

International Conference **IMCL**

9th International Conference on Interactive Mobile Communication Technologies and Learning

IMCL2015



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19-20 November 2015, Thessaloniki, Greece

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IMCL2015 – Keynotes

Keynote 1: How Mobile Devices Can Change Our Educational Goals and Methods

David Guralnick, President of Kaleidoscope Learning, New York, NY, USA



Mobile devices are ubiquitous these days, and are only becoming more varied and more powerful each year. For people growing up today, mobile phones, tablets, and even wearable technology are a part of everyday life, much in the way that a television or a dial phone were for previous generations. As mobile devices change people's everyday lives, their educational needs and expectations change as well. In a world in which so many facts are available anytime from a Google search, it's easy to contact friends or family from anywhere, and many everyday tasks become easier and more efficient to perform, the skills people need to live a successful, productive, enjoyable life are changing as well. Further, people's

expectations of an educational experience have changed in many ways. In this session, we will discuss how the ubiquity of mobile technology can -and perhaps should- alter our educational goals and the methods we can use in order to achieve them.

Keynote 2: Database for Next Generation Mobile Technologies and Applications

Mudasser F. Wyne, Professor at National University, San Diego, USA



Advances in mobile technology have a positive impact on fast, real-time and accurate ubiquitous availability and storage of data and media. This presentation will examine some of the ways we are addressing these challenges as well as highlight subjects that are either under or over-emphasized in the area of Next Generation Mobile Technologies and Applications. It will highlight both the technology challenges as well the current industry solutions. New mobile devices place new and different demands on the traditional backend data store and persistence layers. The

back end of these devices and their related applications is always a database to maintain all of the essential and required information. The mobile environment with increased options also presents some of the limitations such as Limited resources including power supply and memory, constrained bandwidth of wireless networks with mobility and connection issues. In response to the desire to be connected all the time to the data back end we see new cloud based infrastructure (SaaS, IaaS) as well as intelligent cloud hosted application infrastructure such as Amazon web service. On the other hand as a result of this, the way the users are using and consuming backend data has changed. The presentation will examine the changes in the methodology and approach used for the storage and management of back data related to the application.

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



In today's era of globalization digital literacy and ability to use mobile devices (laptops, tablets, phones etc.) has become essential skills for all at home and in the work place. Higher education institutions continue to utilize digital learning to promote access, widen participation and enhance teaching and research. Learning has become mobile and access to instructional materials has been made possible utilizing not only the

traditional desktop computers but mobiles devices such as tablet personal computers such as iPads and smart phones. Universities today talk about taking on students to learn and prepare for the world of work little realizing that they are taking on students for life as the students thereafter become engaged in lifelong learning. This keynote address focuses on the engineering of digital and mobile learning for professional development, employability and economic sustainability of individuals, organizations and society. The role of education institutions and professional bodies are presented and the issues of collaboration and technology integration in education are addressed. Mobile devices' availability and ways of interaction for enhanced learning are explored

in the context of internet of things and online learning. There is a continuing crave by learners everywhere for access to information and education to enhance their knowledge and skills for better jobs and higher wages. This has led to the development and deployment of open source materials and massive open online courses (MOOCs). The keynote examines the processes involved in collaborations for the development of systems, qualifications and competencies useful for employment. We report on existing partnerships between organizations with a focus on professional computing qualifications from BCS, the Chartered Institute for IT. The benefits of current practice are discussed. This amongst others include increased employability and globally recognized professional qualifications in addition to the academic qualifications obtained from institutions. The challenges that mobile and e-learning present, which include assessments and standards are given brief mention. They form the subject for future work and a different paper. The advent and implementation of the internet of things is making knowledge creation and integration of technology in education and collaboration within and across disciplines possible. We conclude that collaboration between higher education institutions, professional organizations and industries stands to benefit not only learners, through achieving their educational aspirations but has the potential to meet the needs of industries and ensure sustained economic growth and development of society.

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



In today's era of globalization digital literacy and ability to use mobile devices (laptops, tablets, phones etc.) has become essential skills for all at home and in the work place. Higher education institutions continue to utilize digital learning to promote access, widen participation and enhance teaching and research. Learning has become mobile and access to instructional materials has been made possible utilizing not only the traditional desktop computers but mobiles devices such as tablet personal computers such as iPads and smart phones. Universities today talk about taking on students to learn and prepare for the world of work little realizing that they are taking on students for life as the students thereafter become engaged in lifelong learning. This keynote address focuses on the engineering of digital and mobile learning for professional development, employability and economic sustainability of individuals, organizations and society. The role of education institutions and professional bodies are presented and the issues of collaboration and technology integration in education are addressed. Mobile devices' availability and ways of interaction for enhanced learning are explored in the context of internet of things and online learning. There is a continuing crave by learners everywhere for access to information and education to enhance their knowledge and skills for better jobs and higher wages. This has led to the development and deployment of open source materials and massive open online courses (MOOCs). The keynote examines the processes involved in collaborations for the development of systems, qualifications and competencies useful for employment. We report on existing partnerships between organizations with a focus on professional computing qualifications from BCS, the Chartered Institute for IT. The benefits of current practice are discussed. This amongst others include increased employability and globally recognized professional qualifications in addition to the academic qualifications obtained from institutions. The challenges that mobile and e-learning present, which include assessments and standards are given brief mention. They form the subject for future work and a different paper. The advent and implementation of the internet of things is making knowledge creation and integration of technology in education and collaboration within and across disciplines possible. We conclude that collaboration between higher education institutions, professional organizations and industries stands to benefit not only learners, through achieving their educational aspirations but has the potential to meet the needs of industries and ensure sustained economic growth and development of society.

