First Announcement & Call for Papers

2017 International Conference on Interactive Collaborative and Blended Learning

"Education Innovation"

Mediterranean Palace Hotel, Thessaloniki, Greece, 30 November – 1 December 2017

http://www.icbl-conference.org/2017/

Overview

Interactive Collaborative and Blended Learning (ICBL2017) interdisciplinary conference focuses on the exchange of relevant trends, views and research results as well as the presentation of practical experiences gained while developing and implementing elements of Interactive Collaborative and Blended Learning. This year ICBL will be organized as special session of the 11th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2017.

Important Deadlines & Presentation Formats

Proposals for participation in the ICBL2017 conference can be submitted in the following formats:

**16 June 2017** Submission of two (2) pages structured abstracts

**30 June 2017** Notification of acceptance for abstracts for the main conference.

**08 Sep 2017** Submission of complete papers for special sessions and the main conference: Full Papers, Short Papers, Posters

**29 Sep 2017** Notification of acceptance

**20 Oct 2017** Author registration deadline

**27 Oct 2017** Camera-ready due

**30 Nov 2017** ICBL2017 opening

Conference Proceedings

The conference proceedings will be published as part of the IMCL2017 Proceedings in the Springer series “Advances in Intelligent Systems and Computing”. The books of these series are submitted to ISI Proceedings, El-Compendex, DBLP, SCOPUS, Google Scholar and Springerlink. 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 (IET) and the International Journal for Online Engineering (IJOE).

Topics

The particular focus of ICBL this year is Education Innovation. Specific topics are the following:


C. Tools and Environments Facilitating Blended Learning and Global issues: Immersive learning environments and Virtual Reality, Cloud Based Systems in learning, Integrating Smart Devices as Collaborative Learning Tools, Crowd Sensing and learning, Virtual and Online Labs and Virtual Classrooms, MOOCs, MOOLs.

Thessaloniki

Thessaloniki, the 2nd biggest city of Greece, has many archeological sites and museums in and around the city and many more attractions close (an hour or two driving), like Chalkidiki (major tourist resort), Mount Athos monastery state and Mount Olympus. It is our hope that you will be able to spare some time to experience its cultural and historical riches.

Organizers

- AUTH - Aristotle University of Thessaloniki, Greece (www.auth.gr)
- IAOE - International Association of Online Engineering (www.online-engineering.org)

Technical co-sponsors

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