

International  
Conference **IMCL**

**8th International Conference on  
Interactive Mobile Communication  
Technologies and Learning 2014  
(IMCL 2014)**



**Organized by:**



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

**13-14 November 2014, Thessaloniki, Greece**

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## IMCL2014 – Keynotes

### Keynote 1: Ubiquitous Hands on Learning Using Mobile Laboratory Instrumentation

**Yacob Astatke**, Morgan State University, Baltimore, MD, USA



The use of technology in the classroom has greatly impacted engineering education during the last 20 years. The expansion of the internet and the use of computers, tablet pcs, smart boards, and other wired and wireless devices have proliferated throughout education. Today's students expect their instructors to create an active and engaged learning environment by delivering course content using more than one method (i.e. classroom lecture) so that they can access it from anywhere at any time. The Electrical and Computer Engineering (ECE) department of Morgan State University, in collaboration with five other partner institutions has been testing a state of the art ECE laboratory equipment called the Mobile Studio I/O Board™ and the newly released Analog Discovery™ boards to teach face-to-face (F2F) and online ECE courses for the past four years. This talk will present the results collected by faculty members at the five institutions. It will illustrate how the changes towards student-centered learning facilitated by portable instrumentation increased student interest in ECE, built student confidence in their ability to design circuits and systems, and supported the development of deeper understanding of the theories that the students investigate or apply in the hands-on activities.

### Keynote 2: Designing Mobile Learning Activities in Museums and Sites of Culture

**Nikos Avouris**, University of Patras, Patras, Greece



This talk discusses theoretical and empirical work relating with designing activities for informal learning in museums and sites of culture through mobile games. As new locative media become part of our everyday life, it is argued that new kinds of mobile games facilitated by technology may change the experience of visiting a site of culture and produce new kinds of learning. We present examples of mobile games played in museums and discuss various ways through which learning may take place during game play. A distinction is made between the information consumption metaphor and a more participative way of experiencing culture. We also discuss game design as an example of participatory activity and we identify its learning dimensions. In particular, we elaborate on the role of technology in providing a scaffold that can help museum audience to construct games which can function as “public artefacts” and can be added to the museum's assets, enhancing audience engagement and community building.

### Keynote 3: Would Socrates have used the iPad in Class? Or: How can we support the interactive learning process with current technologies?

**Clemens Cap**, University of Rostock, Rostock, Germany



The Greek philosopher Socrates is well-known for his famous teaching method. With the help of dialogues, asking and answering questions, he guided his students and led them to a fresh understanding of the subject he wanted to teach. Since Socrates, numerous technologies have been adopted to support the teaching process; they have been evaluated and used, and many have been dropped again. However, there is good reason to believe that with current mobile communication devices we are about to reach an important turning point in learning technology. The talk will provide three examples from the projects Tweedback, Mathepitorium and Multiscript to build on the socratic hypothesis that an optimal learning method requires the right hint by the right peers at the right moment. This combination of social, topical and contextual elements can be provided efficiently by recent technology if it is used by a skillful teacher in the right manner. The required system design, however, goes beyond traditional and blended e-learning approaches and needs a particular combination of flexibility and structure.

## IMCL 2014 at a Glance

Time Slots	Thursday, 13 Nov 2014	Friday, 14 Nov 2014	Saturday, 15 Nov 2014		
9:00am – 5:00pm	Registration	Registration	Social Program (9:00am - 5:00pm)		
9:00am – 9:30am	OC: Opening Ceremony	K2&3: Keynotes 2 and 3			
9:30am – 11:00am	K1: Keynote 1				
11:00am – 11:30am	Coffee Break	Coffee Break			
11:30am – 1:00pm	MC 1	OL + ML 1		MC 3	MC 4
1:00pm – 2:00pm	Lunch	Lunch			
2:00pm – 3:30pm	MC 2	OL + ML 2		MLCIOS	MC 5
3:30pm – 5:00pm	MHCT 1	MSGE 1		MSGE 2	ICT-EIML
5:00pm – 5:30pm	Coffee Break	Posters		Coffee Break	
5:00pm – 6:30pm	MHCT 2			MLCCE	MsM'2014
6:30pm	End of Day 1				
7:00pm – 8:00pm			Mobile Learning in a Museum		
8:00pm			End of Day 2		
8:00pm – 11:30pm	Conference Dinner				

### Presentation Guidelines

- **Papers:** Presentation time will be 15 minutes plus 5 minutes for questions.
- **Posters:** The posters will be displayed the 1<sup>st</sup> day of the conference in the evening (during and just after the second coffee break). Each author is responsible for preparing his/her display. Stands (height: 94cm, width: 66cm.) and tape will be provided by the conference secretariat.
- The Conference rooms will be equipped with laptops and LCD projectors. The presenters should come prepared with presentation on flash drives.



## IMCL 2014 Program

IMCL 2014 program is also available for mobile devices through the **eventor application**. To download the mobile app, please visit <http://www.eventor.mobi/en/home.html> or simply type 'eventor' in Google Play and iTunes App Store.

