

2015 International Conference on Interactive Mobile Communication Technologies and Learning (IMCL)

IMCL2015 19-20 November 2015, Mediterranean Palace Hotel, Thessaloniki, Greece

Conference Agenda

Overview and details of the sessions of this conference. Please select a date or room to show only sessions at that day or location. Please select a single session for detailed view (with abstracts and downloads if available).

Hide Presentations	List View	Authors
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Session Overview

Date: Thursday, 19/Nov/2015

9:00am -	Registration Location: IMCL Reception & Posters Area		
5:00pm			
9:00am -	OC: Opening Ceremony Location: Room A - "Zeus" Hall		
9:30am	<ul style="list-style-type: none"> Welcome by the IMCL 2015 General Chair: Michael E. Auer, Carinthia Tech Institute Welcome by the Rector of AUTH: Periklis Mitkas, Aristotle University of Thessaloniki, Greece Welcome by the Dean of the Faculty of Sciences: Chariton – Charles Chintiroglou, Aristotle University of Thessaloniki, Greece Welcome by the Vice-Chairman of the School of Informatics: Eleftherios Angelis, Aristotle University of Thessaloniki, Greece Welcome by the IMCL 2015 Conference Chair: Thrasylvoulos Tsiatsos, Aristotle University of Thessaloniki, Greece 		
9:30am -	K1&2: Keynotes 1 and 2 Location: Room A - "Zeus" Hall		
11:00am	<ul style="list-style-type: none"> Keynote 1: How Mobile Devices Can Change Our Educational Goals and Methods David Guralnick, President of Kaleidoscope Learning, New York, NY, USA Keynote 2: Database for Next Generation Mobile Technologies and Applications Mudasser F. Wyne, Professor at National University, San Diego, USA 		
11:00am -	Coffee Break		
11:30am			
11:30am -	MC A1: Main Conference A1 Location: Room A - "Zeus" Hall Chair: Charalambos Stefanou Christou , University of Nicosia, Nicosia, Cyprus	MC B1: Main Conference B1 Location: Room B - "Ifigenia" Hall Chair: Ioannis Stamelos , Aristotle University of Thessaloniki	DC: Special Session "IMCL2015 Doctoral Consortium" Location: Room C - "Nafsika" Hall Chair: Stavros Demetriadis , Aristotle University of Thessaloniki DC-PC members: <ul style="list-style-type: none"> Anastasios Economides, University of Macedonia, Greece Charalambos Karagiannidis, University of Thessaly, Greece Dionisios Politis, Aristotle University of Thessaloniki, Greece
1:00pm	<p>LectureMonkey – A Platform for Collaborative Mobile Lecture Capturing and e-Learning Publishing Jacob Paul Ukelson LectureMonkey, Israel</p> <hr/> <p>Interactive Storytelling and Mobile Augmented Reality Applications for Learning and Entertainment – A rapid prototyping perspective Dimitris Markouzis, Georgios Fessakis Learning Technology and Educational Engineering Lab, University of the Aegean, Greece</p> <hr/> <p>AR Stereoscopic Human Eye Examination App Carlos Soto¹, Mario Vargas¹, Alvaro Joffre Uribe Quevedo¹, Norman Jaimes¹, Bill Kapralos² 1: Mil. Nueva Granada University, Colombia; 2: Faculty of Business and Information Technology University of Ontario Institute of Technology, Oshawa, Toronto, Canada</p> <hr/> <p>Collaborative Learning using Pocket Labs Thomas Klinger, Christian Madritsch Carinthia University of Applied Sciences, Austria</p> <hr/> <p>Evaluation of OpenDelos online video editing and publishing platform for MOOCs Hippokratīs Apostolidis¹, Thrasylvoulos Tsiatsos¹, Pantelis Balaouras², Michalis Gatzonis² 1: Aristotle University of Thessaloniki, Greece; 2: National and Kapodistrian University of Athens, Greece</p>	<p>How does personality affect wiki-mediated learning? Panagiota Altanopoulou, Nikolaos Tselios University of Patras, Greece</p> <hr/> <p>Exploring cultural heritage landscapes in an interactive game-based learning application Giannis Boididis¹, Fotis Lazarinis¹, Vassilios S. Verykios¹, Chris Panagiotakopoulos² 1: Hellenic Open University, Greece; 2: University of Patras, Greece</p> <hr/> <p>Serious+: A technology assisted learning space based on gaming George Kalmpourtzis¹, Michael Berthoix², Lazaros Vrysis³ 1: Aristotle University of Thessaloniki / Maskott, France; 2: Maskott, France; 3: Aristotle University of Thessaloniki</p> <hr/> <p>Using digital learning technologies to bridge the gap between student expectations and experiences Carolynne Jacobs University of Portsmouth, United Kingdom</p> <hr/> <p>User-oriented service composition platforms Aleksandar Dimov Dimov, Elitsa Vasileva Peltekova, Eliza Petrova Stefanova, Dafinka Savova Miteva Sofia University "St. Kliment Ohridski", Bulgaria</p>	<p>Augmented Reality for Supporting Inquiry Based Learning Simon Creane, Yvonne Crotty, Margaret Farren International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland</p> <hr/> <p>Girls and Science Education: Exploring Female Interests towards Learning with Serious Games A Study of KS3 Girls in the North East of England Opeyemi Dele-Ajayi Think Physics, Northumbria University, United Kingdom, United Kingdom</p> <hr/> <p>Mobile learning: open topics, concept and design of a learning framework Panagiotis Stylianidis Aristotle University of Thessaloniki, Greece</p> <hr/> <p>THE GROWTH: A quiz-based game for addressing growing population issues Charn Pisithpunth, Petros Lameris, Pamela Kato, Andree Woodcock Coventry University, United Kingdom</p> <hr/> <p>Cognitive Training Supported by Information and Communication Technologies Agisilaos Chaldoqeridis Aristotle University of Thessaloniki, Greece</p>
1:00pm -	Lunch		
2:00pm			
2:00pm -	MC A2: Main Conference A2 Location: Room A - "Zeus" Hall Chair: Thomas Klinger , Carinthia University of Applied Sciences	MC B2: Main Conference B2 Location: Room B - "Ifigenia" Hall Chair: George S. Ioannidis , University of Patras	
3:30pm			
			Designing Eco-apps to Engage Adult Learners

