



Call for Papers

14th International Conference on Computers in Education (ICCE2006)
November 30-December 4, 2006
Beijing, China

<http://www.icce-2006.org/>

The 14th International Conference on Computers in Education (ICCE2006), to be held in Beijing hosted by [Beijing Normal University](#), will be a prestigious and high quality international conference that establishes a forum for scholarly exchanges and interactions in employing the use of computing technologies in education. Organized annually under the auspices of the [Asia-Pacific Society for Computers in Education \(APSCE\)](#), ICCE conferences have been enhancing quality research and development in technology-supported education throughout the Asia-Pacific region and internationally. The technical program of ICCE 2006 will include paper sessions, panels, posters, tutorials, workshops, invited speeches, doctoral consortium and other special events.

ICCE2006 solicits paper and proposal submissions of original, principled research papers dealing with theoretical, methodological, empirical and application-related aspects of computers in education. Papers must clearly demonstrate relevance to computers in education. Topics include but are not limited to the following:

Conference theme

"Learning by Effective Utilization of Technologies: Facilitating Intercultural Understanding"

Learning sciences: Inter-disciplinary perspectives, theory development, experimental methods, design research.

Socially informed design: Social and cultural dimensions of learning, social-historical-cultural contexts, learning and identity, motivation and engagement in learning, informal learning environments.

Collaborative and group learning: Group learning environments, networked learning communities, analysis and modeling of group interactions, design principles for collaborative learning environments, communities of learners, communities of practice. Blog culture and its impacts on education

Instructional Design: Design, Development and Evaluation of Learning Environment, Grid-based Distributed Learning Environment and Resources Environment, Middleware, Groupware

Learning systems platforms and architectures: Web-based learning platforms, technology standards for e-Learning, including metadata for learning objects and materials, document management for learning applications, authoring tools and assessment tools.

Modeling and representation: Models of learners, facilitators, tasks and problem-solving processes, knowledge representation and ontologies, discourse representation and analysis.

Intelligent tutoring and scaffolding: Adaptive environments (web-based and others), pedagogical agents, cognitive diagnosis, instructional planning, motivational diagnosis and feedback, data mining and machine learning.

Interaction design and novel interfaces: Ubiquitous computing/mixed reality learning environments, wireless and mobile technologies, virtual and 3D learning and training environments, multi-modal interfaces for learning, innovative educational multimedia systems.

Applications: Language learning, mathematics and science education, industrial, medical and other applications.

e-Learning and Knowledge Management: Organizational e-Learning strategies, blended e-Learning, instructional design, mentoring and coaching programs, human resource management and development, lifelong learning, evaluation of e-Learning, quality management of e-Learning.

Leadership in e-Education: Innovative pedagogical models, policies and strategies for technology implementation, professional development.

Planning and Evaluating of Educational Technology Systems: Planning of e-educational systems, investment-return assessment, evaluation of e-Learning programs, Assessing the effectiveness of using Technologies in Teaching and Learning

Submission Details

Submissions are to be done electronically at <http://www.icce-2006.org/>

Technical session

Full papers (8 pages) - All submissions should describe original and unpublished work. Research papers should describe results of systems development and/or empirical or theoretical analysis. A small number of "survey paper" and "theme papers" will also be accepted. These should synthesize and examine broad issues in the field.

Short papers (4 pages) - Authors are encouraged to submit reports on work-in-progress as short papers. Short paper presentations provide an informal forum for introducing work in its early stages.

All the full papers and short papers will be peer reviewed or double blind refereed.

Doctoral Student Consortium (DSC) (6 pages)

To nurture young researchers, the DSC is for work-in-progress by graduate students and other young researchers. The paper must be authored only by the young researcher(s) under the age of 32. Accepted DSC submissions will be invited to be published in an additional volume. Also, an abstract version will be included in the official proceedings (2 pages, 10 minutes presentation).

Workshop proposals (4 pages)

Workshops on topical issues should include a brief description of the workshop topic, why it is interesting, short biographies of the workshop organizers, and a list of prospective members of the workshop program committee. Approved workshops will have their own proceedings, separately published, and their own submission/acceptance deadlines.

Tutorial proposals (3 pages)

Tutorials on important topics should contain a detailed description of the topic, why it is interesting and relevant, the intended audience, and short biographies of the tutorial presenters.

Interactive events (2 pages)

This should include exhibits or demonstrations that relate to technology enhanced learning and training. The focus is to allow conference participants first hand experience in a manner not possible in a technical talk or poster session.

Important dates: Early registration deadline: September 8, 2006

Full Papers, Short Papers:

Submission deadline: **May 8, 2006**

Acceptance notification: July 14, 2006

Proceedings copy due: September 8, 2006

Doctoral Students Consortium(DSC):

Submission deadline: May 8, 2006

Acceptance notification: July 14, 2006

2-page summary for the main proceedings:

September 8,, 2006

6-page extended version for the DSC proceedings:

October 9, 2006

Workshop Proposals

Proposals due: June 12, 2006

Organizers notified: July 6, 2006

Camera-ready papers due: October 9, 2006

Tutorial Proposals

Proposals due: July 14, 2006

Acceptance notification: August 7, 2006

Camera-ready tutorial note due: October 9, 2006

Interactive Events

Submission deadline: September 22, 2006

Date of notification: October 9, 2006

Publisher: Proceedings is to be published by IOS Press.