Date: Thursday, 13/Nov/2014			
9:00am - 5:00pm	<b>Registration</b> Location: <b>IMCL Reception &amp; Posters Area</b>		
9:00am - 9:30am	<b>OC: Opening Ceremony</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Michael E. Auer</b> , Carinthia Tech Institute Chair: <b>Thrasylvoulos Tsiatsos</b> , Aristotle University of Thessaloniki <ul style="list-style-type: none"> <li>Welcome by the IMCL 2014 General Chair: <b>Michael E. Auer</b>, Carinthia Tech Institute, Austria</li> <li>Welcome by the Vice-Chairman of the School of Informatics: <b>Eleftherios Angelis</b>, Aristotle University of Thessaloniki, Greece</li> <li>Welcome by the IMCL 2014 Conference Chair: <b>Thrasylvoulos Tsiatsos</b>, Aristotle University of Thessaloniki, Greece</li> </ul>		
9:30am - 11:00am	<b>K1: Keynote 1</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Michael E. Auer</b> , Carinthia Tech Institute <b>Keynote 1: Ubiquitous Hands on Learning Using Mobile Laboratory Instrumentation</b> <b>Yacob Astatke</b> , Morgan State University, Baltimore, MD, USA		
11:00am - 11:30am	<b>Coffee Break</b>		
11:30am - 1:00pm	<table border="0"> <tr> <td style="vertical-align: top;"> <p><b>MC 1: Main Conference 1</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Helen Karatza</b>, Aristotle University of Thessaloniki</p> <p><b>Designing eBook Interaction for Mobile and Contextual Learning</b> <b>José Bidarra<sup>1</sup></b>, <b>Mauro Figueiredo<sup>2</sup></b>, <b>Carlos Natálio<sup>1</sup></b> 1: Open University, Portugal; 2: University of Algarve, Portugal</p> <p><b>Clarifying the digital content output formats for mobile learning in higher education</b> <b>Natalia Spyropoulou<sup>1</sup></b>, <b>Ioannis Karathanasis<sup>1</sup></b>, <b>Christos Pierrakeas<sup>1,2</sup></b>, <b>Achilles Kameas<sup>1</sup></b> 1: Educational Content, Methodology and Technology Laboratory (e-CoMeT Lab), Hellenic Open University, Greece; 2: Dept. of Business Administration, Technological Educational Institute (TEI) of Western Greece</p> <p><b>Piloting the 'Talking Tools' Smartphone App: Validating Blog Content Analysis with Students' Reflections</b> <b>Annika Wiklund-Engblom<sup>1</sup></b>, <b>Kasper Hiltunen<sup>1</sup></b>, <b>Juha Hartvik<sup>1</sup></b>, <b>Mia Porko-Hudd<sup>1</sup></b>, <b>Marléne Johansson<sup>1,2,3</sup></b> 1: Åbo Akademi University, Finland; 2: University of Gothenburg, Sweden; 3: Telemark University College, Norway</p> <p><b>Location-based Mobile Application Creator: Creating Educational Mobile Scavenger Hunts</b> <b>Johanna Pirker<sup>1</sup></b>, <b>Christian Gütl<sup>1,2</sup></b>, <b>Patrick Weiner<sup>1</sup></b>, <b>Victor Garcia Barrios<sup>3</sup></b>, <b>Melanie Tomintz<sup>3</sup></b> 1: Graz University of Technology, Austria; 2: Curtin University, Perth, Western Australia; 3: Carinthia University of Applied Sciences, Austria</p> </td> <td style="vertical-align: top;"> <p><b>OL + ML 1: Special Session "Online Labs and Mobile Learning" - Part 1</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Samir Akhrouf</b>, University of Bordj Bou Arreridj/eScience Tempus Project Partner Chair: <b>Thomas Zimmer</b>, University of Bordeaux</p> <p><b>Remote lab experiments for take away</b> <b>Thomas Zimmer</b>, <b>Michel Billaud</b>, <b>Marylou Pic</b>, <b>Didier Geoffroy</b> University of Bordeaux, France</p> <p><b>Implementation of online optoelectronic devices course and remote experiments in UC1 iLab</b> <b>Saida Rebiai</b>, <b>Nour El Houda Toudjen</b>, <b>Smail Mouissat</b> University Constantine 1 (UC1), Algeria</p> <p><b>Developing a remote laboratory for heat transfer studies</b> <b>Ridha Ennetta</b>, <b>Ibrahim Nasri</b> Institut Supérieur des Systèmes Industriels de Gabès (ISSIG), Tunisia</p> <p><b>Online Temperature Control System</b> <b>Ikhlef Ameur</b> university Constantine 1, Algeria</p> <p><b>Development and implementation of an e-course and a remote laboratory for analogical electronic study</b> <b>Farida Hobar</b>, <b>Lemia Semra</b> UNIVERSITY CONSTANTINE 1, Algeria</p> <p><b>Remote laboratory via Interactive Mobile</b></p> </td> </tr> </table>	<p><b>MC 1: Main Conference 1</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Helen Karatza</b>, Aristotle University of Thessaloniki</p> <p><b>Designing eBook Interaction for Mobile and Contextual Learning</b> <b>José Bidarra<sup>1</sup></b>, <b>Mauro Figueiredo<sup>2</sup></b>, <b>Carlos Natálio<sup>1</sup></b> 1: Open University, Portugal; 2: University of Algarve, Portugal</p> <p><b>Clarifying the digital content output formats for mobile learning in higher education</b> <b>Natalia Spyropoulou<sup>1</sup></b>, <b>Ioannis Karathanasis<sup>1</sup></b>, <b>Christos Pierrakeas<sup>1,2</sup></b>, <b>Achilles Kameas<sup>1</sup></b> 1: Educational Content, Methodology and Technology Laboratory (e-CoMeT Lab), Hellenic Open University, Greece; 2: Dept. of Business Administration, Technological Educational Institute (TEI) of Western Greece</p> <p><b>Piloting the 'Talking Tools' Smartphone App: Validating Blog Content Analysis with Students' Reflections</b> <b>Annika Wiklund-Engblom<sup>1</sup></b>, <b>Kasper Hiltunen<sup>1</sup></b>, <b>Juha Hartvik<sup>1</sup></b>, <b>Mia Porko-Hudd<sup>1</sup></b>, <b>Marléne Johansson<sup>1,2,3</sup></b> 1: Åbo Akademi University, Finland; 2: University of Gothenburg, Sweden; 3: Telemark University College, Norway</p> <p><b>Location-based Mobile Application Creator: Creating Educational Mobile Scavenger Hunts</b> <b>Johanna Pirker<sup>1</sup></b>, <b>Christian Gütl<sup>1,2</sup></b>, <b>Patrick Weiner<sup>1</sup></b>, <b>Victor Garcia Barrios<sup>3</sup></b>, <b>Melanie Tomintz<sup>3</sup></b> 1: Graz University of Technology, Austria; 2: Curtin University, Perth, Western Australia; 3: Carinthia University of Applied Sciences, Austria</p>	<p><b>OL + ML 1: Special Session "Online Labs and Mobile Learning" - Part 1</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Samir Akhrouf</b>, University of Bordj Bou Arreridj/eScience Tempus Project Partner Chair: <b>Thomas Zimmer</b>, University of Bordeaux</p> <p><b>Remote lab experiments for take away</b> <b>Thomas Zimmer</b>, <b>Michel Billaud</b>, <b>Marylou Pic</b>, <b>Didier Geoffroy</b> University of Bordeaux, France</p> <p><b>Implementation of online optoelectronic devices course and remote experiments in UC1 iLab</b> <b>Saida Rebiai</b>, <b>Nour El Houda Toudjen</b>, <b>Smail Mouissat</b> University Constantine 1 (UC1), Algeria</p> <p><b>Developing a remote laboratory for heat transfer studies</b> <b>Ridha Ennetta</b>, <b>Ibrahim Nasri</b> Institut Supérieur des Systèmes Industriels de Gabès (ISSIG), Tunisia</p> <p><b>Online Temperature Control System</b> <b>Ikhlef Ameur</b> university Constantine 1, Algeria</p> <p><b>Development and implementation of an e-course and a remote laboratory for analogical electronic study</b> <b>Farida Hobar</b>, <b>Lemia Semra</b> UNIVERSITY CONSTANTINE 1, Algeria</p> <p><b>Remote laboratory via Interactive Mobile</b></p>
<p><b>MC 1: Main Conference 1</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Helen Karatza</b>, Aristotle University of Thessaloniki</p> <p><b>Designing eBook Interaction for Mobile and Contextual Learning</b> <b>José Bidarra<sup>1</sup></b>, <b>Mauro Figueiredo<sup>2</sup></b>, <b>Carlos Natálio<sup>1</sup></b> 1: Open University, Portugal; 2: University of Algarve, Portugal</p> <p><b>Clarifying the digital content output formats for mobile learning in higher education</b> <b>Natalia Spyropoulou<sup>1</sup></b>, <b>Ioannis Karathanasis<sup>1</sup></b>, <b>Christos Pierrakeas<sup>1,2</sup></b>, <b>Achilles Kameas<sup>1</sup></b> 1: Educational Content, Methodology and Technology Laboratory (e-CoMeT Lab), Hellenic Open University, Greece; 2: Dept. of Business Administration, Technological Educational Institute (TEI) of Western Greece</p> <p><b>Piloting the 'Talking Tools' Smartphone App: Validating Blog Content Analysis with Students' Reflections</b> <b>Annika Wiklund-Engblom<sup>1</sup></b>, <b>Kasper Hiltunen<sup>1</sup></b>, <b>Juha Hartvik<sup>1</sup></b>, <b>Mia Porko-Hudd<sup>1</sup></b>, <b>Marléne Johansson<sup>1,2,3</sup></b> 1: Åbo Akademi University, Finland; 2: University of Gothenburg, Sweden; 3: Telemark University College, Norway</p> <p><b>Location-based Mobile Application Creator: Creating Educational Mobile Scavenger Hunts</b> <b>Johanna Pirker<sup>1</sup></b>, <b>Christian Gütl<sup>1,2</sup></b>, <b>Patrick Weiner<sup>1</sup></b>, <b>Victor Garcia Barrios<sup>3</sup></b>, <b>Melanie Tomintz<sup>3</sup></b> 1: Graz University of Technology, Austria; 2: Curtin University, Perth, Western Australia; 3: Carinthia University of Applied Sciences, Austria</p>	<p><b>OL + ML 1: Special Session "Online Labs and Mobile Learning" - Part 1</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Samir Akhrouf</b>, University of Bordj Bou Arreridj/eScience Tempus Project Partner Chair: <b>Thomas Zimmer</b>, University of Bordeaux</p> <p><b>Remote lab experiments for take away</b> <b>Thomas Zimmer</b>, <b>Michel Billaud</b>, <b>Marylou Pic</b>, <b>Didier Geoffroy</b> University of Bordeaux, France</p> <p><b>Implementation of online optoelectronic devices course and remote experiments in UC1 iLab</b> <b>Saida Rebiai</b>, <b>Nour El Houda Toudjen</b>, <b>Smail Mouissat</b> University Constantine 1 (UC1), Algeria</p> <p><b>Developing a remote laboratory for heat transfer studies</b> <b>Ridha Ennetta</b>, <b>Ibrahim Nasri</b> Institut Supérieur des Systèmes Industriels de Gabès (ISSIG), Tunisia</p> <p><b>Online Temperature Control System</b> <b>Ikhlef Ameur</b> university Constantine 1, Algeria</p> <p><b>Development and implementation of an e-course and a remote laboratory for analogical electronic study</b> <b>Farida Hobar</b>, <b>Lemia Semra</b> UNIVERSITY CONSTANTINE 1, Algeria</p> <p><b>Remote laboratory via Interactive Mobile</b></p>		

