



First Announcement & Call for Papers

2021 International Conference on Interactive Mobile Communication Technologies and Learning

"New Realities, Mobile Systems and Applications"

Mediterranean Palace Hotel*, Thessaloniki, Greece, 4-5 November 2021

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

** IMCL2021 is planned as a hybrid event (remote & onsite presentations will be supported)*

Overview

The 14th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2021, is part of an international initiative to promote technology-enhanced learning and online engineering world-wide.

The IMCL2021 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 IMCL2021 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

Proposals for participation in the IMCL2021 conference can be submitted in the following formats:

24 May 2021	Submission of Special Session proposals
31 May 2021	Submission of structured abstracts (for full papers, short papers) for the main conference
31 May 2021	Notification of acceptance for Special Sessions notification and announcement
07 Jun 2021	Notification of acceptance for abstracts for the main conference
	Submission of: (i) complete papers for all submission types (ii) proposals for round tables, workshops, tutorials
26 Jul 2021	Notification of acceptance
06 Sep 2021	Camera-ready due & author registration deadline
04 Nov 2021	IMCL2021 Conference Opening

Distant/Pre-recorded presentations for full, short and work-in-progress papers are supported.

Conference Proceedings

The conference proceedings will be published as IMCL2021 Proceedings in the Springer series "Advances in Intelligent Systems and Computing". The books of these series are submitted to ISI Proceedings, EI-Compendex, DBLP, SCOPUS, Google Scholar and Springerlink. 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).

Venue: Thessaloniki, GREECE

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 Mount Olympus. 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 IMCL2021 is on the following topics:

- A. Mobile Learning Issues:
 - Dynamic learning experiences
 - Large scale adoption of mobile learning
 - Ethical and legal issues
 - Research methods and evaluation 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
 - Cost effective management of mobile Learning processes
 - Quality in mobile learning
 - Case studies in mobile learning
- B. Interactive Communication Technologies and Infrastructures:
 - Wearables and Internet of Things (IoT)
 - Tangible, embedded and embodied interaction
 - Location-based integration
 - Cloud computing
 - Emerging mobile technologies and standards
 - Interactive and collaborative mobile learning environments
 - Crowd sensing
 - 5G Network Infrastructure
 - Platforms to support students mobility
- C. Mobile Applications:
 - Augmented-, Virtual-, Mixed- & Cross- Reality apps
 - Smart cities
 - Remote and Online laboratories
 - Serious games and Gamification
 - Mobile health care, healthy lifestyle and training
 - Mobile apps for sports
 - Mobile credentials, badges and Blockchain
 - 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)
- IAOE - International Association of Online Engineering (www.online-engineering.org)

Technical co-sponsors

- IEEE Education Society (www.ewh.ieee.org/soc/es/)
- IGIP - International Society for Engineering Education (www.igip.org)