IMCL 2015 at a Glance

Place	Room A	Room B	Room C	Room A	Room B	
Time	Thursday 19 Nov 2015			Friday 20 Nov 2015		Saturday 21 Nov 2015
8:00						8:00-16:30
8:30	Registration			Registration		Social Event
9:00	9:00-9:30 Opening Ceremony			9:00-11:00		Trip to Dion-Mt. Olympus
9:30	9:30-11:00			K3&4: Keynotes 3 & 4	Competition Winners	Bus stop at Thessaloniki airport (about 16:00)
10:00	K1&2: Keynotes 1 & 2					
10:30						
11:00	11:00 -11:30 Coffee Break			11:00 -11:30 Coffee Break		
11:30	11:30 - 13:00	11:30 - 13:00	11:30 - 13:00	11:30 - 13:00	11:30 - 13:00	
12:00	MC A1	MC B1	DC	MC A3	MC B3	
12:30						
13:00	13:00-14:00 Lunch			13:00-14:00 Lunch		
13:30						
14:00	14:00 - 15:30	14:00 - 15:30	14:00 - 17:00	14:00 - 15:30	14:00 - 15:30	
14:30	MC A2	MC B2	Students' Competition	MSGCI 2	MC B4	
15:00	15:30 - 17:00	15:30 - 17:00		15:30 - 17:00	15:30 - 17:00	
15:30	MSGCI 1	MSNTA		MSGCI 3	OL+ML	
16:00						
16:30						
17:00	17:00 -17:30 Coffee Break			17:00 -17:30 Coffee Break		
17:30	17:30 - 19:00		17:00 - 19:00	17:30 - 19:00	17:30 - 19:00	
18:00	MHCT	ITEL	Posters	Msm'2015	OASUSL	
18:30						
19:00	End of Day 1			End of Day 2		
...						
21:00	21:00 - 24:00 Conference Dinner					
24:00						

Presentation Guidelines

- **Papers:** Presentation time will be 15 minutes including questions and answers.
- **Posters:** The posters will be displayed the 1st 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 wi-fi, laptops and LCD projectors. The presenters should come prepared with presentation on flash drives.

IMCL2015 Program

IMCL2015 program is also available for mobile devices through the **conference4me** application. To download the mobile app, please type '**conference4me**' in Google Play and iTunes App Store.