<b>Date: Thursday, 13/Nov/2014</b>		
		<p><b>Technology</b>  <b>Abderrahmane Adda Benattia, <u>Abdelhalim Benachenhou</u></b>                      University of Mostaganem, Algeria</p>
1:00pm - 2:00pm	Lunch	
2:00pm - 3:30pm	<p><b>MC 2: Main Conference 2</b>                      Location: <b>Room A - "Zeus" Hall</b>                      Chair: <b>Stavros Demetriadis</b>, Aristotle University of Thessaloniki</p> <p><b>Investigating Attack Vectors in M-learning Systems in Nigerian Universities</b>  <u><b>Shaibu Adekunle Shonola</b></u>, Mike Joy                      University of Warwick, United Kingdom</p> <hr/> <p><b>Complementing Formal Learning with Mobile Technology Outside the Classroom</b>  <u><b>Sinini Paul Ncube</b></u>, Hussein Suleman                      University of Cape Town, South Africa</p> <hr/> <p><b>Young Language Learners' Collaborative learning and Social Interaction as a Motivational Aspect of the iPad</b>  <u><b>Mona Abdullah Alhinty</b></u>                      University of Sheffield, United Kingdom</p> <hr/> <p><b>Learning out of the class: Creating e-Courses for mobile devices</b>  <b>Iona-Eleferyja Lasica<sup>1</sup>, Stavros Pitsikalis<sup>2</sup></b>                      1: N.C.S.R Demokritos, Greece; 2: General Secretariat for Lifelong Learning</p>	<p><b>OL + ML 2: Special Session "Online Labs and Mobile Learning" - Part 2</b>                      Location: <b>Room B - "Ifigenia" Hall</b>                      Chair: <b>Thomas Zimmer</b>, University of Bordeaux                      Chair: <b>Andreas Pester</b>, CUAS</p> <p><b>Remote Laboratory in Electronic Field in eScience Project</b>  <u><b>Hassene Mnif</b></u>                      ENETCOM, Tunisia</p> <hr/> <p><b>Success Factors of Online Learning Videos</b>  <b>Safak Korkut, Rolf Dornberger, Prajakta Diwanji, Bindu Puthur, Michael Maerki</b>                      Fachhochschule Nordwestschweiz, Switzerland</p> <hr/> <p><b>UC1 Oscillator remotelab for distant electronics education</b>  <u><b>Saida Latreche</b></u>, Zehira Ziari, Smail Mouissat                      Université Constantine1, Département d'Electronique, Algeria</p> <hr/> <p><b>From Local Teaching To Distant Teaching Through IoT Interoperability</b>  <b>Manel Lamri, Samir Akrouf, <u>Abdelhak Boubetra</u>, Adel Merabet, Larbi Selmani, Djamel Boubetra</b>                      University of Bordj Bou Arreridj, Algeria</p> <hr/> <p><b>Design of exchangeable experimentation data format and protocol for Online Labs with emphasis on Mobile Learning</b>  <b>Ayoub Maza<sup>1</sup>, Samir Akhrouf<sup>2</sup>, Adel Merabet<sup>2</sup>, Abdelhak Boubetra<sup>2</sup>, Djamel Boubetra<sup>2</sup>, <u>Larbi Selmani<sup>2</sup></u>, Foudil Belhadj<sup>2</sup></b>                      1: ALCOMSYS, Bordj Bou Arreridj, Algeria; 2: University of Bordj Bou Arreridj, Algeria</p> <hr/> <p><b>Online laboratory in Digital Electronics using NI ELVIS II+</b>  <u><b>Naddami Ahmed</b></u>, Fahli Ahmed, Gourmaj Mourad, Moussetad Mohammed                      The Polydisciplinary Faculty in Khouribga, Morocco</p>
3:30pm - 5:00pm	<p><b>MHCT 1: Special Session "Mobile Health Care and Training" - Part 1</b>                      Location: <b>Room A - "Zeus" Hall</b>                      Chair: <b>Panagiotis Bamidis</b>, Aristotle University of Thessaloniki                      Keynote "Health Games on the Move: An overview on state of the art in European games for health" by Lucia Pannese and presentations of 4 papers.</p> <p><b>WHAAM: A mobile application for ubiquitous monitoring of ADHD behaviors</b>  <u><b>Dimitris G Spachos<sup>1</sup></b></u>, Giuseppe Chiazasse<sup>2</sup>, Gianluca Merlo<sup>2</sup>, Gavin Doherty<sup>3</sup>, Antonella Chifari<sup>2</sup>, <b>Panagiotis Bamidis<sup>1</sup></b>                      1: Aristotle University of Thessaloniki, Greece; 2:</p>	<p><b>MSGE 1: Special Session "Mobile Serious Games in Education" Part 1</b>                      Location: <b>Room B - "Ifigenia" Hall</b>                      Chair: <b>Petros Lameris</b>, Coventry University</p> <p><b>A dynamic role-playing platform for simulations in legal and political education</b>  <u><b>Daphne Economou<sup>1</sup></b></u>, Ioannis Doumanis<sup>2</sup>, Vassiliki Bouki<sup>1</sup>, Frands Pedersen<sup>1</sup>, Paresh Kathrani<sup>1</sup>, Markos Mentzelopoulos<sup>1</sup>, Nektarios Georgalas<sup>3</sup>                      1: University of Westminster; 2: truetube; 3: British Telecom</p>

<b>Date: Thursday, 13/Nov/2014</b>	
	<p>Istituto per le Tecnologie Didattiche, Italy; 3: Trinity College Dublin, Ireland</p> <p><b>Digital Forgetting in the Age of On-line Media: The Forensics for Establishing a Comprehensive Right to Cyber-Oblivion</b> <u>Dionysios B Politis</u>, Ioannis Igglezakis Aristotle University of Thessaloniki, Greece</p> <p><b>Pedagogy of mobile augmented reality in health education</b> <u>Equi Zhu</u><sup>1,2</sup>, Nabil Zary<sup>1</sup> 1: Karolinska Institutet, Sweden; 2: Hubei University, China</p> <p><b>Using mobile applications in continuing medical education</b> <u>Dimitris G Spachos</u>, Dimitrios Hatzichristou, Panagiotis Bamidis Aristotle University of Thessaloniki, Greece</p>
	<p><b>The ALICE experience - A learning framework to promote gaming literacy for educators and its refinement</b> <u>Nektarios P. Moumoutzis</u>, Marios Christoulakis, Andreas Pitsiladis, Giannis Sifakis, Giannis Maragkoudakis, Stavros Christodoulakis Laboratory of Distributed Information Systems and Applications, Technical University of Crete, Greece</p> <p><b>Serendipitous Learning &amp; Serious Games: A Pilot Study</b> <u>Wayne Gallear</u>, Petros Lameris, Craig Stewart Coventry University, United Kingdom</p> <p><b>Raising Awareness on Sustainability Issues through a Mobile Game</b> <u>Petros Lameris</u>, Panos Petridis, Ian Dunwell Coventry University, United Kingdom</p> <p><b>iServe: A Serious Game for Servitization</b> <u>Panagiotis Petridis</u><sup>1</sup>, Victoria Uren<sup>1</sup>, Tim Baines<sup>1</sup>, Petros Lameris<sup>2</sup>, Charn Pisithpunth<sup>2</sup>, Victor Guang Shi<sup>3</sup> 1: Aston Business School, Aston University, Birmingham, UK; 2: The Serious Games Institute, Coventry University, Coventry, UK; 3: Advanced Manufacturing Research Centre (AMRC), University of Sheffield</p>
5:00pm - 5:30pm	Coffee Break
5:00pm - 6:30pm	<p><b>P: Posters</b> Location: <b>IMCL Reception &amp; Posters Area</b></p> <p><b>Ethical issues concerning Self Regulated Learning and Nearest Neighbor Learning</b> <u>Jenny Pange</u>, Athanasios Sypsas University of Ioannina, Greece</p> <p><b>Determination of resonance frequency and estimation of damping ratio for forced vibrations modules using remote lab</b> <u>Ibrahim Nasri</u><sup>1</sup>, Ridha Ennetta<sup>2</sup> 1: Institut Supérieur des Systèmes Industriels de Gabès, Tunisia; 2: Institut Supérieur des Systèmes Industriels de Gabès, Tunisia</p> <p><b>Remote Laboratory for Control Process Practical Course in eScience Project</b> <u>Hassene Mnif</u> ENET'COM, Tunisia</p> <p><b>A Classification of Mobile Learning Applications from a Usability Perspective: Study of Higher Education Students in India</b> <u>Mujib Abbas Tamboli</u> AIKTC, Panvel, India</p> <p><b>Computer Games and Ethical Issues</b> <u>Aspa Lekka</u>, <u>Maria Sakellariou</u> University of Ioannina, Greece</p>
5:30pm - 6:30pm	<p><b>MHCT 2: Special Session "Mobile Health Care and Training" - Part 2</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <u>Dimitris G Spachos</u>, Aristotle University of Thessaloniki Chair: <u>Evdokimos I Konstantinidis</u>, Aristotle University of</p> <p><b>MLCCE: Special Session "Combining Mobile Learning &amp; Cloud Computing in Education"</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <u>Despo Ktoridou</u>, University of Nicosia</p>