Creative Thinking Experimentations for Entrepreneurship with A Disruptive, Personalised and Mobile Game-based Learning Ecosystem

Petros Lameras¹, Thrasyvoulos Tsiatsos², Despina Anastasiadou³, Dimitris Tollis⁴, Fotis Liarokapis⁵, Aristidis Protopsaltis⁶, Panagiotis Petridis⁷, Maurice Hendrix¹, Sylvester Arnab¹

1: Coventry University, United Kingdom; 2: Aristotle University; 3: Innovation Academy; 4: Human Asset; 5: Masaryk University; 6: Friedrich-Alexander-Universität; 7: Aston University

Charalambos Stefanou Christou, Despo Ktoridou, Apostolos Papatheocharous, Florent Domenach
University of Nicosia, Nicosia, Cyprus

An F1 Mobile Application

Andreas Savva, **Spyros Hadjidakis**, Florent Domenach, Vasso Stylianou
University of Nicosia, Cyprus

PASS – a Programming Assignment Submission System

Florent Domenach, **George Portides**
University of Nicosia, Cyprus

The Implementation of Cardiopulmonary Resuscitation Training Using Mobile Uploads, Gamification and Direct Feedback Manikins: A Study in Sixth Form Students

Roxanne Applegate¹, Deborah Aitken², Todd Chang³, Ralph MacKinnon^{2,4}

1: The University of Manchester, Manchester, UK; 2: Royal Manchester Children's Hospital, Manchester, UK; 3: Children's Hospital of Los Angeles, USA; 4: Karolinska Institutet, Sweden

