CALL FOR PAPERS

OVERVIEW
The 10th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2016, is part of an international initiative to promote technology-enhanced learning and online engineering worldwide. The IMCL2016 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 IMCL2016 actually 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 also aims to stimulate critical debate on theories, approaches, principles, and applications of mobile learning among educators, developers, researchers, practitioners, and policy makers.

OCTOBER 17-19, 2016
Hilton San Diego Airport
1960 Harbor Island Drive, San Diego, CA
CONFERENCE PROCEEDINGS

Conference proceedings with an appropriate ISBN number will be distributed electronically on a USB device and will also be available through the Institute of Electrical and Electronic Engineers’ digital library, Xplore (ieeexplore.ieee.org). 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).

TOPICS

IMCL2016 will focus on the following topics:

A. MOBILE LEARNING ISSUES
   • Dynamic learning experiences
   • Large-scale adoption of mobile learning
   • Performance support in the workplace
   • Ethical and legal issues
   • Assessment, evaluation, and research methods in mobile learning
   • Mobile learning models, theory, and pedagogy
   • Lifelong and informal learning using mobile devices
   • Open and distance mobile learning
   • Social implications of mobile learning
   • Design of adaptive mobile learning environments
   • Cost-effective management of mobile learning processes
   • Quality in mobile learning
   • Case studies in mobile learning

B. INTERACTIVE COMMUNICATION TECHNOLOGIES AND INFRASTRUCTURES
   • Wearables and the internet of things
   • Tangible, embedded, and embodied interaction
   • Location-based integration
   • Cloud computing and future Internet research and experimentation (fire) environments.
   • Emerging mobile technologies and standards
   • Interactive and collaborative mobile learning environments
   • Crowd sensing
   • 5G network infrastructure

C. MOBILE APPLICATIONS
   • Smart cities
   • Online laboratories
   • Game-based learning
   • Mobile healthcare and training
   • 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

• National University, San Diego, California, USA (nu.edu)
• IAOE–International Association of Online Engineering (online-engineering.org)

TECHNICAL CO-SPONSORS

• IEEE Education Society (ewh.ieee.org/soc/es/)
• CTI–Carinthia Tech Institute, Austria (cti.ac.at)
• IGIP–International Society for Engineering Education (igip.org)

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CONFERENCE HIGHLIGHTS

• San Diego Dinner Cruise October 18, 2016
• Special Hotel Rates 2 days before and 2 days after conference
• Numerous local attractions

CONTACT

MUDASSER F. WYNE
Conference Chair, mwyne@nu.edu