<b>Date: Thursday, 13/Nov/2014</b>	
<p>Thessaloniki System demos with hands on for users/attendants and evaluation:</p> <ol style="list-style-type: none"> <li>1. Health Games on the Move</li> <li>2. The Virtual Emergency TeleMedicine (VETM) game</li> <li>3. WMA: mobile app for monitoring ADHD</li> <li>4. LLMcare apps: mobile apps for training mind and body of elderly persons</li> </ol>	<p><b>Understanding Young Cypriots Smartphone Apps Utilization: Extend and Frequency</b> <b><u>Despo Ktoridou, Soula Louca</u></b> University of Nicosia, Cyprus</p> <hr/> <p><b>The Use of Smartphones among students in relation to their Education and Social Life</b> <b><u>Ria Nicoletti Morphitou</u></b> University of Nicosia, Cyprus</p> <hr/> <p><b>Designing Learning Experiences that Tap into What Students Value:An Ubiquitous, Cloud-based, Studentt-Centered Learning enviroment</b> <b><u>Despo Ktoridou</u></b> University of Nicosia, Cyprus</p> <hr/> <p><b>Online Teaching – A Comparison of On-Ground, Online, &amp; Facebook-linked Teaching</b> <b><u>Eugene de Silva</u><sup>1</sup>, <u>Eugenie Carys de Silva</u><sup>2</sup></b> 1: Virginia Research Institute, United States of America; 2: Department of Politics, University of Leicester, Leicester, England</p> <hr/> <p><b>Investigating Smartphone and Smartphone-Apps Utilization: A survey among Cypriot University Students</b> <b><u>Charalambos Christou</u></b> University of Nicosia, Cyprus</p>
<p><b>8:00pm</b> - <b>11:30pm</b></p>	<p><b>Conference Dinner</b> Location: <b>La Place Mignonne</b></p> <p>Conference Dinner at La Place Mignonne, the <b>Best Paper Awards Ceremony</b> will be held.</p> <p>Please see “How to reach the Conference Dinner Venue” at page 18.</p>

