

CALL FOR PARTICIPATION



EdMedia 2017

World Conference On Educational Media & Technology

Washington, D.C.

June 20-22, 2017 • The Westin Alexandria Hotel

Call for Proposals: December 19, 2016

Early registration: May 25, 2017



**Association for the Advancement
of Computing in Education**
www.aace.org



www.LearnTechLib.org

www.aace.org/conf/edmedia

INVITATION

EdMedia 2017 – World Conference on Educational Media & Technology is an international conference, organized by the Association for the Advancement of Computing in Education (AACE). This annual conference serves as a multi-disciplinary forum for the discussion and exchange of information on the research, development, and applications on all topics related to multimedia, hypermedia and telecommunications/distance education. EdMedia, the premiere international conference in the field, spans all disciplines and levels of education and annually attracts more than 1,500 leaders in the field from over 70 countries. We invite you to attend EdMedia and submit proposals for papers, panels, roundtables, tutorials, workshops, posters/ demonstrations, corporate showcases/demos, and SIG discussions. The Conference Review Policy requires that each proposal will be peer-reviewed by for inclusion in the conference program, proceedings book, and online proceedings available on LearnTechLib – The Learning Technology Library.

Information for Presenters

The general principles applying to all presenters are:

- All communication will be with the listed contact author, who is responsible for communicating with co-presenters of that session.
- All presenters must register and pay the registration fee (approximately \$495 members, \$595 non-members (\$US), Virtual Presentation approximately \$295 (\$US).
- The conference will secure basic equipment needed for presenters.

Presentation Categories

The technical program includes a wide range of interesting and useful activities designed to facilitate the exchange of ideas and information.

- Keynote Speakers/Invited Speakers
- Full & Brief Papers
- Best Practices
- Panels
- Symposia
- Roundtables
- Posters/Demonstrations
- Corporate Showcases
- Workshops
- Corporate Demonstrations/Literature
- Virtual Brief Papers
- Virtual Posters
- Virtual Corporate Showcases

Hotel Arrangements

Special hotel room rates will be available to conference attendees at the Westin Alexandria hotel.

Corporate Participation

A variety of opportunities are available to present research-oriented papers, or to showcase and market your products and services. For information about Corporate Showcases (30 minutes) and Corporate Demonstrations (2-hours, scheduled with the Poster/Demos) see:

www.aace.org/conf/edmedia/corporate.htm

Proceedings & LearnTechLib Digital Library

Accepted papers will be published by AACE in the Conference Proceedings and internationally distributed online via The Learning Technology Library - LearnTechLib.org, sponsored by AACE, (www.LearnTechLib.org). This Proceedings serves as a major source document indicating the current state of the teacher education and information technology. Each Conference registrant will receive permanent online access to the Conference Proceedings. Selected papers may be invited for publication in AACE's respected journals especially in the Journal of Educational Multimedia and Hypermedia (JEMH), International Journal on E-Learning (IJEL), or Journal of Interactive Learning Research (JILR). See: www.aace.org/pubs

Paper Awards

Papers present reports of significant work or integrative reviews in research, development, and applications related to the educational multimedia, hypermedia and telecommunications/distance education. All presented papers submitted during the first call for proposals will be considered by the Program Committee for Outstanding Paper Awards. There will also be an award for Outstanding Student Paper (therefore, please indicate with your submission if the primary author is a full-time student).

Registration Includes

The registration fee for Presenters includes:

- Keynote & Invited Speakers
- 700+ concurrent sessions in varied formats to suit individual needs
- Proceedings access via the LearnTechLib Digital Library
- Abstracts access via the LearnTechLib Digital Library
- Access to papers, presentation files, and discussion via the online conference and social platform at AcademicExperts.org
- Presenter AV provided at no cost: PC, Internet, projector, & screen
- Free onsite wireless network for use in meeting rooms/public areas
- Technical support
- Newcomer orientations/receptions
- 150+ Poster/Demo sessions
- Complimentary Welcome Reception
- Morning and afternoon refreshment breaks
- Corporate Sessions
- "My Conference" tool to create a customized conference schedule
- Job posting bulletin board – sponsor: AACE Career Center