Graphing Equations in Economics

Andreas Savva, **Spyros Hadjidakis**, Vasso Stylianou
University of Nicosia, Cyprus

Felt – A Social Feeling App

Florent Domenach, Pooya Chamarai, Andreas Savva, **Charalambos Christou**
University of Nicosia, Cyprus

Edu-simulation: a serious games platform designed to simulate a teaching environment

Daphne Economou¹, Ioannis Doumanis², Vassiliki Bouki¹, Frands Pedersen¹, Markos Mentzelopoulos¹, Nektarios Georgalas³

1: University of Westminster, London, United Kingdom; 2: CTVC Ltd, London, United Kingdom; 3: BT Intel Co-lab British Telecom Ipswich, UK

Digital game creation as a creative learning activity

Margarida Romero¹, **Niki Lambropoulos²**

1: Université Laval; 2: London South Bank University

Green@CU: An environmental game for Residential Accommodation

Panagiotis Petridis¹, Fotis Liarokapis³, Petros Lameras², Maurice Hendrix², Ian Dunwell², Anastasios Babaoukas⁴, Elise Smithson², Mark Gaterell⁵

1: Aston University, United Kingdom; 2: Coventry University, United Kingdom; 3: Masaryk University, HCl Lab, Brno, CZ; 4: University of Northampton, Northampton, UK; 5: University of Portsmouth, Portsmouth, UK

5:00pm

Coffee Break

-

5:30pm

-

5:00pm

Posters: Posters

Location: **IMCL Reception & Posters Area**

-

7:00pm

Constantine Capital of Arab Culture for 2015

Reda Yacini, **Yahia Belayadi**, Larbi Selmani, Djamel Boubetra
Université de la formation Continue, Algeria

Mobile in support of a system of education: between presence and ubiquity

Giorgio Poletti

Università di Ferrara, Italy

5:30pm

MHCT: Special Session "Mobile Health Care and Training"

Location: **Room A - "Zeus" Hall**

Chair: **Panagiotis Bamidis**, Aristotle University of Thessaloniki

-

7:00pm

ITEL: Special Session "Immersive Technologies for Effective Learning"

Location: **Room B - "Ifigenia" Hall**

Chair: **Yevgeniya Sulema**, National Technical University of Ukraine "Kyiv Polytechnic Institute"
Chair: **Aristidis Protopsaltis**, Friedrich-Alexander-Universität

Real-time Health Monitoring and Contextualised Alerts Using Wearables

Thanos G. Stavropoulos, Georgios Meditskos, Stelios Andreadis, Ioannis Kompatsiaris
Centre For Research & Technology Hellas, Greece

Haptic Interaction in Educational Applications

Yevgeniya Sulema

National Technical University of Ukraine "Kyiv Polytechnic Institute", Ukraine

A Preliminary Study on Fall Risk Evaluation through Electromiography Systems

Gabriele Rescio, **Alessandro Leone**, Andrea Caroppo, Pietro Siciliano
CNR-IMM, Italy

Olfactory Media Impact on Task Performance: The Case of a Word Search Game

Gheorghita Ghinea¹, Oluwakemi Ademoye²

1: Brunel University; 2: University of Wales

MyAirCoach: Designing a mobile application for the education of patients regarding asthma disease

Dimitrios Kikidis, Konstantinos Votis, **Dimitrios Tzavaras**

Information Technologies Institute, Centre of Research & Technology - Hellas, Thessaloniki, Greece

Hi kids: that's funny! Mechanics 3D Virtual lab

Maria Teresa Restivo, Diana Urbano, Maria de Fátima Chouzal

Laeta-INEGI, Faculty of Engineering, University of Porto

Perceptually captured gesture interaction with immersive information retrieval environments.