<b>Date: Friday, 14/Nov/2014</b>			
<b>9:00am</b> - <b>5:00pm</b>	<b>Registration</b> Location: <b>IMCL Reception &amp; Posters Area</b>		
<b>9:00am</b> - <b>11:00am</b>	<b>K2&amp;3: Keynotes 2 and 3</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Thrasyvoulos Tsiatsos</b> , Aristotle University of Thessaloniki  <b>Keynote 2: Designing Mobile Learning Activities in Museums and Sites of Culture</b> <b>Nikos Avouris</b> , University of Patras, Patras, Greece  <b>Keynote 3: Would Socrates have used the iPad in Class?</b> <b>Or: How can we support the interactive learning process with current technologies?</b> <b>Clemens Cap</b> , University of Rostock, Rostock, Germany		
<b>11:00am</b> - <b>11:30am</b>	<b>Coffee Break</b>		
<b>11:30am</b> - <b>1:00pm</b>	<table border="1"> <tr> <td> <b>MC 3: Main Conference 3</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Daphne Economou</b>, University of Westminster   <b>Designing a mobile bio-feedback device to support learning activities</b> <b>Hippokratis Apostolidis</b>, Panagiotis Stylianidis Aristotle University of Thessaloniki, Greece   <b>Development of Professional Competencies in the Teaching of Engineering</b> <b>Mario Edelmiro Antunez</b><sup>1</sup>, <b>Maria Kolb Koslosky</b><sup>2</sup>, <b>Veronica Marina Longobardi</b><sup>3</sup> 1: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 2: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 3: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic   <b>Teaching Geography with the use of ICT</b> <b>Despina M. Garyfallidou</b>, <b>George S. Ioannidis</b> University of Patras, Greece   <b>Determining the benefits of Social Media support in Lecturing</b> <b>Ulrike Borchardt</b>, <b>Jonas Vetterick</b>, <b>Clemens H. Cap</b> University of Rostock, Germany                 </td> <td> <b>MC 4: Main Conference 4</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Dionysios B Politis</b>, Aristotle University of Thessaloniki   <b>A Pilot Study of QuizIt: the New Android Classroom Response System</b> <b>Anastasios Karakostas</b><sup>1</sup>, <b>Dimitra Adam</b><sup>2</sup>, <b>Dimitra Kioutsiouki</b><sup>3</sup>, <b>Stavros Demetriadis</b><sup>4</sup> 1: Aristotle University of Thessaloniki, Greece; 2: Aristotle University of Thessaloniki, Greece; 3: Aristotle University of Thessaloniki, Greece; 4: Aristotle University of Thessaloniki, Greece   <b>Mobile Technologies Supporting Research Approach in Teaching and Learning, weSPOT inquiry-based study</b> <b>Elitsa Vasileva Peltekova</b>, <b>Dafinka Savova Miteva</b>, <b>Eliza Petrova Stefanova</b> Sofia University "St. Kliment Ohridski", Bulgaria   <b>Influences on the Adoption of Mobile Learning in Saudi Women Teachers in Higher Education</b> <b>Leena Ahmad Alfarani</b> University of Leeds, United Kingdom, King Abdul Aziz University, Jeddah, Saudi Arabia.   <b>Dialectic &amp; Reconstructive Musicality: Stressing the Brain-Computer Interface</b> <b>Dionysios B Politis</b><sup>1</sup>, <b>Miltiadis Tsaligopoulos</b><sup>1</sup>, <b>Georgios Kyriafinis</b><sup>2</sup> 1: Aristotle University of Thessaloniki, Greece; 2: 1st Clinic, AHEPA University Hospital                 </td> </tr> </table>	<b>MC 3: Main Conference 3</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Daphne Economou</b> , University of Westminster  <b>Designing a mobile bio-feedback device to support learning activities</b> <b>Hippokratis Apostolidis</b> , Panagiotis Stylianidis Aristotle University of Thessaloniki, Greece  <b>Development of Professional Competencies in the Teaching of Engineering</b> <b>Mario Edelmiro Antunez</b> <sup>1</sup> , <b>Maria Kolb Koslosky</b> <sup>2</sup> , <b>Veronica Marina Longobardi</b> <sup>3</sup> 1: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 2: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 3: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic  <b>Teaching Geography with the use of ICT</b> <b>Despina M. Garyfallidou</b> , <b>George S. Ioannidis</b> University of Patras, Greece  <b>Determining the benefits of Social Media support in Lecturing</b> <b>Ulrike Borchardt</b> , <b>Jonas Vetterick</b> , <b>Clemens H. Cap</b> University of Rostock, Germany	<b>MC 4: Main Conference 4</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Dionysios B Politis</b> , Aristotle University of Thessaloniki  <b>A Pilot Study of QuizIt: the New Android Classroom Response System</b> <b>Anastasios Karakostas</b> <sup>1</sup> , <b>Dimitra Adam</b> <sup>2</sup> , <b>Dimitra Kioutsiouki</b> <sup>3</sup> , <b>Stavros Demetriadis</b> <sup>4</sup> 1: Aristotle University of Thessaloniki, Greece; 2: Aristotle University of Thessaloniki, Greece; 3: Aristotle University of Thessaloniki, Greece; 4: Aristotle University of Thessaloniki, Greece  <b>Mobile Technologies Supporting Research Approach in Teaching and Learning, weSPOT inquiry-based study</b> <b>Elitsa Vasileva Peltekova</b> , <b>Dafinka Savova Miteva</b> , <b>Eliza Petrova Stefanova</b> Sofia University "St. Kliment Ohridski", Bulgaria  <b>Influences on the Adoption of Mobile Learning in Saudi Women Teachers in Higher Education</b> <b>Leena Ahmad Alfarani</b> University of Leeds, United Kingdom, King Abdul Aziz University, Jeddah, Saudi Arabia.  <b>Dialectic &amp; Reconstructive Musicality: Stressing the Brain-Computer Interface</b> <b>Dionysios B Politis</b> <sup>1</sup> , <b>Miltiadis Tsaligopoulos</b> <sup>1</sup> , <b>Georgios Kyriafinis</b> <sup>2</sup> 1: Aristotle University of Thessaloniki, Greece; 2: 1st Clinic, AHEPA University Hospital
<b>MC 3: Main Conference 3</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Daphne Economou</b> , University of Westminster  <b>Designing a mobile bio-feedback device to support learning activities</b> <b>Hippokratis Apostolidis</b> , Panagiotis Stylianidis Aristotle University of Thessaloniki, Greece  <b>Development of Professional Competencies in the Teaching of Engineering</b> <b>Mario Edelmiro Antunez</b> <sup>1</sup> , <b>Maria Kolb Koslosky</b> <sup>2</sup> , <b>Veronica Marina Longobardi</b> <sup>3</sup> 1: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 2: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic; 3: Universidad Tecnológica Nacional, Facultad Regional Delta Argentine Republic  <b>Teaching Geography with the use of ICT</b> <b>Despina M. Garyfallidou</b> , <b>George S. Ioannidis</b> University of Patras, Greece  <b>Determining the benefits of Social Media support in Lecturing</b> <b>Ulrike Borchardt</b> , <b>Jonas Vetterick</b> , <b>Clemens H. Cap</b> University of Rostock, Germany	<b>MC 4: Main Conference 4</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Dionysios B Politis</b> , Aristotle University of Thessaloniki  <b>A Pilot Study of QuizIt: the New Android Classroom Response System</b> <b>Anastasios Karakostas</b> <sup>1</sup> , <b>Dimitra Adam</b> <sup>2</sup> , <b>Dimitra Kioutsiouki</b> <sup>3</sup> , <b>Stavros Demetriadis</b> <sup>4</sup> 1: Aristotle University of Thessaloniki, Greece; 2: Aristotle University of Thessaloniki, Greece; 3: Aristotle University of Thessaloniki, Greece; 4: Aristotle University of Thessaloniki, Greece  <b>Mobile Technologies Supporting Research Approach in Teaching and Learning, weSPOT inquiry-based study</b> <b>Elitsa Vasileva Peltekova</b> , <b>Dafinka Savova Miteva</b> , <b>Eliza Petrova Stefanova</b> Sofia University "St. Kliment Ohridski", Bulgaria  <b>Influences on the Adoption of Mobile Learning in Saudi Women Teachers in Higher Education</b> <b>Leena Ahmad Alfarani</b> University of Leeds, United Kingdom, King Abdul Aziz University, Jeddah, Saudi Arabia.  <b>Dialectic &amp; Reconstructive Musicality: Stressing the Brain-Computer Interface</b> <b>Dionysios B Politis</b> <sup>1</sup> , <b>Miltiadis Tsaligopoulos</b> <sup>1</sup> , <b>Georgios Kyriafinis</b> <sup>2</sup> 1: Aristotle University of Thessaloniki, Greece; 2: 1st Clinic, AHEPA University Hospital		
<b>1:00pm</b> - <b>2:00pm</b>	<b>Lunch</b>		
<b>2:00pm</b> - <b>3:30pm</b>	<table border="1"> <tr> <td> <b>MLCIOS: Special Session "Mobile Learning in Cultural Institutions and Open Spaces"</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Nikolaos Avouris</b>, University of Patras Chair: <b>Nikoleta Yiannoutsou</b>, HCI Group University of Patras   <b>On establishing contact with cultural objects: The role of a location based game in supporting visitors to engage with contemporary art</b> <b>Nikoleta Yiannoutsou</b><sup>1</sup>, <b>Stela Anastasaki</b><sup>2</sup>, <b>Christina Mavini</b><sup>2</sup>, <b>Vasiliki Manoli</b><sup>1</sup>, <b>Evangelia Dimaraki</b><sup>1</sup>, <b>Nikolaos Avouris</b><sup>1</sup>, <b>Christos Sintoris</b><sup>1</sup> </td> <td> <b>MC 5: Main Conference 5</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Christian Guettl</b>, Graz University of Technology   <b>Mobile Learning Security Concerns from University Students' Perspectives</b> <b>Shaibu Adekunle Shonola</b>, <b>Mike Joy</b> University of Warwick, United Kingdom   <b>The Readiness of applying m-learning among Saudi Arabian Students at Higher Education</b> </td> </tr> </table>	<b>MLCIOS: Special Session "Mobile Learning in Cultural Institutions and Open Spaces"</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Nikolaos Avouris</b> , University of Patras Chair: <b>Nikoleta Yiannoutsou</b> , HCI Group University of Patras  <b>On establishing contact with cultural objects: The role of a location based game in supporting visitors to engage with contemporary art</b> <b>Nikoleta Yiannoutsou</b> <sup>1</sup> , <b>Stela Anastasaki</b> <sup>2</sup> , <b>Christina Mavini</b> <sup>2</sup> , <b>Vasiliki Manoli</b> <sup>1</sup> , <b>Evangelia Dimaraki</b> <sup>1</sup> , <b>Nikolaos Avouris</b> <sup>1</sup> , <b>Christos Sintoris</b> <sup>1</sup>	<b>MC 5: Main Conference 5</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Christian Guettl</b> , Graz University of Technology  <b>Mobile Learning Security Concerns from University Students' Perspectives</b> <b>Shaibu Adekunle Shonola</b> , <b>Mike Joy</b> University of Warwick, United Kingdom  <b>The Readiness of applying m-learning among Saudi Arabian Students at Higher Education</b>
<b>MLCIOS: Special Session "Mobile Learning in Cultural Institutions and Open Spaces"</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Nikolaos Avouris</b> , University of Patras Chair: <b>Nikoleta Yiannoutsou</b> , HCI Group University of Patras  <b>On establishing contact with cultural objects: The role of a location based game in supporting visitors to engage with contemporary art</b> <b>Nikoleta Yiannoutsou</b> <sup>1</sup> , <b>Stela Anastasaki</b> <sup>2</sup> , <b>Christina Mavini</b> <sup>2</sup> , <b>Vasiliki Manoli</b> <sup>1</sup> , <b>Evangelia Dimaraki</b> <sup>1</sup> , <b>Nikolaos Avouris</b> <sup>1</sup> , <b>Christos Sintoris</b> <sup>1</sup>	<b>MC 5: Main Conference 5</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Christian Guettl</b> , Graz University of Technology  <b>Mobile Learning Security Concerns from University Students' Perspectives</b> <b>Shaibu Adekunle Shonola</b> , <b>Mike Joy</b> University of Warwick, United Kingdom  <b>The Readiness of applying m-learning among Saudi Arabian Students at Higher Education</b>		