Date: Thursday, 19/Nov/2015				
9:00am - 4:30pm	Registration Location: IMCL Reception & Posters Area			
9:00am - 9:30am	OC: Opening Ceremony Location: Room A - "Zeus" Hall <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 - 11:00am	K1&2: Keynotes 1 and 2 Location: Room A - "Zeus" Hall <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 - 11:30am	Coffee Break			
11:30am - 1:00pm	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; vertical-align: top;"> <p>MC A1: Main Conference A1 Location: Room A - "Zeus" Hall Chair: Charalambos Christou, University of Nicosia, Nicosia, Cyprus; christou.c@unic.ac.cy</p> <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> </td> <td style="width: 33%; vertical-align: top;"> <p>MC B1: Main Conference B1 Location: Room B - "Ifigenia" Hall Chair: Ioannis Stamelos, Aristotle University of Thessaloniki; stamelos@csd.auth.gr</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 Carolyne Jacobs</p> </td> <td style="width: 33%; vertical-align: top;"> <p>DC: Special Session "IMCL2015 Doctoral Consortium" Location: Room C - "Nafsika" Hall Chair: Stavros Demetriadis, Aristotle University of Thessaloniki; sdemetri@csd.auth.gr DC-PC members:</p> <ul style="list-style-type: none"> Anastasios Economides, University of Macedonia, Greece Charalampos Karagiannidis, University of Thessaly, Greece Dionisios Politis, Aristotle University of Thessaloniki, Greece <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 Styliandis Aristotle University of Thessaloniki,</p> </td> </tr> </table>	<p>MC A1: Main Conference A1 Location: Room A - "Zeus" Hall Chair: Charalambos Christou, University of Nicosia, Nicosia, Cyprus; christou.c@unic.ac.cy</p> <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. 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Date: Thursday, 19/Nov/2015			
	<p>Collaborative Learning using Pocket Labs <u>Thomas Klinger</u>, Christian Madritsch Carinthia University of Applied Sciences, Austria</p> <p>Evaluation of OpenDelos online video editing and publishing platform for MOOCs <u>Hippokratris Apostolidis</u>¹, <u>Thrasylvoulos Tsiatsos</u>¹, <u>Pantelis Balaouras</u>², <u>Michalis Gatzonis</u>² 1: Aristotle University of Thessaloniki, Greece; 2: National and Kapodistrian University of Athens, Greece</p>	<p>University of Portsmouth, United Kingdom</p> <p>User-oriented service composition platforms <u>Aleksandar Dimov Dimov</u>, <u>Elitsa Vasileva Peltekova</u>, <u>Eliza Petrova Stefanova</u>, <u>Dafinka Savova Miteva</u> Sofia University "St. Kliment Ohridski", Bulgaria</p>	<p>Greece</p> <p>THE GROWTH: A quiz-based game for addressing growing population issues <u>Charn Pisithpunth</u>, <u>Petros Lamerar</u>, <u>Pamela Kato</u>, <u>Andree Woodcock</u> Coventry University, United Kingdom</p> <p>Cognitive Training Supported by Information and Communication Technologies <u>Agisilaos Chaldogeridis</u> Aristotle University of Thessaloniki, Greece</p>
1:00pm - 2:00pm	Lunch		
2:00pm - 5:00pm	<p>Competition: 1st IMCL Student International Competition for Mobile Learning Apps Location: Room C - "Nafsika" Hall Chair: <u>Andreas Pester</u>, CUAS; pester@fh-kaernten.at Judges:</p> <ul style="list-style-type: none"> • <u>David Guralnick</u>, President of Kaleidoscope Learning, USA • <u>Chara Koutalou</u>, Matrix-IT, Greece • <u>Petros Lamerar</u>, The Serious Games Institute, UK • <u>Petros Nikopolitidis</u>, Aristotle University of Thessaloniki, Greece • <u>Ioannis Stamelos</u>, Aristotle University of Thessaloniki, Greece • <u>Ilias Trohidis</u>, Tero Consulting, Greece <p>Robot-based mobile platform for programming learning <u>Konstantinos Manousaridis</u>¹, <u>Apostolos Mavridis</u>² 1: Mediterranean College, Greece; 2: Aristotle University of Thessaloniki, Greece</p> <p>Tactileo Map <u>George Kalmpourtzis</u> Maskott, France</p> <p>Amusing Museum <u>Athanasia Moschou</u>, <u>Theodoros Dimopoulos</u>, <u>Panagiotis Kotsikoris</u> University of Macedonia, Greece</p> <p>Quick Question - Minimalist Application to Improve In-class Interaction <u>Joanne Jie Yin Hwan</u> Sunway University, Malaysia</p> <p>BrailleOne <u>Paul D. Hatzigiannakoglou</u>, <u>Maria T. Kampouraki</u> University of Macedonia, Greece</p> <p>CineMetro <u>George Charistos</u>, <u>Charikleia Syrtari</u>, <u>Christos-Panagiotis Papazoglou</u>, <u>Kyriaki Paniskaki</u> OSWinds Research Group, Greece</p> <p>Serious+: A technology assisted learning space environment based on gaming <u>George Kalmpourtzis</u> Maskott, France</p> <p>Bio-feedback Application <u>Aikaterini Katmada</u>, <u>Michalis Chatzakis</u>, <u>Hippokratris Apostolidis</u>, <u>Apostolos Mavridis</u>, <u>Panagiotis Stylianidis</u> Aristotle University of Thessaloniki, Greece</p>		

