



IMCL 2014

Thessaloniki, Greece 13-14 November 2014

Call for Papers

2014 International Conference on Interactive Mobile Communication Technologies and Learning

Mediterranean Palace Hotel, Thessaloniki, Greece, 13-14 November 2014

<http://www.imcl-conference.org/imcl2014/>

Overview

The 8th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2014, is part of an international initiative to promote technology-enhanced learning and online engineering world-wide. The IMCL2014 conference will cover all aspects of mobile learning, mobile business, mobile government, mobile society as well as the emergence of mobile communication technologies, services, implementation and implications for education, business, governments and society. The IMCL2014 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 be a forum for educators to develop new skills and to stimulate a critical debate on theories, approaches, principles and applications of mLearning.

Presentation Formats

Proposals for participation in the IMCL2014 conference can be submitted in the following formats

- Papers: full paper and Special Session paper [max. 10 pages, Deadline: 14 July 2014]
- Papers: short paper [max. 6 pages, Deadline: 14 July 2014]
- Panels, Workshops and Round Tables [Deadline: 14 July 2014]

Notification of acceptance: 10 Sep 2014

Camera ready due: 13 Oct 2014

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).

Organizers

- AUTH – Aristotle University of Thessaloniki, Greece (www.auth.gr)
- IAEOE – International Association of Online Engineering (www.online-engineering.org)

Conference Topics

Paper topics include but are not limited to:

- mLearning strategies in educational institutions, corporations and government
- mLearning models, theory and pedagogy
- Design and development mobile learning apps and content
- Instructional design, learning objects, development tools and metadata
- Future trends, emerging mobile technologies, hardware and software applications
- Mobile technology support for educator and student
- Mobile web and video conferencing
- mLearning standards
- Life-long and Informal learning using mobile devices
- Creating interactive and collaborative mLearning environments
- Open and distance mLearning
- Implementation and social implications of mLearning
- Social Networking and mLearning
- Evaluation and research methods of mLearning
- Quality in mLearning
- Case studies in mLearning
- Cost effective management of mLearning processes
- mLearning Management Systems (mLMS)
- Adaptive mLearning environments
- Virtual campus and mLearning
- Mobile online laboratories
- Learning analytics and mlearning
- Mobile games - Gamification and mobile learning

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.

Technical co-sponsors

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