**Date: Friday, 14/Nov/2014**

	<p>1: HCI Group University of Patras, Greece; 2: Macedonian Museum of Contemporary Art</p> <p><b>Do you remember that building? Exploring old Zakynthos through an locationaugmented reality mobile based game</b>  <u>Dimitris Chalvatzaras</u><sup>1</sup>, <u>Nikoleta Gianoutsou</u><sup>2</sup>, <u>Nikolaos Avouris</u><sup>2</sup>  1: SoFar.gr, Greece; 2: University of Patras HCIgroup</p> <p><b>Data sources composition to support learning activities at Cultural Heritage sites</b>  <u>Carmelo Arditto</u>, <u>Maria Francesca Costabile</u>, <u>Rosa Lanzilotti</u>, <u>Cosimo Resina</u>  University of Bari Aldo Moro, Italy</p> <p><b>TaggingCreditor: A tool to create and share content for location-based games for learning</b>  <u>Christos Sintoris</u><sup>1</sup>, <u>Nikoleta Yiannoutsou</u><sup>1</sup>, <u>Alejandro Ortega-Arraz</u><sup>1,2</sup>, <u>Rodrigo López-Romero</u><sup>1,2</sup>, <u>Menita Masoura</u><sup>1</sup>, <u>Nikolaos Avouris</u><sup>1</sup>, <u>Yannis Dimitriadis</u><sup>2</sup>  1: HCI Group, University of Patras, Greece; 2: GSIC-EMIC, Universidad de Valladolid, Spain</p> <p><b>SoundscapesLandscapes: Sound and Video Art in an Urban Installation</b>  <u>Tim Ward</u>  Medea Electronique, Greece</p> <p><b>Enhancing citizens'environmental awareness through the use of a mobile and pervasive urban computing system supporting smart transportation</b>  <u>Dimitris Charitos</u><sup>1</sup>, <u>Iouliani Theona</u><sup>2</sup>, <u>Charalampos Rizopoulos</u><sup>1</sup>, <u>Katerina Diamantaki</u><sup>1</sup>, <u>Vassileios Tsetsos</u><sup>3</sup>  1: National and Kapodistrian University of Athens, Greece; 2: National Technical University of Athens, Greece; 3: Mobics Ltd., Athens, Greece</p>	<p><u>Sulaiman Almutairy</u>, <u>Trevor Davies</u>, <u>Yota Dimitriadi</u>  Institute of Education, University of Reading, United Kingdom</p> <p><b>variPiano™: a Parametric Design variable Piano - Visualizing a Differential Tuning Mobile Interface</b>  <u>Dionysios B Politis</u><sup>1</sup>, <u>Georgios Piskas</u><sup>1</sup>, <u>Miltiadis Tsaligopoulos</u><sup>2</sup>, <u>Georgios Kyriafinis</u><sup>2</sup>  1: Aristotle University of Thessaloniki, Greece; 2: A' st AHEPA University Hospital Clinic, Thessaloniki</p> <p><b>Encouraging Students Participation in the Classroom by Taking Advance of Mobile Devices and Ad Hoc Networks</b>  <u>Rocío Andrea Rodríguez</u>, <u>Pablo Martín Vera</u>, <u>Daniel Alberto Giulianelli</u>, <u>Federico Ezequiel Valles</u>, <u>Mariano Gastón Dogliotti</u>, <u>Gabriela Yanina Valles</u>, <u>Graciela Susana Cruzado</u>  UNLaM, Argentine Republic</p> <p><b>Adaptive eBook</b>  <u>Alexiei Dingli</u>, <u>Christabel Cachia</u>  University of Malta, Malta</p>
<p><b>3:30pm - 5:00pm</b></p>	<p><b>MSGE 2: Special Session "Mobile Serious Games in Education" Part 2</b>  Location: <b>Room A - "Zeus" Hall</b>  Chair: <b>Petros Lameris</b>, Coventry University</p> <p><b>"Gamification" and Legal Education A Game Based Application for Teaching University Law Students</b>  <u>Vassiliki Bouki</u>, <u>Daphne Economou</u>, <u>Paresh Kathrani</u>  University of Westminster, United Kingdom</p> <p><b>Human Computer Interaction using Gestures for Mobile Devices and Serious Games: A Review</b>  <u>Sotirios Spanogianopoulos</u><sup>1</sup>, <u>Markos Mentzelopoulos</u><sup>2</sup>, <u>Konstantinos Sirlantzis</u><sup>1</sup>, <u>Aristidis Protopsaltis</u><sup>3</sup>  1: University of Kent (Canterbury), United Kingdom; 2: University of Westminster, United Kingdom; 3: Institut für Lern-Innovation, FAU Erlangen-Nürnberg, Germany</p> <p><b>A quiz-based game for addressing growing population issues: Linking learning mechanics to THE GROWTH serious game</b></p>	<p><b>ICT-EIML: Special Session "ICT Use and Ethical Issues in Mobile Learning"</b>  Location: <b>Room B - "Ifigenia" Hall</b>  Chair: <b>Jenny Pange</b>, University of Ioannina</p> <p><b>Identification of plagiarism by Greek higher education students. Do I cheat?</b>  <u>Eugenia I Toki</u><sup>1</sup>, <u>Dionysios C Tafiadis</u><sup>1,2</sup>  1: Technological Educational Institute (TEI) of Epirus, Greece; 2: University of Ioannina, Greece</p> <p><b>Exploring Secondary Education Teachers' views on Plagiarism and Cheating</b>  <u>Athanasios Syvasas</u>, <u>Aspa Lekka</u>  University of Ioannina, Greece</p> <p><b>Plagiarism in Higher Education: The Academics' Perceptions</b>  <u>Rodanthi Tsoni</u><sup>1</sup>, <u>Antonis Lionarakis</u><sup>2</sup>  1: University of Ioannina, Greece; 2: Hellenic Open University</p>

