

International Workshop on Advanced E-Learning 2018 (AEL 2018)

In conjunction with The 11th International Conference on Ubi-media Computing (U-Media'2018)

Theme: "Big Education: Scalable, Sustainable, and Creative Learning in Authentic Contexts"

Nanjing, China, August 22-25, 2018

<http://www.AEL2018.com>



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The 2018 International Workshop on Advanced E-Learning (AEL'2018) will be co-located with the 11th International Conference on Ubi-media Computing (U-Media'2018). AEL'2018 is an international major forum for researchers and practitioners in various disciplines to share and exchange experiences in the emerging research area of advanced E-learning.

The main theme of AEL'2018 is "Big Education: Scalable, Sustainable, and Creative Learning in Authentic Contexts". In this century, scalability, sustainability, and creativity are critical components of any learning programs, particularly learning curricula changes a lot with advanced technology. Scalability is usually defined as an ability of learning programs to be adapted in a wide variety of contexts and sustainability refers to the production of novel and useful ideas; in education, creativity is to foster learners to use knowledge, imagination, and judgment to solve problems in an innovative, high quality, and appropriate manner. So AEL'2018 will cover various aspects of pedagogical principles, designs, ergonomics and technological issues related the main theme. The workshop of this year will especially focus on advanced E-learning that facilitates healthy, happy and fun learning in authentic learning environments or ecosystems with wearable devices, IOT, cloud service, deep learning or other advanced pedagogical and technological tools. Therefore, AEL'2018 encourages experts to develop novel and imaginative ideas to explore and meet the needs of these above-mentioned rapidly expanding and exciting fields of research.

The proceedings will be published by IEEE and best papers will be recommended for publication in special issues of leading international journals. To this end, topics of interests include but not limit to the following:

Wearable technology/IOT for learning/interaction	Smart edutainment technology
Neural science and technology for learning	Affective learning
Healthy and happy learning	Collaboration for learning/interaction
Context-based and ubiquitous learning	Robots for learning/interaction
Social learning technology/service	MOOCs & Flipped classroom
Simulation/Animation and computer vision	Sensor technology for learning/interaction
Cloud based technologies for learning	Open Educational Resources
Virtual Reality/ Augmented Reality in education	Smart learning environments
Big data	Learning analytics
Authentic Edutainment theory and design	Game-based learning
Pedagogical issue for interaction design	Pedagogical models for collaboration
Business/Management/Marketing Education	Knowledge Management/Creation
Agricultural Education and Extension	Sustainable Learning for Sustainability
Pedagogical strategies/Philosophies/ epistemologies for Happy/Healthy/Fun e-Learning	
Design and developments for Happy/Healthy/Fun e-Learning	
Sustainable and scalable theory for Happy/Healthy/Fun e-Learning	
Creativity design for Happy/Healthy/Fun e-Learning	
Learning theories and approaches for collaborative e-Learning	

IMPORTANT DATES

Paper Submission: ~~March 1st, 2018~~ ~~March 31st, 2018~~ **April 21st, 2018** Author Notification: ~~April 15th, 2018~~ **May 15th, 2018**

Final Manuscript Due: ~~May 15th, 2018~~ **May 25th, 2018**

Early Registration Due: June 1st, 2018

MANUSCRIPT FORMAT

Do not exceed 6 single-space double column, 8.5 x 11-inch pages (including figures, tables and references) in 11 point Times Roman or similar font. Number each page. Include an abstract, five to ten keywords, and the corresponding author's e-mail address. Submissions should represent original, substantive research results. We will not accept any paper which, at the time of submission, is under review for or has already been published (or accepted) for publication in another conference or journal.

SUBMISSION DETAILS

Submitted papers will be carefully evaluated based on originality, significance, technical soundness, and clarity of exposition. All papers will be refereed by at least two members of the program committee. All submitted papers MUST be formatted according to the author guidelines provided by IEEE Computer Society Press which can be found at Manuscript Template web page. It must be no longer than 6 pages and no less than 3 pages in length. Authors should submit their manuscripts in PDF format to AEL2018 through <https://easychair.org/conferences/?conf=ael20180> by logging in with their EasyChair username and password (non-members may sign up for an account) and clicking on "New Submission". If authors have any queries on submissions, please contact Dr. Jun-Ming Su (jmsu@mail.nutn.edu.tw), Dr. Rustam Shadiev (rustamsh@gmail.com), Dr. Wu-Yuin Hwang (wyhwang@cc.ncu.edu.tw) or AEL 2018 Co-Chair e-mail (chair@ael2018.org).