Markos Mentzelopoulos¹, Jeffrey Michael Ferguson¹, Dr. Aristidis Protopsaltis²

1: University of Westminster, United Kingdom; 2: Institute for Innovation in Learning Friedrich-Alexander-University Erlangen-Nuremberg

Sensor-based In-home Monitoring of People with Dementia Using Remote Web Technologies

Anastasios Karakostas¹, Ioulietta Lazarou¹, Georgios Meditskos¹, Thanos G. Stavropoulos¹, Ioannis Kompatsiaris¹, Magda Tsolaki²

Application of Immersive Technologies for

1: Information Technologies Institute, Centre for Research and Technology Hellas; 2: 3rd Department of Neurology, Medical School, Aristotle University of Thessaloniki Greece

The Future of Mobile Health ADHD Applications

Niki Pandria, Dimitris G Spachos, Panagiotis Bamidis
Aristotle University of Thessaloniki, Greece

Transferring Full Body Exergames from Desktop Applications to Mobile Devices: the Role of the Internet of Things

Evdokimos I Konstantinidis, Giorgos Bamparopoulos, Panagiotis D Bamidis
Aistotle University of Thessaloniki, Greece

Towards a Quantified-Self web application for seniors' self-tracking

Asterios Mpatziakas, Antonis Billis, Panagiotis Bamidis
Lab of Medical Physics, Aristotle University of Thessaloniki, Greece

9:00pm
-
11:30pm

Conference Dinner
Location: **Kitchen Bar**
Kitchen Bar, Thessaloniki

Education: State Of The Art

Péter Tamás Kovács¹, Niall Murray², Gregor Rozinaj³, Yevgeniya Sulema⁴, Renata Rybarova³

1: Holografika; 2: Athlone Institute of Technology; 3: Slovak University of Technology; 4: National Technical University of Ukraine "Kyiv Polytechnic Institute", Ukraine

Multilingual and Multisensorial Dictionary Tool as a Support for the Effective Learning in the Area of ICT

Peter Truchly¹, Pavol Podhradsky¹, Marek Nevsad², Tomáš Zeman²

1: Slovak University of Technology, Slovak Republic; 2: Czech Technical University, Czech Republic

Implementation and evaluation of a game using natural user interfaces in order to improve response time

Nikolaos Politopoulos, Euthimios Ziagkas, Georgios Grouios, Thrasyvoulos Tsiatsos
Aristotle University of Thessaloniki, Greece