<b>Date: Friday, 14/Nov/2014</b>			
	<p><b><u>Charn Pisithpunth</u></b> Coventry University, United Kingdom</p> <hr/> <p><b>Teaching Entrepreneurship Using Serious Games in a Web 2.0 environment</b> <b><u>Aristidis Protopsaltis</u><sup>1</sup>, Spiros Borotis<sup>2</sup>, Thomas Connolly<sup>3</sup>, Thomas Hailey<sup>3</sup></b> 1: Friedrich-Alexander-Universität, Germany; 2: Menon Network EEIG; 3: University of the West of Scotland</p> <hr/> <p><b>Game-based Lifestyle Interventions for Adolescents: An Evidence-based Approach</b> <b><u>Ian Dunwell</u>, Kate Torrens, Samantha Clarke, Stella Doukianou</b> Coventry University, United Kingdom</p>		
<b>5:00pm - 5:30pm</b>	<b>Coffee Break</b>		
<b>5:30pm - 6:30pm</b>	<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p><b>MsM'2014: Special Session "Motivating Students with Mobiles"</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Stavros A. Nikou</b>, University of Macedonia</p> <p><b>Motivating K-12 students learning fundamental Computer Science concepts with App Inventor</b> <b><u>Giorgos Chatzinikolakis</u>, <u>Spyros Papadakis</u></b> Open University of Cyprus</p> <hr/> <p><b>A model for Mobile-based Assessment adoption based on Self-Determination Theory of Motivation</b> <b><u>Stavros A. Nikou</u>, Anastasios A. Economides</b> University of Macedonia, Greece</p> <hr/> <p><b>Greek teachers' perceptions of Mobile Learning.</b> <b><u>Tharrenos Bratitsis</u>, Marina Kandroudi</b> University of Western Macedonia, Greece</p> </td> <td style="width: 50%; vertical-align: top;"> <p><b>DSSOP: Special Session "Digital Systems and Services for Opening up Education"</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Demetrios Sampson</b>, University of Piraeus Chair: <b>Panagiotis Zervas</b>, University of Piraeus &amp; CERTH</p> <p><b>Supporting School ICT Uptake: The ASK School ICT Competence Management System</b> <b><u>Stylianios Sergis</u><sup>1,2</sup>, Indrit Sholla<sup>1</sup>, Panagiotis Zervas<sup>1,2</sup>, Demetrios G. Sampson<sup>1,2</sup></b> 1: Department of Digital Systems, University of Piraeus; 2: Information Technologies Institute, Centre for Research and Technology Hellas</p> <hr/> <p><b>COLearn and Open Discovery Space Portal alignment - A case of enriching open learning infrastructures with collaborative learning capabilities</b> <b>George Stylianakis, <u>Nektarios Moutzidis</u>, Polyxeni Arapi, Manolis Mylonakis, Stavros Christodoulakis</b> Laboratory of Distributed Multimedia Information Systems and Applications, Technical University of Crete, Greece</p> <hr/> <p><b>Apps versus Demonstrations Experiments - Improvement of Quality of Physics Teaching in Secondary Education by the Use of Tablets</b> <b><u>Manfred Lohr</u></b> BG/BRG Schwechat, Austria</p> <hr/> <p><b>Peer-based Webinars to Scaffold Inquiry Based Narratives: The Inspiring Science Education Approach</b> <b><u>Yvonne Crotty</u><sup>1</sup>, Marian Lowry<sup>1</sup>, Margaret Farren<sup>1</sup>, Vincent English<sup>2</sup></b> 1: Dublin City University, Ireland; 2: Vernier (Europe)</p> </td> </tr> </table>	<p><b>MsM'2014: Special Session "Motivating Students with Mobiles"</b> Location: <b>Room A - "Zeus" Hall</b> Chair: <b>Stavros A. Nikou</b>, University of Macedonia</p> <p><b>Motivating K-12 students learning fundamental Computer Science concepts with App Inventor</b> <b><u>Giorgos Chatzinikolakis</u>, <u>Spyros Papadakis</u></b> Open University of Cyprus</p> <hr/> <p><b>A model for Mobile-based Assessment adoption based on Self-Determination Theory of Motivation</b> <b><u>Stavros A. Nikou</u>, Anastasios A. Economides</b> University of Macedonia, Greece</p> <hr/> <p><b>Greek teachers' perceptions of Mobile Learning.</b> <b><u>Tharrenos Bratitsis</u>, Marina Kandroudi</b> University of Western Macedonia, Greece</p>	<p><b>DSSOP: Special Session "Digital Systems and Services for Opening up Education"</b> Location: <b>Room B - "Ifigenia" Hall</b> Chair: <b>Demetrios Sampson</b>, University of Piraeus Chair: <b>Panagiotis Zervas</b>, University of Piraeus &amp; CERTH</p> <p><b>Supporting School ICT Uptake: The ASK School ICT Competence Management System</b> <b><u>Stylianios Sergis</u><sup>1,2</sup>, Indrit Sholla<sup>1</sup>, Panagiotis Zervas<sup>1,2</sup>, Demetrios G. Sampson<sup>1,2</sup></b> 1: Department of Digital Systems, University of Piraeus; 2: Information Technologies Institute, Centre for Research and Technology Hellas</p> <hr/> <p><b>COLearn and Open Discovery Space Portal alignment - A case of enriching open learning infrastructures with collaborative learning capabilities</b> <b>George Stylianakis, <u>Nektarios Moutzidis</u>, Polyxeni Arapi, Manolis Mylonakis, Stavros Christodoulakis</b> Laboratory of Distributed Multimedia Information Systems and Applications, Technical University of Crete, Greece</p> <hr/> <p><b>Apps versus Demonstrations Experiments - Improvement of Quality of Physics Teaching in Secondary Education by the Use of Tablets</b> <b><u>Manfred Lohr</u></b> BG/BRG Schwechat, Austria</p> <hr/> <p><b>Peer-based Webinars to Scaffold Inquiry Based Narratives: The Inspiring Science Education Approach</b> <b><u>Yvonne Crotty</u><sup>1</sup>, Marian Lowry<sup>1</sup>, Margaret Farren<sup>1</sup>, Vincent English<sup>2</sup></b> 1: Dublin City University, Ireland; 2: Vernier (Europe)</p>
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<b>7:00pm - 8:00pm</b>	<p><b>Mobile Learning in a Museum: The Tangling game at the Macedonian Museum of Contemporary Art</b> Location: <b>Macedonian Museum of Contemporary Art</b> The conference participants are invited to visit the Macedonian Museum of Contemporary Art (MMCA) and try the new educational activity through the mobile game Tangling. Have fun explore the exhibition of MMCA and discuss with the curators and game designers! Participants should mention at the entrance of the International Fair that they are visiting as attendants of the IMCL2014 conference (have your conference badge available upon request). Please see "How to reach the Macedonian Museum of Contemporary Art" at page 19.</p>		

**Date: Saturday, 15/Nov/2014**

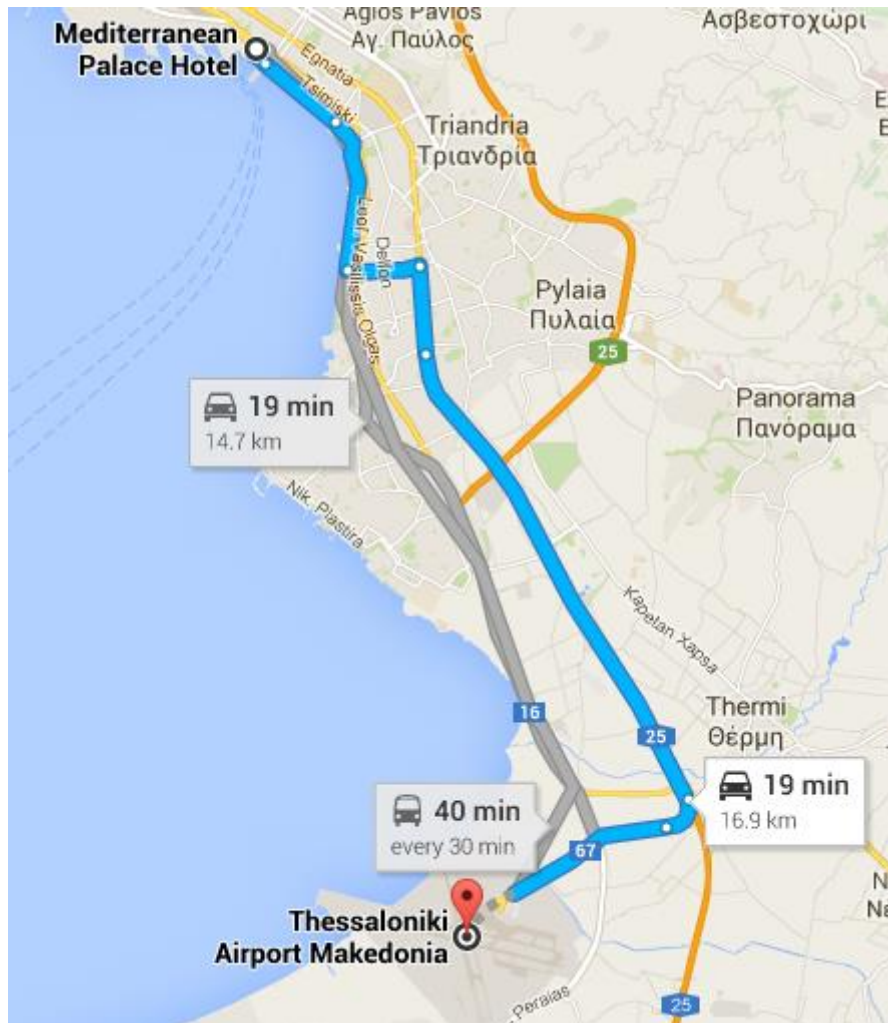
<b>9:00am</b> - <b>5:00pm</b>	<b>Social Program</b> Location: <b>Lobby of Mediterranean Palace Hotel</b> Half-day tour in the Central Macedonia and a visit to the Museum of the Royal Tombs of Aigai (Vergina): <ol style="list-style-type: none"><li>1. Conducted tour and transportation from Thessaloniki-Vergina-Thessaloniki by bus. Vergina, is a village, 75 km from Thessaloniki. It has enjoyed worldwide renown in the past few decades, owing to the discovery there of the ancient city of Aigai, the ancient capital of the Macedonian kings, and its cemetery.</li><li>2. Conducted visit to the Museum of the Royal Tombs and the archaeological site of Aigai (ticket included in the social program fee). Of particular note are the tombs of the royal dynasty, most notably King Philip II and a young prince who is identified as Alexander IV, and a cist grave. More information for <a href="#">Aigai</a> and <a href="#">Royal Tobs</a></li><li>3. Visit and lunch in the local winery "<a href="#">ESTATE CHRISOCHOOU</a>":<ul style="list-style-type: none"><li>• Tour in the spaces of wine factory</li><li>• Wine tasting</li><li>• Lunch</li></ul></li></ol>
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## How to reach the Conference Venue

All Conference Sessions, Coffee and Lunch breaks will be held at the **Mediterranean Palace Hotel**, Thessaloniki, Greece.