Date: Thursday, 19/Nov/2015		
2:00pm - 3:30pm	<p>MC A2: Main Conference A2 Location: Room A - "Zeus" Hall Chair: Thomas Klinger, Carinthia University of Applied Sciences; t.klinger@fh-kaernten.at</p> <p>Y.S.Y.D. – You Stay You Demand: User-Centered Design approach for Mobile Hospitality Application Micaela Esteves¹, Angela Pereira² 1: Polytechnic Institute of Leiria, Portugal; 2: Polytechnic Institute of Leiria, Portugal</p> <p>Gamification Designs in Wearable-technology Enhanced Learning for Healthy Ageing Ilona Buchem¹, Agathe Merceron¹, Jörn Kreutel¹, Marten Haesner², Anika Steinert² 1: Beuth Hochschule für Technik Berlin, Germany; 2: Charité Universitätsklinikum Berlin</p> <p>Mobile Crowd Sensing-based Noise Monitoring as a Way to Improve Learning Quality on Acoustics Marco Zappatore, Antonella Longo, Mario A. Bochicchio, Daniele Zappatore, Alessandro A. Morrone, Gianluca De Mitri University of Salento, Italy</p> <p>Data Analytics Support for Inquiry Based Learning Dafinka Savova Miteva, Nikolina Ilieva Nikolova, Eliza Petrova Stefanova Sofia University, Bulgaria</p> <p>Mobile Learning and Biotechnology Education via Remote Labs: Deployment-based study on Real Time Shared Resources Dhanush Kumar¹, Hemalatha Sasidharakurup¹, Rakhi Radhamani¹, 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>	<p>MC B2: Main Conference B2 Location: Room B - "Ifigenia" Hall Chair: George S. Ioannidis, University of Patras; gsioanni@upatras.gr</p> <p>Designing Eco-apps to Engage Adult Learners Eli Typhina North Carolina State University, United States of America</p> <p>A novel system architecture for efficient management of skiing injuries Sule Yildirim, Yang Du, Fisnik Dalipi, Jonas Jeppesen Gjøvik University College, Norway</p> <p>Cochlear implants and wireless connectivity - Inner core Connectivity cradling into the 2.4 GHz Arena Dionysios B Politis¹, Miltiadis Tsaligopoulos², Georgios Kyriafinis², Panteleimon Chriskos¹, Nikolaos Chriskos³ 1: Aristotle University of Thessaloniki, Greece; 2: 1st Academic ENT Department AHEPA University Hospital Thessaloniki Greece; 3: Bioclinic Thessaloniki Greece</p> <p>Effective English for Industrial Engineering Students Christina Merl TalkShop.cc, Austria</p> <p>Everyday devices taught and explained to primary school children by following the energy transformations, using web-based software Despina M. Garyfallidou, George S. Ioannidis University of Patras, Greece</p>
	<p>MSGCI 1: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 1 Location: Room A - "Zeus" Hall Chair: Daphne Economou, University of Westminster; D.Economou@westminster.ac.uk</p> <p>A Mobile Serious Game for Lifestyle Change: Conveying nutritional knowledge and motivation through play Ian Dunwell Coventry University, United Kingdom</p> <p>Creative Thinking Experimentations for Entrepreneurship with A Disruptive, Personalised and Mobile Game-based Learning Ecosystem Petros Lameris¹, Thrasylvoulos Tsiatsos², Despina</p>	<p>MSNTA: Special Session "Mobile Social Networking Technologies and Applications" Location: Room B - "Ifigenia" Hall Chair: Despo Ktoridou, University of Nicosia; ktoridou@cytanet.com.cy</p> <p>Student Generated Content in Higher Education Technology-related Blogs Despo Ktoridou, Elli Doukanari University of Nicosia, Cyprus</p> <p>Cypriot Firms, Social Media & User Generated Content Platforms Charalambos Stefanou Christou, Despo Ktoridou, Apostolos Papatheocharous, Florent Domenach University of Nicosia, Nicosia, Cyprus</p>

Date: Thursday, 19/Nov/2015	
	<p>Anastasiadou³, Dimitris Tolis⁴, 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</p> <hr/> <p>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</p> <hr/> <p>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</p> <hr/> <p>Digital game creation as a creative learning activity Margarida Romero¹, Niki Lambropoulos² 1: Université Laval; 2: London South Bank University</p> <hr/> <p>Green@CU: An environmental game for Residential Accommodation Panagiotis Petridis¹, Fotis Liarokapis³, Petros Lameris², 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</p>
	<p>An F1 Mobile Application Andreas Savva, Spyros Hadjidakis, Florent Domenach, Vasso Stylianou University of Nicosia, Cyprus</p> <hr/> <p>PASS – a Programming Assignment Submission System Florent Domenach, George Portides University of Nicosia, Cyprus</p> <hr/> <p>Graphing Equations in Economics Andreas Savva, Spyros Hadjidakis, Vasso Stylianou University of Nicosia, Cyprus</p> <hr/> <p>Felt – A Social Feeling App Florent Domenach, Pooya Charmarai, Andreas Savva, Charalambos Christou University of Nicosia, Cyprus</p>
<p>5:00pm - 5:30pm</p>	<p>Coffee Break</p>
<p>5:00pm - 7:00pm</p>	<p>Posters: Posters Location: IMCL Reception & Posters Area</p> <hr/> <p>Constantine Capital of Arab Culture for 2015 Reda Yacini, Yahia Belayadi, Larbi Selmani, Djamel Boubetra Université de la formation Continue, Algeria</p> <hr/> <p>Mobile in support of a system of education: between presence and ubiquity Giorgio Poletti Università di Ferrara, Italy</p>
<p>5:30pm - 7:00pm</p>	<p>MHCT: Special Session "Mobile Health Care and Training" Location: Room A - "Zeus" Hall Chair: Panagiotis Bamidis, Aristotle University of Thessaloniki; bamidis@med.auth.gr</p> <hr/> <p>Real-time Health Monitoring and Contextualised Alerts Using Wearables</p>
	<p>ITEL: Special Session "Immersive Technologies for Effective Learning" Location: Room B - "Ifigenia" Hall Chair: Yevgeniya Sulema, National Technical University of Ukraine "Kyiv Polytechnic Institute"; sulema@pzks.fpm.kpi.ua Chair: Aristidis Protopsaltis, Friedrich-Alexander-Universität; Aristidis.Protopsaltis@ilii.fau.de</p>

