



ICBL International Conference on
Interactive Collaborative
and Blended Learning

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, 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).

Topics

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

- A. **General Topics in Interactive Computer Aided Blended Learning:** New learning models and applications, Collaborative learning environments, Adaptive and intuitive environments, Learning Analytics, Ontologies and e-Learning.
- B. **Novel Pedagogy, Pedagogical Approaches, Teaching and Learning Methodology :** Innovative Research in Pedagogy impacting interactive collaborative and blended learning, pedagogical approaches and methods, advanced evaluation and assessment methods, e-mentoring and e-tutoring, metrics and performance measurement.
- 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 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.

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/)
- CTI - Carinthia Tech Institute, Austria (www.cti.ac.at)
- IGIP - International Society for Engineering Education (www.igip.org)