Date: Friday, 20/Nov/2015

9:00am	Registration Location: IMCL Reception & Posters Area	
5:00pm		
9:00am	K3&4: Keynotes 3 and 4 - Competition Winners Location: Room A - "Zeus" Hall	
11:00am	<ul style="list-style-type: none"> • Keynote 3: Engineering Digital and Mobile Learning for Professional Development, Employability and Economic Sustainability: Issues of Collaboration, Integration, Globalization and the Internet of Things James Uhomobhi, Professor at University of Ulster, Northern Ireland, United Kingdom • Keynote 4: Shifting Paradigms in Medical/Health Education Informatics: From Digitisation and Standardisation to Open/Scenario based Learning and Analytics Panagiotis Bamidis, Associate Professor, Medical School, Aristotle University of Thessaloniki, Greece • Reward of the winners of the 1st IMCL Student International Competition for Mobile Learning Apps 	
11:00am	Coffee Break	
11:30am		
11:30am	MC A3: Main Conference A3 Location: Room A - "Zeus" Hall Chair: Mario A. Bochicchio , University of salento	MC B3: Main Conference B3 Location: Room B - "Ifigenia" Hall Chair: Christos Bouras , University of Patras and Computer Technology Institute & Press
1:00pm	<p>Introducing an innovative robot-based mobile platform for programming learning Konstantinos Manousaridis¹, Apostolos Mavridis², Gregory Kalogiannis², Konstantinos Anagnostopoulos¹ 1: Mediterranean College, Greece; 2: Aristotle University of Thessaloniki, Greece</p> <hr/> <p>Development of a mobile wind laboratory for teaching purposes in emerging countries Jens Palacios Neffke Technische Universität Berlin, Germany</p> <hr/> <p>Using the latest developments in mobile technology to improve students' engagement with assessment feedback. Carolyne Jacobs, Michael Wilson, Charles Barker University of Portsmouth, United Kingdom</p> <hr/> <p>Digital storytelling with locative media in museum education: when the student becomes the author of the museum experience Zoi Tsvilitidou University of Leicester, UK</p> <hr/> <p>A mobile app for emergency contraception awareness and education Dilzayn Panjwani¹, Emilian Cioca², Brandon J. Drenikow², Cameron M. Chodan², Terry Fong², Stephen Li², Bill Kapralos², Sheila Dunn³ 1: Women's College Research Institute, Toronto, Canada.; 2: University of Ontario Institute of Technology, Oshawa, Canada; 3: Women's College Hospital, Toronto, Canada.</p>	<p>Role of Biotechnology Simulation and Remotely Triggered Virtual labs in Complementing University Education Rakhi Radhamani¹, Hemalatha Sasidharakurup¹, Dhanush Kumar¹, Nijin Nizar¹, Krishnashree Achuthan², Bipin Nair¹, Shyam Diwakar¹ 1: Amrita School of Biotechnology, Amrita Vishwa Vidyapeetham (Amrita University), Amritapuri, Clappana P.O., Kollam, Kerala, 690 525, India; 2: Amrita School of Engineering, VALUE, Amrita Vishwa Vidyapeetham (Amrita University), TBI Building, Amritapuri, Clappana P.O., Kollam, Kerala, 690 525, India</p> <hr/> <p>Raising safer internet awareness through a mobile application based on contrasting visual stories Fotis Lazarinis¹, Kyriaki Alexandri², Vassilios S. Verykios¹, Chris Panagiotakopoulos³ 1: Hellenic Open University, Greece; 2: Ministry of Education, Karystos, Greece; 3: University of Patras, Greece</p> <hr/> <p>E-learning as a tool for improving access to academic education in the opinion of University of Gdansk students and teachers Grazyna Chaberek-Karwacka, Miroslawa Malinowska University of Gdansk, Poland</p> <hr/> <p>Task Suitability and Multimedia Interaction at the 2.4 GHz Arena for Educational Purposes - The Impetus for Usability vs Cost Effectiveness Dionysios B Politis¹, Miltiadis Tsaligopoulos² 1: Aristotle University of Thessaloniki, Greece; 2: AHEPA University Hospital, Aristotle University of Thessaloniki</p>
		<p>A Mobile Learning Application for Self-Management of Health and Disease Christos Bouras¹, Vaggelis Kapoulas¹, Nikos Karacapilidis², Vasileios Kokkinos², Andreas Papazois² 1: University of Patras and Computer Technology Institute & Press-Diophantus, Greece; 2: University of Patras , Greece</p> <hr/> <p>Spatio-Textual technology: the future of web search Medjon Hysenaj¹, Elira Hoxha² 1: University of Shkoder, Albania; 2: University of Tirana, Albania</p>
1:00pm	Lunch	
2:00pm		
2:00pm	MSGCI 2: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 2 Location: Room A - "Zeus" Hall Chair: Ian Dunwell , Coventry University	MC B4: Main Conference B4 Location: Room B - "Ifigenia" Hall Chair: Dionysios B Politis , Aristotle University of Thessaloniki
3:30pm	<p>Gamification Design Framework Based on SDT for Student Motivation Dimitra Lamprinou, Fotini Paraskeva University of Piraeus, Greece</p> <hr/> <p>CyberAware: A Mobile Game-based app for Cybersecurity Education and Awareness Filippos Giannakas, Georgios Kambourakis, Stefanos Gritzalis University of the Aegean, Greece</p> <hr/> <p>Using mobile learning games for delivering purposes in Humanities Lamprini Tseliki¹, Vassiliki Bouki², Daphne Economou² 1: Lefkara, High School, Cyprus; 2: University of Westminster, United Kingdom</p> <hr/> <p>Designing a gamified News Reader for mobile devices. Catherine Sotirakou, Constantinos Mourlas University of Athens, Greece</p> <hr/> <p>Small and flexible web based framework for teaching QR and AR mobile learning application development. Jeffrey Ferguson¹, Markos Mentzelopoulos², Aristidis Protopsaltsis³, Daphne Economou⁴ 1: Westminster University; 2: Westminster University; 3: Friedrich-Alexander-Universität, Germany; 4: Westminster University</p>	<p>Examining the interrelation between Interaction Analysis and Learning Styles in blog-based collaborative learning activities: The case of the G.I.A.N.T. toolkit Nikos Michailidis, Victoria Chondrouli, Aikaterini Katmada, Nikos Politopoulos Aristotle University of Thessaloniki, Greece</p> <hr/> <p>10 User Interface Elements for Mobile Learning Application Development Khairul Yusri Zamri, Nada Nasser AL Subhi Brunel University, United Kingdom</p> <hr/> <p>Remote Interactive Mobile Learning - Application in Electronics Learning Adda Benattia Abderrahmane¹, Benachenhou Abdelhalim² 1: University of Tiaret, Algeria; 2: University of Mostaganem, Algeria</p> <hr/> <p>Engaging end-users in creating data-intensive mobile applications: A creative 'e-learning-by-doing' approach Katerina Tzafilkou¹, Adamantia Choullara¹, Nikolaos Protopogeros¹, Charalampos Karagiannidis², Adamantios Koumpis³ 1: University of Macedonia, Greece; 2: University of Thessaly, Greece; 3: University of Passau, Germany</p> <hr/> <p>Spatial evaluation for data inconsistency Medjon Hysenaj¹, Elira Hoxha² 1: University of Shkoder, Albania; 2: University of Tirana, Albania</p>