Date: Thursday, 19/Nov/2015

	<p>Thanos G. Stavropoulos, Georgios Meditskos, Stelios Andreadis, Ioannis Kompatsiaris Centre For Research & Technology Hellas, Greece</p> <hr/> <p>A Preliminary Study on Fall Risk Evaluation through Electromiography Systems Gabriele Rescio, Alessandro Leone, Andrea Caroppo, Pietro Siciliano CNR-IMM, Italy</p> <hr/> <p>MyAirCoach: Designing a mobile application for the education of patients regarding asthma disease Dimitrios Kikidis, Konstantinos Votis, Dimitrios Tzovaras Information Technologies Institute, Centre of Research & Technology - Hellas, Thessaloniki, Greece</p> <hr/> <p>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 1: Information Technologies Institute, Centre for Research and Technology Hellas; 2: 3rd Department of Neurology, Medical School, Aristotle University of Thessaloniki Greece</p> <hr/> <p>The Future of Mobile Health ADHD Applications Niki Pandria, Dimitris G Spachos, Panagiotis Bamidis Aristotle University of Thessaloniki, Greece</p> <hr/> <p>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</p> <hr/> <p>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</p>	<p>Haptic Interaction in Educational Applications Yevgeniya Sulema National Technical University of Ukraine "Kyiv Polytechnic Institute", Ukraine</p> <hr/> <p>Olfactory Media Impact on Task Performance: The Case of a Word Search Game Gheorghita Ghinea¹, Oluwakemi Ademoye² 1: Brunel University; 2: University of Wales</p> <hr/> <p>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</p> <hr/> <p>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</p> <hr/> <p>Application of Immersive Technologies for Education: State Of The Art Péter Tamás Kovács¹, Niall Murray², Gregor Rozina³, 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</p> <hr/> <p>Multilingual and Multisensorial Dictionary Tool as a Support for the Effective Learning in the Area of ICT Peter Truchly¹, Pavol Podhradský¹, Marek Nevošad², Tomáš Zeman² 1: Slovak University of Technology, Slovak Republic; 2: Czech Technical University, Czech Republic</p> <hr/> <p>Implementation and evaluation of a game using natural user interfaces in order to improve response time Nikolaos Politopoulos, Euthimios Ziagkas, Georgios Grouios, Thrasylvoulos Tsiatsos Aristotle University of Thessaloniki, Greece</p>
<p>9:00pm - 11:30pm</p>	<p>Conference Dinner Location: Kitchen Bar Kitchen Bar, Thessaloniki Conference Dinner at La Place Mignonne, the Best Paper Awards Ceremony will be held. Please see "How to reach the Conference Dinner Venue" at page 23.</p>	

Date: Friday, 20/Nov/2015			
9:00am - 5:00pm	Registration Location: IMCL Reception & Posters Area		
9:00am - 11:00am	K3&4: Keynotes 3 and 4 - Competition Winners Location: Room A - "Zeus" Hall <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 Uhomoibhi, 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 - 11:30am	Coffee Break		
11:30am - 1:00pm	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>MC A3: Main Conference A3 Location: Room A - "Zeus" Hall Chair: Mario A. Bochicchio, University of salento; mario.bochicchio@unisalento.it</p> <p>Introducing an innovative robot-based mobile platform for programming learning Konstantinos Manoussaris¹, 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 Tsviltidou 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> </td> <td style="width: 50%; vertical-align: top;"> <p>MC B3: Main Conference B3 Location: Room B - "Ifigenia" Hall Chair: Christos Bouras, University of Patras and Computer Technology Institute & Press; bouras@cti.gr</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> <hr/> <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> </td> </tr> </table>	<p>MC A3: Main Conference A3 Location: Room A - "Zeus" Hall Chair: Mario A. 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Date: Friday, 20/Nov/2015		
		<p>Spatio-Textual technology: the future of web search Medjon Hysenaj¹, Elira Hoxha² 1: University of Shkoder, Albania; 2: University of Tirana, Albania</p>
<p>1:00pm - 2:00pm</p>	<p>Lunch</p>	
<p>2:00pm - 3:30pm</p>	<p>MSGCI 2: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 2 Location: Room A - "Zeus" Hall Chair: Ian Dunwell, Coventry University; dunwell.i@gmail.com</p> <hr/> <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 Protopsaltis³, Daphne Economou⁴ 1: Westminster University; 2: Westminster University; 3: Friedrich-Alexander-Universität, Germany; 4: Westminster University</p>	<p>MC B4: Main Conference B4 Location: Room B - "Ifigenia" Hall Chair: Dionysios B Politis, Aristotle University of Thessaloniki; dpolitis@cscd.auth.gr</p> <hr/> <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 Chouliara¹, Nikolaos Protopoulos¹, 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>
<p>3:30pm - 5:00pm</p>	<p>MSGCI 3: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 3 Location: Room A - "Zeus" Hall Chair: Petros Lamerias, Coventry University; PLamerias@cad.coventry.ac.uk</p> <hr/> <p>Towards the Gamification of Inquiry-Based Flipped Teaching of Mathematics - A Conceptual Analysis and Framework Petros Lamerias¹, Nektarios Moutoutzis² 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</p> <hr/> <p>Towards an Ontology-driven Game-based Educational Platform with Automatic Students</p>	<p>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; samir.akhrouf@gmail.com</p> <hr/> <p>Secure Fingerprint-based authentication and non-repudiation services for mobile learning systems Foudil Belhadj¹, Samir Akrouf², Samy Ait aoudia¹ 1: Ecole Inetnationale Supérieure d'Informatique, Algeria; 2: Université Mohamed Elbachir Elibrahimi, Bordj Bou Arréridj, Algeria</p> <hr/> <p>BBA Virtual Laboratory through M-Learning Adel Merabet, Samir Akhrouf, Djamel Boubetra, Foudil Belhadj, Larbi Selmani, Abdelhack Boubetra</p>