EdMedia 2017 Topics

The scope of the conference includes, but is not limited to, the following major topics as they relate to educational media and technology:

Infrastructure

- Architectures for Educational Technology Systems
- Design of Distance Learning Systems
- Distributed Learning Environments
- Methodologies for System Design
- Multimedia/Hypermedia Systems
- WWW-based Course-Support Systems

Tools & Content-oriented Applications

- Agents
- Authoring Tools
- Evaluation of Impact
- Groupware Tools
- Interactive Learning Environments
- Multimedia/Hypermedia Applications
- Research Perspectives
- Virtual Reality
- WWW-based Course Sites & Learning Resources

New Roles of the Instructor & Learner

- Constructivist Perspectives
- Cooperative/Collaborative Learning
- Implementation Experiences
- Improving Classroom Teaching
- Instructor Networking
- Instructor Training and Support
- Pedagogical Issues
- Teaching/Learning Strategies

Human-Computer Interaction (HCI/CHI)

- Computer-Mediated Communication
- Design Principles
- Usability/User Studies
- User Interface Design

Cases & Projects

- Country-Specific Developments
- Exemplary Projects
- Institution-Specific Cases
- Virtual Universities

Universal Web Accessibility

This topic strand provides information to help adhere to laws, regulations and guidelines to make electronic accessibility available to those with physical challenges.

- Emerging Technologies & Accessibility
- Infrastructure, Technology & Techniques
- International Challenges
- New Roles for Teachers/Learners
- Other: Research, Library Issues, etc
- Policy and Law
- Site Management Considerations

Indigenous Peoples & Technology

This topic provides information on the issues and applications related to indigenous peoples and technology. Submissions are invited on the following non-exclusive list of topics.

- The Internet's Effects on Linguistic Diversity
- Promoting Indigenous Language Development via Discussion & Chat
- Multimedia Support of Language & Culture
- Exploring Language with Digital Resources
- Cultural Attitudes and Technology Acceptance
- Modifying Computers to meet Minority Language Requirements
- Oral Tradition Meets Voice Dictation
- Voice Over IP (VOIP), Net Meetings and Collaborative Thinking
- Asynchronous, Reflective Discourse
- Online Dictionaries and Language Development

SUBMISSION INFORMATION

FULL PAPERS

Presentation time: 25 minutes

Proposal submission length: At least 7 pages, properly formatted as per the guidelines; maximum of 10 pages. An abstract is not sufficient to be evaluated as a Full Paper.

Proceedings length: 10 pages maximum, 7 pages minimum

AV equipment provided: PC, Projector, Wifi

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics.

• **Systems & Resources** – Papers related to projects, technical developments, systems, and resources:

The paper should indicate:

- Whether this work is just beginning, on-going, or completed;
- The partners involved;
- The major goals and the basic approach - this includes the educational problem addressed or the new educational opportunity created;
- A brief review of previous work as a background;
- A clear description of what has been developed, including schematic overviews and screen dumps (if applicable);
- Any validation (usability testing, pilot testing, expert evaluation, etc) that has taken place;
- Future work and implications for others.

The reference list for this kind of paper should include URLs for the work, and at least a few literature references.

• **Conceptual & Empirical Studies** – Reviews, conceptual overviews, evaluations and empirical studies:

The paper should indicate:

- The topic;
- The motivation for the work;
- The major questions addressed;
- The general process and conceptual framework, with references to literature;
- The concrete method, with sufficient detail on instruments and procedures;
- Major points or results;
- Implications.

This paper category requires a strong and up-to-date well synthesized literature review, with work from a variety of sources (not just the research team of the author), and also an appropriate writing and presentation style for a scholarly review or overview.

• **Case Studies** – Papers related to local experiences (e.g., a course or a prototype tested in a local situation):

The paper should indicate

- The most important features of the context;
- A description of the problem in both local and conceptual terms;
- A description of who, what, why, and how, including screen dumps if relevant;
- Implications for the local setting or the local prototype; and
- Implications for others outside the local setting.

