

Call For Papers

7th IEEE International Conference on
Wireless, Mobile & Ubiquitous Technologies in Education
(WMUTE 2012) <http://wmute2012.info>

4th IEEE International Conference on
Digital Game and Intelligent Toy Enhanced Learning
(DIGITEL 2012) <http://digitel2012.info>

March 27-30, 2012
Kagawa Int. Conf. Hall & Sunport Hall
Takamatsu, Kagawa, Japan



TAKAMATSU Port
& Conference Hall



RITSURIN
Garden



UDON
Noodle



BONSAI



Seto-Ohashi
Bridge

Based on shared research interests between these two communities, the IEEE WMUTE 2012/DIGITEL 2012 conferences will be jointly held in Takamatsu, Kagawa, Japan. Participants of both events will be able to interact, discuss and exchange ideas which we hope can stimulate more exciting ideas for future research. Therefore, this joint conference aims to promote a new line of research and practice that highlights both social and technological innovation in order to support and amalgamate contemporary social learning theories.

This theme-based jointed conference will expose the results of current research efforts and practices in these fields, as well as identify future challenges and research priorities relevant to both communities.

Important dates:

Submission deadline: Sep 15th, 2011
(for all submissions)

Notification of acceptance: Nov 30, 2011

Final version: Jan 6, 2012

Conference date: March 27-30, 2012

Submissions types:

Full papers: 8 pages

Short papers: 5 pages

Posters: 3 pages

Workshop proposals: 2 pages

Demo / interactive events proposals: 2 pages

Doctor Student Consortium proposals: 2 pages

See Back Side

Topics of Interests

The scope of WMUTE 2012 will cover but not be limited to:

- * Mobile social media for education
- * User experiences in mobile social media creation and collaboration
- * Specific roles for video in mobile learning and working
- * Theories and applications for modeling collaboration in mobile environments
- * Emerging mobile video development platforms and user interfaces
- * Context-aware learning environments and mobile social media applications
- * Open educational resources for WMUTE
- * Mobile video story-telling and communities
- * Human-computer interaction aspects of technology-enriched classrooms
- * Mobile and ubiquitous computing support for collaborative learning
- * Mobile Web 2.0 applications for learning and teaching
- * Learning scenarios supported by wireless sensor networks
- * Small-screen interface design for WMUTE
- * Mobile collaborative learning systems
- * Implementation of learning models exploiting one-to-one technology
- * New devices for learning and instruction
- * Game-based learning with ubiquitous and one-to-one technologies
- * Adaptive and adaptable learning environments using mobile and ubiquitous devices
- * Intelligent Agents support for ubiquitous learning and one-to-one classroom settings
- * Architectures and infrastructures for one-to-one classroom settings
- * Methods of interaction analysis in mobile and ubiquitous learning scenarios
- * Evaluation and evaluation methodologies for WMUTE

The scope of DIGITEL 2012 will cover but not be limited to:

- * Design foundation and theory for DIGITEL
- * Educational robots and toys
- * Artificial intelligence for DIGITEL
- * Virtual characters for education and learning
- * Virtual storytelling and game narrative for education and learning
- * Multiplayer and social game design for education and learning
- * Simulation and animation for education and learning
- * Augmented/mixed reality for education and learning
- * Game-based learning/training
- * Games in real world (ubiquitous learning)
- * Storytelling and narrative in education and learning
- * VR-based education/training
- * Non-visual senses (smelling, touching, hearing) for DIGITEL
- * Mobile games and its linking to online games for education and learning
- * Location-based games and ubiquitous technology for education and learning
- * Identity in gaming to learn: roles and role-playing
- * Collaboration, competition and community in DIGITEL
- * Social and cultural aspects in DIGITEL
- * Evaluation of DIGITEL systems
- * Studies of the effect of games on learning, affect, and motivation
- * Embedding instructional design principles in games

Organization

General Conference Chairs:

Hiroyuki Tarumi (Kagawa University, Japan)
Demetrios Sampson (University of Piraeus, Greece)
Kinshuk (Athabasca University, Canada)

Advisor:

Tak-Wai Chan (National Central University, Taiwan)

Honorable Conference Chairs:

Toshinori Yamasaki (The Open University of Japan, Japan)
Yoneo Yano (University of Tokushima, Japan)

WMUTE 2012 Program Chairs:

Hiroaki Ogata (University of Tokushima, Japan)
Marcelo Milrad (Linnaeus University, Sweden)
Charles Patton (SRI International, USA)

DIGITEL 2012 Program Chair:

Masanori Sugimoto (University of Tokyo, Japan)

Co-chairs:

Vincent Aleven (Carnegie Mellon University, USA)
Yam San Chee (Nanyang Technological University, Singapore)
Baltasar Fernandez Manjon (Universidad Complutense de Madrid, Spain)

Doctor Student Consortium Chair:

Gautam Biswas (Vanderbilt University, USA)

Co-chairs:

Daniel Spikol (Linnæus University, Sweden)
Hiroyuki Mitsuhashi (University of Tokushima, Japan)

Workshop Chair:

Ming-Puu Chen (National Taiwan Normal University, Taiwan)

Co-chairs:

Maiga Chang (Athabasca University, Canada)
Ryo Takaoka (Yamaguchi University, Japan)

Demo/Poster Co-Chairs:

Hiroyuki Tominaga (Kagawa University, Japan)
Chengjiu Yin (Kyushu University, Japan)