Date: Friday, 20/Nov/2015	
	<p>Monitoring Sarah Malaeb, Aiman Erbad, Jihad M. AlJa'am Department of Computer Science and Engineering, Qatar University, Qatar</p> <hr/> <p>Treasure hunt pervasive games in cultural organisations Daphne Economou¹, Vassiliki Bouki¹, Thanos Kounenis¹, Markos Mentzelopoulos¹, Nektarios Georgalas² 1: University of Westminster, United Kingdom; 2: British Telecom, United Kingdom</p> <hr/> <p>Gamedec.UKW: A Case of Edu-Gamification for Game Designers Michal Mochocki Kazimierz Wielki University in Bydgoszcz, Poland</p> <hr/> <p>An Adaptive Serious Neuro-game using a Mobile version of a Bio-feedback device Aikaterini Katmada, Michalis Chatzakis, Hippokratis Apostolidis, Apostolos Mavridis, Stylianidis Panagiotis Aristotle University of Thessaloniki, Greece</p>
	<p>University of Bordj Bou Arreridj, Algeria</p> <hr/> <p>Trust and Forgiveness in Virtual Teams: A Case Study in Algerian E-Learning Context Meriem Laifa¹, Roya Imani Giglou², Samir Akhrouf¹, Ramdane Maamri³ 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</p> <hr/> <p>Dihya: an Intelligent Learning Object Repository Rouabah Abdelbasset, Selmani Larbi, Belayadi Yahia Université de la formation Continue, Algeria</p> <hr/> <p>Design of remote electronic laboratory Hakima Mostefaoui, Abdelhalim Benachenhou University of Mostaganem, Algeria</p>
5:00pm - 5:30pm	Coffee Break
5:30pm - 7:00pm	<p>MsM'2015: Special Session "Motivating Students with Mobiles" Location: Room A - "Zeus" Hall Chair: Anastasios A. Economides, University of Macedonia; economid@uom.gr</p> <hr/> <p>The effects of Perceived Mobility and Satisfaction on the adoption of Mobile-based Assessment Stavros A. Nikou, Anastasios A. Economides University of Macedonia, Greece</p> <hr/> <p>mSchools Programme. A new way of teaching and learning. Jordi Vivancos Martí¹, Roser Cussó Calabuig¹, Albert Forn Palacín² 1: Department of Education.Generalitat of Catalonia, Spain; 2: Associate Director GSMA</p> <hr/> <p>Speaky Notes: learn languages with AR Fabio Sorrentino, Lucio Davide Spano, Riccardo Scateni University of Cagliari, Italy</p> <hr/> <p>Students' Readiness for Mobile Learning in Republic of Yemen – a Pilot Study Georgi Tuparov^{1,2}, Abdulrahman Al Sabri¹, Dniela Tuparova¹ 1: South-West University "Neofit Rilski", Bulgaria; 2: Bulgarian Academy of Sciences, Institute of Mathematics and Informatics, Sofia</p> <hr/> <p>SuperAvatar: Children and mobile tourist guides become friends using superpowered avatars Fabio Sorrentino, Lucio Davide Spano, Riccardo Scateni University of Cagliari, Italy</p>
	<p>OASUSL: Special Session "Online Applications for Supporting University Students' Learning" Location: Room B - "Ifigenia" Hall Chair: Jenny Pange, University of Ioannina; jennypagge@yahoo.gr</p> <hr/> <p>Supporting undergraduate University's students MyCourse Aplication Rodanthi (Rozita) Tsoni¹, Jenny Pange² 1: University of Ioannina, Greece; 2: University of Ioannina, Greece</p> <hr/> <p>Supporting undergraduate students via Webinars Athanasios Sypsas¹, Eugenia Toki², Jenny Pange¹ 1: University of Ioannina, Greece; 2: TEI of Epirus, Greece</p> <hr/> <p>What ICT tools use the undergraduate students ? Jenny Pange, Aspa Lekka University of Ioannina, Greece</p> <hr/> <p>NEW TRENDS OF ICT IN EDUCATION Aspa Lekka, Maria Tsironi, Jenny Pange University of Ioannina, Greece</p> <hr/> <p>The urge for GREEN IT courses at Universities and Technical Institutes Evangelos Evangelou, Jenny Pange University of Ioannina, Greece</p>

