

1st IMCL **Student** International Competition for Mobile Learning Apps

2015 International Conference on
Interactive Mobile Communication Technologies and Learning

Thessaloniki, Greece 19-20 November 2015

Overview

IMCL 2015 will host the 1st **IMCL Student International Competition for Mobile Learning Apps**. The aims of the competition are:

- To provide an opportunity for students to participate in the conference and demonstrate their mobile learning apps design and development skills under an International competition process;
- To provide an opportunity for students who are mobile learning apps developers to peer-assess and peer-evaluate their games;
- To provide IMCL attendees with engaging and fresh mobile learning apps, that should demonstrate their functionality and impact in the apps scene.

Mobile learning apps submitted for the competition are expected to accomplish an educational/learning goal. Mobile learning apps developers should be students (at undergraduate or postgraduate level). They should be prepared to justify their design and evaluation process, demonstrate why it is innovative (the mobile learning app itself or its educational setting) and indicate how they achieved (will achieve) the impact they seek.

Competition and judgement process

The competition process involves two rounds.

- **1st round: Online Submission, selection to the second round.** Competitors should complete the online abstract submission form. Submissions can be made on-line through IMCL2015 submission system (<https://www.conftool.net/imcl-conference/>) selecting "**Special Session: Student International Competition for Mobile Learning Apps**". The mobile learning app description part of the form can be up to 500 words and should include:
 - A description of the mobile learning app itself including the design and development process;
 - The positioning of the mobile learning app in terms of related work, including references and an outline of the app's unique educational contribution;
 - A mobile learning app video link (optional but recommended);
 - A download link together with any other supporting documentation required (optional but recommended).

Expert reviewers will evaluate the submissions and choose the submissions which will go through to the **second round** and be invited to showcase their mobile learning apps at the IMCL conference. During this evaluation round, mobile learning apps will be classified into thematic categories, which will be determined by the contributions received.

Those selected will be informed as to the category they will be judged in. Although mobile learning apps can be in any language, all submissions must be in English and must include title and author information, including author affiliations. Judging will be in English and competitors will have to be able to present the app in English.

- **2nd round: Registration, judgement at IMCL conference and awards.** Competitors who go through to the second round will be required to attend the conference in order to demonstrate the app and to take part in the judging session and award ceremony. The registration fee is **160 euros**, under the category “**Students**”¹. At least one member of the team must register paying the registration fee until **12 Nov 2015** in order for their app to be considered for judging and demonstration. No additional registration fee is required for a presenting author already registered in the main conference.
 - **Closed judging session:** Judging and evaluation of mobile learning apps at the conference will initially be in a closed judging session during the first day of the conference where competitors will present to a team of judges. Mobile learning apps will be judged on the following aspects: learning, assessment, usability, socio-cultural aspects, administration tools as well as aspects specific to the type of app submitted. According to these aspects the criteria will be quality of app, significance, originality and level of innovativeness, thematic relevance, and quality of presentation.
 - **Demonstration:** Competitors will demonstrate their apps to the conference participants, during the coffee breaks and poster sessions of both conference days.
 - **Awards:** The winners of the competition will be announced, the second day of the conference just after the keynote speech.

Important Dates:

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| 30 Oct 2015 | Mobile learning app abstract submission |
| 7 Nov 2015 | Mobile learning app notification of acceptance to participate in the competition |
| 12 Nov 2015 | Team member registration |
| 19 Nov 2015 | Closed judging session (IMCL 2015 conference venue) |
| 20 Nov 2015 | Announcement of the winners (IMCL 2015 conference venue) |

Students’ Mobile Learning Apps Competition Program Committee

Chairs

Andreas Pester, Carinthia University of Applied Sciences, Austria (TBC)

Athena Vakali, Aristotle University of Thessaloniki, Greece

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David Guralnick, President of Kaleidoscope Learning, USA (TBC)

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Petros Lamas, The Serious Games Institute, UK

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Ilias Trohidis, Tero Consulting, Greece (TBC)

Dimitris Vrakas, Aristotle University of Thessaloniki, Greece

¹ <http://www.imcl-conference.org/imcl2015/registration.php>