchestration
  - c. User Interface Management
4. Interoperability
- a. Standards and Specifications
  - b. Internet of Services and Technology Enhanced Learning
  - c. Reference Implementations
  - d. Virtual Learning Environments and Tools integration
  - e. Integration Experiences and Cases of Study
  - f. Authentication and identity handling on service based scenarios
  - g. Infrastructure as a Service (IaaS), Platform as a Service (PaaS), and Software as a Service (SaaS), with education purposes.
5. Business Models
- a. Learning as a Service
  - b. Service models of educational institutions
  - c. Ethical Aspects

## Important Dates

- Extended Abstracts (2 pages) by 30/Sept
- Notification of acceptance 10/Oct
- Camera-ready submissions (6 pages) 4/Nov

## Organizers

- Rocael Hernandez Rizzardini, Galileo University, Guatemala
- Hans-Christian Schmitz, Fraunhofer FIT, Germany
- Alexander Mikroyannidis, The Open University, United Kingdom