



First Announcement & Call for Papers

2019 International Conference on Interactive Mobile Communication Technologies and Learning "Internet of Things, Infrastructures and Mobile Applications"

Mediterranean Palace Hotel, Thessaloniki, Greece, 31 October – 1 November 2019

http://www.imcl-conference.org/

Overview

The 13th International Conference on Interactive Mobile Communication Technologies and Learning, IMCL2019, is part of an international initiative to promote technology-enhanced learning and online engineering world-wide.

The IMCL2019 conference will cover all aspects of mobile learning as well as the emergence of mobile communication technologies, infrastructures and services and their implications for education, business, governments and society.

The IMCL2019 aims to promote the development of mobile learning, to provide a forum for education and knowledge transfer, to expose students to latest ICT technologies and encourage the study and implementation of mobile applications in teaching and learning.

The conference will also aim to stimulate critical debate on theories, approaches, principles and applications of mobile learning among educators, developers, researchers, practitioners and policy makers.

Important Deadlines & Presentation Formats

Proposals for participation in the IMCL2019 conference can be submitted in the following formats:

| 03 Jun 2019 | Submission of: (i) structured abstracts (for full papers, short papers, work-in-progress papers and posters) for the main conference (ii) Special Session proposals |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10 Jun 2019 | Notification of acceptance for abstracts for the main conference. Special Sessions notification and announcement |
| 08 Jul 2019 | Submission of complete papers for all submission types |
| 29 Jul 2019 | Notification of acceptance |
| 06 Sep 2019 | Camera-ready due & Author registration deadline |
| 31 Oct 2019 | IMCL2019 opening |

Distant/Pre-recorded presentations for full, short and work-in-progress papers are supported.

Conference Proceedings

The conference proceedings will be published as IMCL2019 Proceedings in the Springer series "Advances in Intelligent Systems and Computing". The books of these series are submitted to ISI Proceedings, EI-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 (iJET) and the International Journal for Online Engineering (iJOE).

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 touristic 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.

Topics

The special focus of IMCL2019 is on the following topics:

- A. Mobile Learning Issues:
 - Dynamic learning experiences
 - Large scale adoption of mobile learning
 - Performance support in the workplace
 - Ethical and legal issues
 - Assessment, evaluation and research methods in mobile learning
 - · Mobile learning models, theory and pedagogy
 - Life-long and informal learning using mobile devices
 - Open and distance mobile learning
 - Social implications of mobile learning
 - Design of adaptive mobile learning environments
 - Cost effective management of mobile Learning processes
 - · Quality in mobile learning
 - Case studies in mobile learning
- B. Interactive Communication Technologies and Infrastructures:
 - Wearables & Internet of Things (IoT)
 - Tangible, embedded and embodied interaction
 - Location-based integration
 - Cloud computing & Future internet research and experimentation (fire) environments.
 - Emerging mobile technologies and standards
 - Interactive and collaborative mobile learning environments
 - Crowd sensing
 - 5G Network Infrastructure
- C. Mobile Applications:
 - Smart cities
 - Online laboratories
 - Game based learning
 - Mobile health care and training
 - Learning analytics
 - Mobile learning in cultural institutions and open spaces
 - Mobile systems and services for opening up education
 - Social networking applications
 - Mobile Learning Management Systems (mLMS)

Organizers

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

Technical co-sponsors

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