Date: Saturday, 21/Nov/2015

8:00am - 4:30pm Social Program

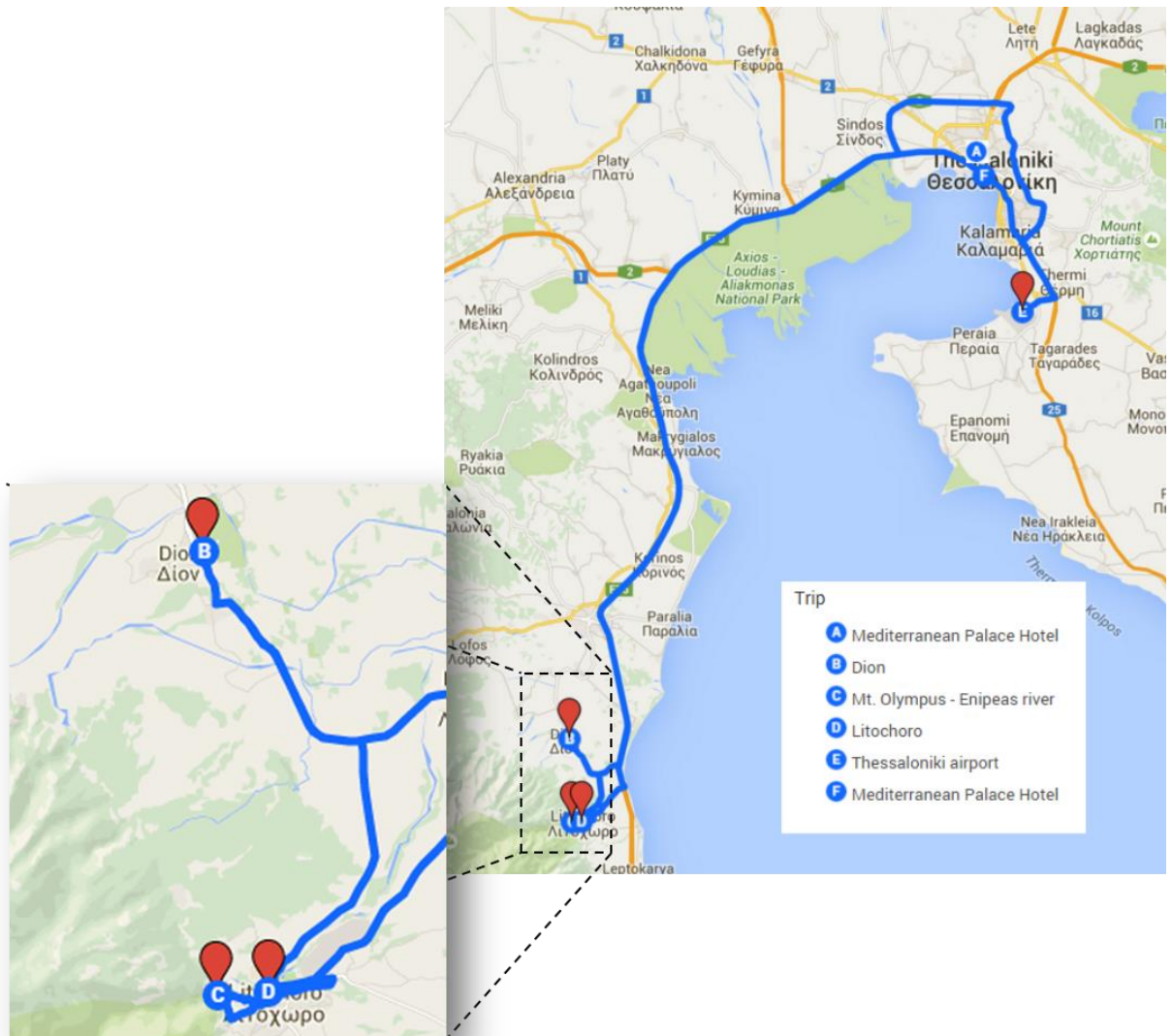
Location: **Lobby of Mediterranean Palace Hotel**