3:30pm
-
5:00pm

MSGCI 3: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 3
Location: **Room A - "Zeus" Hall**
Chair: **Petros Lamerias**, Coventry University

Towards the Gamification of Inquiry-Based Flipped Teaching of Mathematics - A Conceptual Analysis and Framework
Petros Lamerias¹, **Nektarios Moutoutzis**²
1: Serious Games Institute (SGI), Coventry University, UK; 2: Technical University of Crete / Laboratory of Distributed Multimedia Information Systems and Applications (TUC/MUSIC), Chania, Greece

Towards an Ontology-driven Game-based Educational Platform with Automatic Students Monitoring
Sarah Malaeb, **Aiman Erbad**, **Jihad M. AlJa'am**
Department of Computer Science and Engineering, Qatar University, Qatar

Treasure hunt pervasive games in cultural organisations
Daphne Economou¹, **Vassiliki Bouki**¹, **Thanos Kounenis**¹, **Markos Mentzelopoulos**¹, **Nektarios Georgalas**²
1: University of Westminster, United Kingdom; 2: British Telecom, United Kingdom

Gamedec.UKW: A Case of Edu-Gamification for Game Designers
Michal Mochocki
Kazimierz Wielki University in Bydgoszcz, Poland

An Adaptive Serious Neuro-game using a Mobile version of a Bio-feedback device
Alkaterini Katmada, **Michalis Chatzakis**, **Hippokratris Apostolidis**, **Apostolos Mavridis**, **Styliani Panagiotis**
Aristotle University of Thessaloniki, Greece

5:00pm
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5:30pm
5:30pm
-
7:00pm

mSM'2015: Special Session "Motivating Students with Mobiles"
Location: **Room A - "Zeus" Hall**
Chair: **Anastasios A. Economides**, University of Macedonia

The effects of Perceived Mobility and Satisfaction on the adoption of Mobile-based Assessment
Stavros A. Nikou, **Anastasios A. Economides**
University of Macedonia, Greece

mSchools Programme. A new way of teaching and learning.
Jordi Vivancos Marti¹, **Roser Cussó Calabuig**¹, **Albert Forn Palacin**²
1: Department of Education.Generalitat of Catalonia, Spain; 2: Associate Director GSMA