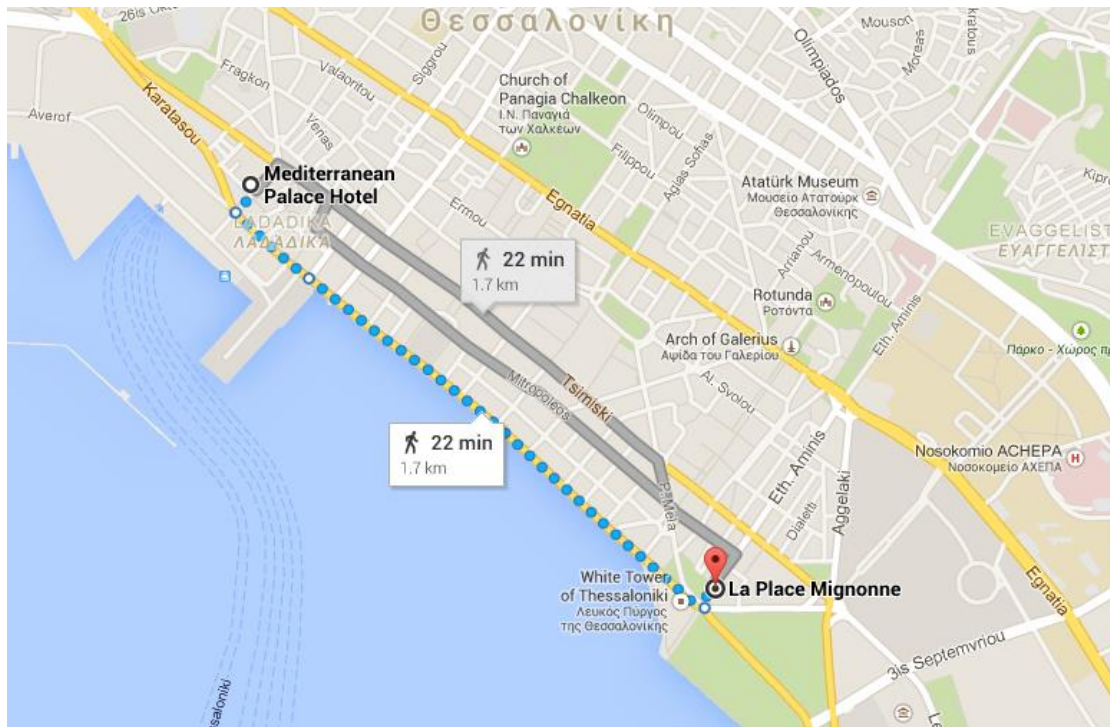
The participants, are advised to use this map: <https://goo.gl/maps/jVIA5> (also presented below), in order to find instructions for reaching the Mediterranean Palace Hotel from the Thessaloniki Airport "Makedonia".



## How to reach the Conference Dinner Venue

The Conference Dinner will be held at **La Place Mignonne** on Thursday 13 November 2014 from 20:00 to 23:30. La Place Mignonne is a quiet and relaxing place in the city centre by the White Tower! Participants attending the conference dinner will taste a menu with local dishes. Vegetarian and non-pork dishes will be also included. Moreover, during Conference Dinner at La Place Mignonne, the **Best Paper Awards Ceremony** will be held.

The participants, are advised to use this map: <https://goo.gl/maps/m4Uoh> (also presented below), in order to find instructions for reaching the La Place Mignonne.



### More info:

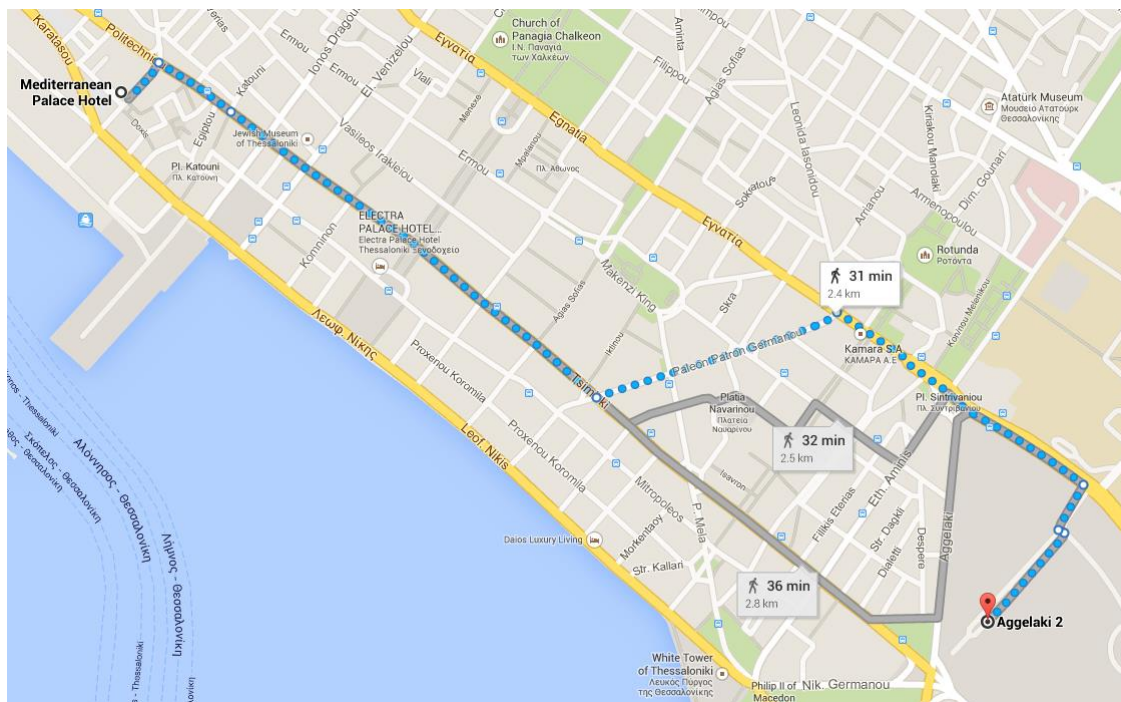
- Address: Ethnikis Aminis 4
- <http://www.laplacemignonne.gr>

## How to reach the Macedonian Museum of Contemporary Art

The event **“Mobile Learning in a Museum: The Tangling game at the Macedonian Museum of Contemporary Art”** will be held at the Macedonian Museum of Contemporary Art (MMCA) on Friday 14 November 2014 from 19:00 to 20:00.

The conference participants are invited to visit the Macedonian Museum of Contemporary Art and try the new educational activity through the mobile game Tangling. Have fun explore the exhibition of MMCA and discuss with the curators and game designers. Participants should mention at the entrance of the International Fair that they are visiting as attendants of the IMCL2014 conference (have your conference badge available upon request).

The participants, are advised to use this map: <https://goo.gl/maps/GVikl> (also presented below), in order to find instructions for reaching the Macedonian Museum of Contemporary Art.



### More info:

- Address: Egnatia 154 (on the grounds of Thessaloniki International Fair)
- Web: [www.mmca.org.gr](http://www.mmca.org.gr)

## IMCL 2014 Sponsors

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