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 Litochoro village
- E. Bus stop at Thessaloniki airport (about 16:00)
- F. Arrival at Mediterranean Palace Hotel (conference venue)

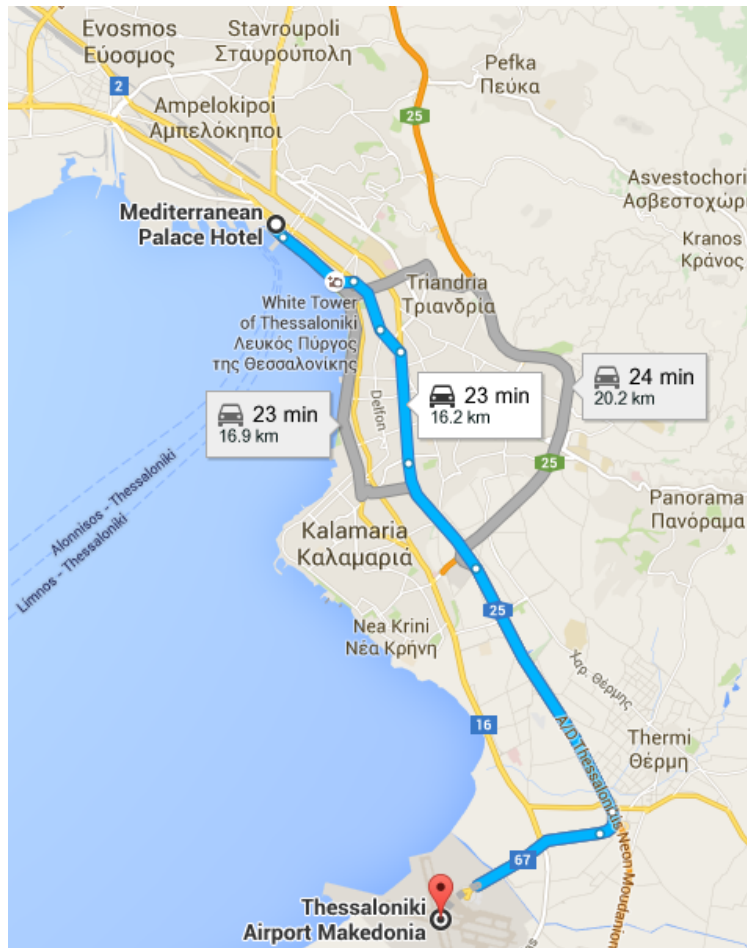
More details about the trip are available at the following map (<https://goo.gl/JLLuxb>):



How to reach the Conference Venue

All conference sessions, coffee and lunch breaks will be held at the **Mediterranean Palace Hotel**, Thessaloniki, Greece.

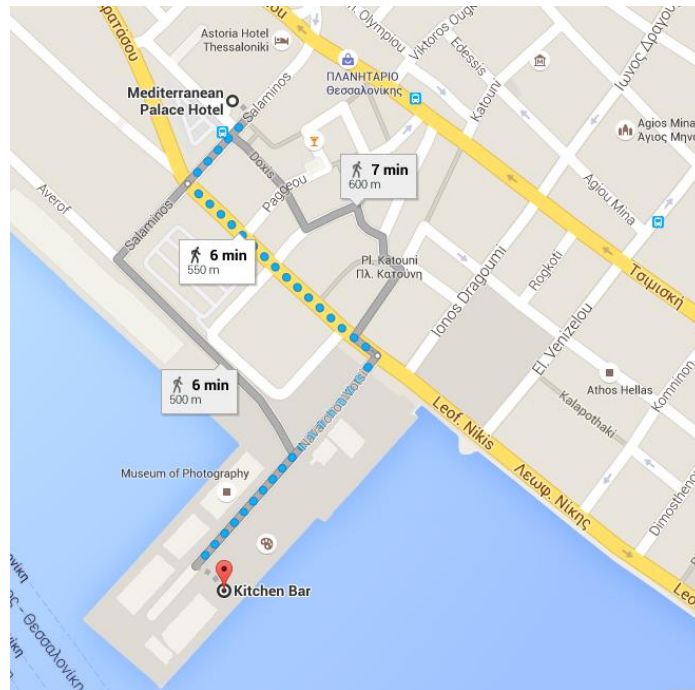
The participants, are advised to use this map: <https://goo.gl/maps/jVIA5> (also presented below), in order to find instructions for reaching the Mediterranean Palace Hotel from the Thessaloniki Airport "Makedonia".



How to reach the Conference Dinner Venue

The conference dinner will be held at **Kitchen Bar** on **Thursday 19 November 2015 from 21:00 to 24:00**. Kitchen Bar is a quiet and relaxing place, very close to the conference venue, in the old Port! 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 Kitchen Bar, the **Best Paper Awards Ceremony** will be held.

The participants are advised to use the following map in order to find instructions for reaching the Kitchen Bar.



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