Speaky Notes: learn languages with AR
Fabio Sorrentino, **Lucio Davide Spano**, **Riccardo Scateni**
University of Cagliari, Italy

Students' Readiness for Mobile Learning in Republic of Yemen – a Pilot Study
Georgi Tuparov^{1,2}, **Abdulrahman Al Sabri**¹, **Dniela Tuparova**¹
1: South-West University "Neofit Rilski", Bulgaria; 2: Bulgarian Academy of Sciences, Institute of Mathematics and Informatics, Sofia

SuperAvatar: Children and mobile tourist guides become friends using superpowered avatars
Fabio Sorrentino, **Lucio Davide Spano**, **Riccardo Scateni**
University of Cagliari, Italy

OL + ML: Special Session "Online Labs and Mobile Learning"
Location: **Room B - "Ifigenia" Hall**
Chair: **Samir Akhrouf**, University of Bordj Bou Arreridj/eScience Tempus Project Partner

Secure Fingerprint-based authentication and non-repudiation services for mobile learning systems
Foudil Belhadj¹, **Samir Akrouf**², **Samy Ait aoudia**¹
1: Ecole Inetnationale Supérieure d'Informatique, Algeria; 2: Université Mohamed Elbachir Elibrahimi, Bordj Bou Arréridj, Algeria

BBA Virtual Laboratory through M-Learning
Adel Merabet, **Samir Akhrouf**, **Djamel Boubeta**, **Foudil Belhadj**, **Larbi Selmani**, **Abdelhack Boubetra**
University of Bordj Bou Arreridj, Algeria

Trust and Forgiveness in Virtual Teams: A Case Study in Algerian E-Learning Context
Meriem Laifa¹, **Roya Imani Giglou**², **Samir Akhrouf**¹, **Ramdane Maamri**³
1: Computer science Faculty at Bordj Bou Arreridj University, Algeria; 2: Institute for media studies at the Catholic University of Leuven, Belgium; 3: Computer science Faculty at Constantine 2 University, Algeria

Dihya: an Intelligent Learning Object Repository
Rouabah Abdelbasset, **Selmani Larbi**, **Belayadi Yahia**
Université de la formation Continue, Algeria

Design of remote electronic laboratory
Hakima Mostefaoui, **Abdelhalim Benachenhou**
University of Mostaganem, Algeria

OASUSL: Special Session "Online Applications for Supporting University Students' Learning"
Location: **Room B - "Ifigenia" Hall**
Chair: **Jenny Pange**, University of Ioannina

Supporting undergraduate University's students MyCourse Application
Rodanthi (Rozita) Tsoni¹, **Jenny Pange**²
1: University of Ioannina, Greece; 2: University of Ioannina, Greece

Supporting undergraduate students via Webinars
Athanasios Sypsas¹, **Eugenia Toki**², **Jenny Pange**¹
1: University of Ioannina, Greece; 2: TEI of Epirus, Greece

What ICT tools use the undergraduate students ?
Jenny Pange, **Aspa Lekka**
University of Ioannina, Greece

NEW TRENDS OF ICT IN EDUCATION
Aspa Lekka, **Maria Tsironi**, **Jenny Pange**
University of Ioannina, Greece

The urge for GREEN IT courses at Universities and Technical Institutes
Evangelos Evangelou, **Jenny Pange**
University of Ioannina, Greece

Date: Saturday, 21/Nov/2015**8:00am Social Program**- Location: **Lobby of Mediterranean Palace Hotel****4:30pm** Half-day (08:00-16:30) tour in the Olympus Mountain and a visit to the Archaeological Museum of Dion.

Program:

- A. Departure from Thessaloniki, in front of Mediterranean Palace Hotel (conference venue)
- B. Conducted visit to the Archaeological Museum of Dion (ticket included in the social program fee).
- C. Visit at Olympus Mountain and walking tour next to Enipeas river
- D. Lunch at Litothoro village
- E. Bus stop at Thessaloniki airport (about 16:00)
- F. Arrival at Mediterranean Palace Hotel (conference venue)



