



# Call for Papers

## 2015 International Conference on Interactive Mobile Communication Technologies and Learning *"Issues, Infrastructures and Applications"*

### Mediterranean Palace Hotel, Thessaloniki, Greece, 19-20 November 2015

<http://www.imcl-conference.org/imcl2015/>

#### Overview

The 9th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2015, is part of an international initiative to promote technology-enhanced learning and online engineering world-wide. The IMCL2015 conference will cover all aspects of mobile learning as well as the emergence of mobile communication technologies, infrastructures and services and their implications for education, business, governments and society. The IMCL2015 actually aims to promote the development of mobile learning, to provide a forum for education and knowledge transfer, to expose students to latest ICT technologies and encourage the study and implementation of mobile applications in teaching and learning. The conference will also aim to stimulate critical debate on theories, approaches, principles and applications of mobile learning among educators, developers, researchers, practitioners and policy makers.

#### Important Deadlines & Presentation Formats (ext. deadlines)

Proposals for participation in the IMCL2015 conference can be submitted in the following formats

<b>27 Apr 2015</b>	Submission of: (i) two (2) pages structured <b>abstracts</b>
<b>11 May 2015</b>	(for full papers, short papers and posters) for the <b>main conference</b> (ii) <b>Special Session proposals</b>
<b>04 May 2015</b>	Notification of acceptance for special sessions
<b>18 May 2015</b>	proposals
<b>15 May 2015</b>	Notification of acceptance for abstracts for the main
<b>3 June 2015</b>	conference
<b>10 Jun 2015</b>	Submission of complete papers for special sessions
<b>24 Jun 2015</b>	and the main conference: Full Papers (5 pages), Short Papers (3 pages), Posters (2 pages)
<b>29 Jun 2015</b>	Notification of acceptance
<b>15 Jul 2015</b>	
<b>15 Jul 2015</b>	Author registration deadline
<b>15 Sep 2015</b>	
<b>15 Oct 2015</b>	Camera-ready due
<b>19 Nov 2015</b>	IMCL2015 opening

#### Conference Proceedings

Conference proceedings with an appropriate ISBN number will be distributed electronically on a USB device and will also be available through IEEE Xplore. Selected award papers will be recommended for publication in the International Journal of Interactive Mobile Technologies (IJIM), the International Journal of Emerging Technologies in Learning (IJET) and the International Journal for Online Engineering (iJOE).

#### Thessaloniki

Thessaloniki, the 2nd biggest city of Greece, has many archeological sites and museums in and around the city and many more attractions close (an hour or two driving), like Chalkidiki (major touristic resort), Mount Athos monastery state and Olympos mountain. It is our hope that you will be able to spare some time to experience its cultural and historical riches.

#### Topics

The special focus of IMCL2015 is on the following topics:

- A. Mobile Learning Issues:
  - Dynamic learning experiences
  - Large scale adoption of mobile learning
  - Performance support in the workplace
  - Ethical and legal issues
  - Assessment, evaluation and research methods in mobile learning
  - Mobile learning models, theory and pedagogy
  - Life-long and informal learning using mobile devices
  - Open and distance mobile learning
  - Social implications of mobile learning
  - Design of adaptive mobile learning environments
  - Cost effective management of mobile Learning processes
  - Quality in mobile learning
  - Case studies in mobile learning
- B. Interactive Communication Technologies and Infrastructures:
  - Wearables & Internet of things
  - Tangible, embedded and embodied interaction
  - Location-based integration
  - Cloud computing & Future internet research and experimentation (fire) environments.
  - Emerging mobile technologies and standards
  - Interactive and collaborative mobile learning environments
  - Crowd sensing
  - 5G Network Infrastructure
- C. Mobile Applications:
  - Smart cities
  - Online laboratories
  - Game based learning
  - Mobile health care and training
  - Learning analytics
  - Mobile learning in cultural institutions and open spaces
  - Mobile systems and services for opening up education
  - Social networking applications
  - Mobile Learning Management Systems (mLMS)

#### Organizers

- AUTH - Aristotle University of Thessaloniki, Greece ([www.auth.gr](http://www.auth.gr))
- IAEOE - International Association of Online Engineering ([www.online-engineering.org](http://www.online-engineering.org))

#### Technical co-sponsors

- IEEE Education Society ([www.ewh.ieee.org/soc/es/](http://www.ewh.ieee.org/soc/es/))
- CTI - Carinthia Tech Institute, Austria ([www.cti.ac.at](http://www.cti.ac.at))
- IGIP - International Society for Engineering Education ([www.igip.org](http://www.igip.org))