

IADIS INTERNATIONAL CONFERENCE

Cognition and Exploratory Learning in Digital Age (CELDA 2004)

15 - 17 December 2004 Lisbon, Portugal

Endorsed by: IEEE Technical Committee on Learning Technology

Types of Contributions

> Full Papers > Short Papers > Posters / Demonstrations > Tutorials

Important Dates

Submission Deadline: 17 May 2004

Notification to Authors: 13 September 2004

Final Camera-Ready Submission and Early Registration: Until 18 October 2004

Late Registration: After 18 October 2004

Conference background and goals

The IADIS CELDA 2004 conference aims to address the main issues concerning with the evolving learning processes and supporting pedagogies and applications in digital age.

There have been huge advancements in both cognitive psychology and computing that have affected the educational arena. The convergence of these two disciplines has never been faster before and this marriage has affected the very basis of the academia. Paradigms such as just-in-time learning, constructivist approaches, student-centered learning and collaborative approaches have emerged, and are being supported by technological advancements such as simulations, virtual reality and multi-agents systems to name a few. This merger has created both opportunities and areas of serious concerns.

This conference aims to cover both technological as well as pedagogical issues related to these developments. Main tracks have been identified (see back). However innovative contributions that do not fit into these areas will also be considered as long as they are directly related to the overall theme of the conference.

<http://www.iadis.org/celda2004>



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Topics of Interest

Topics for this conference include, but are not limited to the following areas:

- ▶ Acquisition of expertise
- ▶ Assessing progress of learning in complex domains
- ▶ Assessment of exploratory learning approaches
- ▶ Assessment of exploratory technologies
- ▶ Cognition in education
- ▶ Collaborative learning
- ▶ Educational psychology
- ▶ Exploratory technologies (such as simulations, VR, i-TV and so on)
- ▶ Just-in-time and Learning-on-Demand
- ▶ Learner Communities and Peer-Support
- ▶ Learning Communities & Web Service Technologies
- ▶ Pedagogical Issues Related with Learning Objects
- ▶ Learning Paradigms in Academia
- ▶ Learning Paradigms in Corporate Sector
- ▶ Life-long Learning
- ▶ Student-Centered Learning
- ▶ Technology and mental models
- ▶ Technology, learning and experience
- ▶ Virtual University

Details of Contributions

Contributions may be submitted in the following formats:

- ▶ Full Papers - These include mainly accomplished research results and have 8 pages at the maximum (5,000 words).
- ▶ Short papers - These include fresh concepts, preliminary research results but may also contain work-in-progress reports. These have 4 pages at maximum (2,500 words).
- ▶ Posters / Demonstrations - These contain implementation information or work-in-progress and have 2 pages at maximum (1250 words).
- ▶ Tutorials - Tutorials can be proposed by scholars or company representatives. A proposal of maximum 250 words is expected.

Format of the Conference and Proceedings

The conference will comprise of invited talks, oral presentations for discussion-oriented papers, and poster sessions for work-in-progress. The proceedings of the conference will be published in the form of a book with ISBN and CD-ROM. Authors of selected papers will be invited to publish extended versions of their papers in a reputed International Journal.

Scientific Committee

Conference Chair:

Pedro Isaias, Universidade Aberta (Portuguese Open University), Portugal

Program Co-Chairs:

Kinshuk, Massey University, New Zealand

Demetrios G Sampson, University of Piraeus, Greece

Committee Members (confirmed):

- ▶ Akihiro Kashihara, The University of Electro-Communications, Japan
- ▶ Alfred Bork, University of California, Irvine, USA
- ▶ Alison Green, Open University, UK
- ▶ Ashok Patel, Aston University, UK
- ▶ Calros Oliveira, European Commission
- ▶ David Jonassen, University of Missouri, USA
- ▶ David Merrill, Utah State University, USA
- ▶ David Wiley, Utah State University, USA
- ▶ Dietrich Albert, University of Graz, Austria
- ▶ Emmanouel Koliadis, University of Athens, Greece
- ▶ Erica Melis, German Research Center for Artificial Intelligence, DFKI, Germany
- ▶ Hiroaki Ogata, Tokushima University, Japan
- ▶ Jaakko Kurhila, University of Helsinki, Finland
- ▶ Johannes Cronje, University of Pitoria, South Africa
- ▶ Katherine Sinitsa, International Research Training Center for Information Technologies and Systems, Ukraine
- ▶ Konrad Morgan, University of Bergen, Norway
- ▶ Marcelo Milrad, Vaxjo University, Sweden
- ▶ Michael Kelleher, Learning Futures, UK
- ▶ Mike Spector, Florida State University, USA
- ▶ Mimi Recker, Utah State University, USA
- ▶ Nian-Shing Chen, National Sun-Yat Sen University, Taiwan
- ▶ Nikolaos Avouris, University of Patras, Greece
- ▶ Norbert Seel, University of Freiburg, Germany
- ▶ Peter Goodyear, University of Sydney, Australia
- ▶ Piet Kommers, University of Twente, The Netherlands
- ▶ Qun Jin, Waseda University, Japan
- ▶ Reinhard Oppermann, Fraunhofer - FIT, Germany
- ▶ Riichiro Mizoguchi, Osaka University, Japan
- ▶ Roger Hartley, Leeds University, UK
- ▶ Rory McGreal, University of Athabasca, Canada
- ▶ Roy Pea, Stanford University, USA
- ▶ Shelley Shwu-Ching Young, National Tsing Hua University (NTHU), Taiwan
- ▶ Stella Vosniadou, University of Athens, Greece
- ▶ Symeon Retalis, University of Piraeus, Greece
- ▶ Teresa Cerratto Pargman, University of Stockholm, Sweden
- ▶ Toshio Okamoto, The University of Electro-Communications, Japan
- ▶ William J. Clancey, NASA Ames Research Center and Institute for Human and Machine Cognition, Pensacola, USA

For the full Committee Members list please access: <http://www.iadis.org/celda2004/committees.asp>

Location

The conference will be held in Lisbon.

The capital of Portugal since its conquest from the Moor in 1147, Lisbon is a legendary city with over 20 centuries of History.

Lisbon, also known as the "town of seven hills", due to its excellent location, washed in the west by the Atlantic Ocean, offers a moderate climate.

Lisbon is one of the European capitals where night is enjoyed to the full. The riverside, with its wealth of pavement cafés, bars and discos or in the more traditional Bairro Alto, have a drink and a dance. In the Alfama and Bairro Alto, listen to fado, songs from Portuguese soul, played here in the Lisbon style.