



## Call for Papers and Participation

The 9<sup>th</sup> Learning and Technology Conference

“Learning by Design: Purpose, Art & Motion”

December 12-13, 2011

Moharam 17-18-1433 H

Jeddah, Kingdom of Saudi Arabia

Effective teaching is a work of art. Teachers often think of themselves as performers, and of giving a lecture as a performance. In the past, these performances were often monologues delivered to a captive audience. Today however, most educators understand that they can be more effective when the learner takes an active role in the process, and in fact becomes part of the show. The “teaching performance” today also no longer needs to be a one-man show. Using technology, and with purposeful thought, today’s educators can draw on an almost unlimited pool of resources to design and construct learning experiences that are engaging, relevant, and most of all, successful. These successful experiences are also expected to develop future learners as proactive human beings that help in the positive social motion of their communities

This year’s conference will explore several ideas that relate to designing learning experiences that use the digital resources available today in interesting and educationally effective ways to create motion at different levels. Our goal is to help educators find, select, and integrate these resources with one another in order to create a meaningful learning environment. We would also like to observe and understand how this new learning environment creates motion in society. The key threads are the following:

**Purpose:** Educators today recognize that a purposeful design can significantly improve the quality of learning. Accreditation standards worldwide are increasingly focused on learning outcomes, which must be clearly expressed and successfully achieved. How can the technology of social media, mobile gadgets, etc. enrich the purposeful design of learning? What are the key processes and guiding principles? What innovative and engaging resources are available today?

**Art:** One of the biggest uses of computers, especially among the youth, is as a tool for creating art. It is important for educators to recognize this and use it to improve the learning process. In order to do so, we first need to better understand the relationship between art and learning. How do the processes of design and creation relate to effective teaching? How can we use the arts – visual arts, performing arts, applied arts, writing, etc. – to produce engaging learning experiences?

**Motion:** Computers are no longer static pieces of plastic and metal that sit on a desk, and which humans interact with only through a keyboard or a mouse. As motion becomes more and more



integrated in the digital world, how will this impact the use of technology in education? How does motion relate to social connection? And after motion, what comes next?

This year's conference aims to promote a vision of purposefully designed education broadened by art, motion, and technology. Learning has moved beyond the walls of the physical classroom.

Through the conference we hope to help today's educators respond to this new reality and thus contribute to the growth of today's learners and of society as a whole.

The Learning and Technology conference aims to provide a forum for sharing knowledge, experience and creative ideas among researchers, academicians, professors, educational scientists and technologists, industry and companies in all areas of education and technology.

**This year, Effat University is working closely with IEEE as an academic partner to provide a rich, interactive and learning-oriented symposium program.**

It is a great pleasure for us to invite persons and institutions who have significant contributions in Education and Technology to submit papers related to this year's theme.

We invite submissions on the following topics.

Topic	Description	Examples
<b>Informalizing and Personalizing Learning</b>	Making learning personal and informalized	<ul style="list-style-type: none"><li>• Personal Learning Environments</li><li>• Social networking</li><li>• Gaming</li></ul>
<b>Youth and Learning by Design</b>	How do youth see the learning processes	<ul style="list-style-type: none"><li>• Digital native learning from digital immigrants</li></ul>
<b>Tools, Products, and Technologies</b>	Supporting technologies available for learning by design	<ul style="list-style-type: none"><li>• Video, graphics, animation and audio technology</li><li>• Simulations</li><li>• Virtual Reality</li><li>• Virtual Worlds</li><li>• Collaboration</li><li>• Mobile Learning Technologies</li></ul>
<b>Pedagogy, Teaching and Learning</b>	Pedagogy and Methods for effective learning and/or teaching	<ul style="list-style-type: none"><li>• Curriculum Development</li><li>• Methodologies</li><li>• Learning and Teaching Strategies</li><li>• Learner as designer</li><li>• Relationship between art and learning</li><li>• Tools for teaching creativity, problem</li></ul>

		solving, communication, leadership, etc. • Lessons learned and best practices
<b>Social and Cultural Issues</b>	The social and cultural impact of learning by design on different aspects and views	• Cultural issues • Virtual environments and human behavior • Psychology of learning by design • Case studies
<b>Evaluation of the Learning</b>	Evaluation of the Learning by design methodologies	• Effect on the learner • Evaluation of the use of art in Learning by Design • Key processes and guiding principles in evaluating the learning by design
<b>Future Trends</b>	Advanced Research	• Emerging technologies and methodologies

### Forms of participation: Papers, Workshops, and Posters

Contribution may take the form of a paper, a workshop, or a poster. Please indicate your choice of presentation when you submit the abstract.

### Abstract Submissions:

To be considered for review, an abstract must include:

- A title which clearly identifies the conference theme being addressed
- Keywords: 4 to 5 keywords
- A statement specifying the purpose of the paper
- Methodology/Approach followed
- Findings (if applicable)
- Research limitations (if applicable)
- Practical implications (if applicable)
- Originality of the work (value) for research paper and posters
- Form of the participation (paper, workshop, poster)
- Target audience

The abstract should be approximately 600 words in length, but no less than 400 or more than 800 words.

### Papers

Researchers are invited to submit research papers related to the conference topics as listed above. Paper length should be at least 8 pages not to exceed 12 pages. Authors are required to read the

Springer Author Guidelines and use the Springer Lecture Notes Template available from the following link:

<http://www.springer.com/computer/lncs?SGWID=0-164-7-72376-0>.

The relevant template in MS Word format is available at

[http://www.springer.com/cda/content/document/cda\\_downloaddocument/word.zip?SGWID=0-0-45-72919-0](http://www.springer.com/cda/content/document/cda_downloaddocument/word.zip?SGWID=0-0-45-72919-0).

- **Top 10 best peer-reviewed papers will be granted a full scholarship which includes Travel and Lodging expenses.**
- **Reviewed papers will be published in a special issue of the sponsoring journal: International Journal of Knowledge Society Research (IJKSR) ( <http://www.igi-global.com/ijksr>)**

### **Workshops (Half to Full Day)**

Workshop proposals are related to intensive training on tools or systems of interest to educators and businesses people. Companies are welcome to conduct workshops and award certificates to attendees.

### **Posters**

Posters are alternatives for full research papers. Researchers or students are invited to showcase their work in progress by means of a poster. Posters will be displayed throughout the conference. Full instructions on posters format will be given to the ones that are accepted for presentations.

**A prize will be awarded to the best poster.**

### **Submission procedure**

1. Go to <https://cmt.research.microsoft.com/LT2011/>
2. Create an author account with username and password
3. Login in with your new account information
4. Submit your contribution in word or pdf format.
5. You may return to the same account to get feedback from the Academic committee.

All submissions are assessed by at least two independent reviewers. All accepted papers are required to have at least one registered author per paper.

### **Visa Support**

Effat University will provide support with the visa issuance for all participants.

### **Important dates**

Abstract submission deadline	<b>August 31, 2011</b>
Research paper submission deadline	<b>September 15, 2011</b>



Notification to authors	<b>September 30, 2011</b>
Camera ready papers submissions	<b>October 15, 2011</b>
Learning and Technology Conference	<b>December 12-13, 2011</b>

### **Contacts**

For any inquiries about the conference, please send email to [LT@effatuniversity.edu.sa](mailto:LT@effatuniversity.edu.sa) or call Dr. Akila Sarirete, at +966 2 636 4300 ext 2322.