

Special Session Call for Papers Interactive Learning Interfaces for Music Education (iLIME'2019)

Overview

Mobile Computing is accredited for the massive bulk of multimedia music content distributed frantically worldwide. Mobile devices are not simply handy for recording thousands of live performances daily, but also for ubiquitously providing music videos to a thirsty world audience.

Certainly, this trend biases the way that music is taught and performed. Music learners, along with the wide public, are inclined to reproduce more easily popular tunes as they are heard by global mass media providers rather than as they are advocated in their original music semiology.

Undoubtedly, the appealing nature of mobile communications creates a culture for an enhanced multimedia informal learning in music and the arts in general. This special session is bound to give emphasis overall on how the emerging field of Interactive Educational TV practices, protocols and standards is associated with Mobile Learning & Communications.

Topics

- Informal Learning in Music
- Innovative Digital Pedagogy in the Websphere
- Interactive Multimedia in Education and Learning for Music
- Evaluation and Research Methods for Music Education
- Teaching and Learning for Popular Music Pedagogy
- Music Apprehension and Evasion in Special Education Programs
- Pedagogical Approaches, Models and Theories for Music Learning
- Music Education and Educational Technology
- Sources in Music Education History
- Creating Interactively and Collaboratively Music, oriented to Cloud-based environments
- Gamification and Motivation for Music Learning
- Virtual Learning Environments
- Immersive Systems
- Deep Learning – Machine Learning in the Pedagogy of Music
- Interactive Educational TV: Protocols, Standards and Technologies

Contribution Types

Proposals for participation in the Special Session can be submitted in the following formats:

- Full Paper (min. 10 max. 12 pages). These include mainly accomplished research results.
- Short Paper (min. 6 max. 8 pages). These are mostly composed of work in progress reports or fresh developments.

All submissions will be peer-reviewed by at least two reviewers. All accepted papers will be included in the conference proceedings, provided at least one author pays the registration fee. The conference proceedings will be published as IMCL2019 Proceedings in the Springer series "[Advances in Intelligent Systems and Computing](#)".

For further questions, please contact the track chair(s).

Important Dates

08 Jul 2019 Submission of complete papers for special sessions

29 Jul 2019 Notification of acceptance

06 Sep 2019 Camera-ready due & Author registration deadline

31 Oct 2019 Conference Opening

Submission

Please visit: <https://www.conftool.net/imcl-conference/> and submit your paper as in the special session “**interactive Learning Interfaces for Music Education (iLIME’2019)**”

Program Committee

Chair(s)

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