



On behalf of the organizing committee, we are pleased to invite you to participate in mLearn 2009, the 8th World Conference on Mobile and Contextual Learning, sponsored by the University of Central Florida and the International Association for Mobile Learning (IAmLearn), to be held in Orlando, Florida, USA, October 26-28.

We are pleased to host the conference for the first time in the USA and feel that the time is right for rapid uptake of mobile learning and significant advances in the state of the art.

The aims of the conference are to bring together the world's leading mobile learning researchers, developers and activists in an environment that will stimulate significantly increased deployment of mobile learning and catalyze dramatically enhanced innovation.

As active members of the mobile learning and emerging technology community, you are encouraged to join us in Orlando for a full program of theory-informed, evidence-based papers and presentations from research, practitioner, and adjacent disciplines. Presentations will offer a broad reach in interdisciplinary areas, cross-cultural examples and exchanges, and assessment of uses across emerging vertical applications.

Conference information can be found at www.mlearn2009.org . We look forward to welcoming you in Florida!

For questions and information, please contact me at dmetcalf@ist.ucf.edu or (407) 882-1496.

Sincerely,

A handwritten signature in black ink that reads "David Metcalf". The signature is written in a cursive style with a large, stylized "D" and "M".

David Metcalf
Conference Chairman

mLearn 2009 Themes/Tracks:

- Global Developments
 - Emerging Technology Integration
 - Contextual Learning
 - Emerging Vertical Applications
- Mobile social networked learning
 - Location-based learning
 - Assessment and testing using mobile technology
 - Mobile technology for Library and – Information systems
 - Mobile learning for curriculum topics
 - Mobile inquiry-based learning
 - Applications within private and public sectors (emerging verticals)
 - Novel architectures, systems and interfaces
 - Pilots to the mainstream
 - Business models for scaling
 - Evaluation metrics
 - Cost implications for mobile users
 - Financial models for mobile learning
 - Emerging markets and developing countries

Topics:

- Mobile game and simulation based learning
- Augmented reality learning
- Mobile pedagogy
- Ethics and philosophy of mobile learning
- Social and cultural aspects of mobile learning
- Cognition and mobile learning
- 1:1 learning in classrooms
- Mobile technology to support open and distance learning