This paper category should include a reference list with relevant URLs, and a few citations to papers related to the local problem, but from outside the local setting. The latter is to indicate that the author can see the local situation in a broader and more general context.

• **Other** – For authors who do not feel they fit in any of the above. The Program Committee may request that the author revise the paper to relate to one of the above categories, or may accept it as submitted.

FULL PAPERS: JOURNAL PUBLICATION

Full Paper: Journal Publication accepted papers will be published both in the conference Proceedings and as an article in an AACE journal. A final version will be requested prior to journal publication.

Presentation time: 25 minutes

Proposal submission length: At least 7 pages, properly formatted as per the guidelines; maximum of 15 pages. An abstract is not sufficient to be evaluated as a Full Paper.

Proceedings length: 15 pages maximum, 7 pages minimum

AV equipment provided: PC, Projector, Wifi

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics.

BRIEF PAPERS

Presentation time: 15 minutes

Proposal submission length: At least 4 pages, properly formatted as per the guidelines; maximum of 6 pages. An abstract is not sufficient to be evaluated as a Brief Paper

Proceedings length: 6 pages maximum

AV equipment provided: PC, Projector, Wifi

These papers are brief, more condensed presentations or work-in-progress projects.

New Developments – Descriptions of new extensions to existing projects or newly initiated projects.

Project Opportunities – Descriptions of projects underway that include opportunities for additional project partners.

Demonstrations

Other – For authors who do not feel they fit in any of the above. The Program Committee may request that the author revise the paper to relate to one of the above categories, or may accept it as submitted.

The submission should clearly indicate:

- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation;
- Relevant URLs or literature references.

BEST PRACTICES

Presentation time: 20 minutes

Submission length: 1-2 paragraphs

Proceedings length: 6 pages (for proceedings) or 150-word Abstract

AV equipment provided: PC, Projector, Wifi

Best Practices session presenters discuss and demonstrate their organization's multimedia and/or online learning strategies, techniques, issues, solutions, and courseware. This is an opportunity to Inform attendees about the lessons learned and future plans from those who have designed, developed, and implemented multimedia/online learning.

PANELS

Presentation time: 1 hour

Proposal submission length: 2-6 pages (1,250-3,750 words)

Proceedings length: 6 pages maximum for each paper

AV equipment provided: PC, Projector, Wifi

A Panel, consisting of 3-5 people (including chair), presents views on a common theme, issue, or question, and then discusses them with the audience. Panel must present an opportunity for the audience to hear well reasoned arguments and discussions about pertinent topics as seen from a variety of viewpoints. For example, "on-line testing" could be a Panel discussion with panelists presenting arguments in support of, and in opposition to, testing. Panels must include the audience. Thus, panelists should take no more than 30, of the total 60 minutes, to make their case and then guide the audience through discussion and series of questions and answers. In an effort to present differing viewpoints, it is a requirement that panelists can NOT all represent the same institution, research project, or association. Panel selection will be based on the importance, originality, focus and timeliness of the topic; expertise of proposed panelists; as well as the potential for informative AND controversial discussion.

Panels must allot at least 50% of the time for interaction/discussion with the audience.

The Panel leader should provide an abstract describing the panel and a submission file with the following sections that describe the panel:

1. introduction that links theme to literature and its significance for the field of information technology and education, around 150 word abstracts of each panelists' perspective,
2. list of panelists' perspective titles and authors, with their organizations, and countries in the order they will be presented, and
3. outline of how the panel will be organized. After acceptance, the Panel coordinator will be given the option to invite Panel authors to submit their papers to a specific website. Until then, authors should NOT submit their individual papers for the Panel. Contributing authors may choose to publish their papers in the Proceedings as a Full or Brief Paper. The Panel abstract will only appear in the conference Abstract book.

SUBMISSION INFORMATION

ROUNDTABLES

Presentation time: 1 hour
Proposal submission length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum
AV equipment provided: Wifi, round table, electricity

These sessions allow maximum interaction in informal, small-group discussions on a single topic. The format is appropriate for papers, projects, or work-in-progress that encourage discussion. Roundtables share a room with 2-3 other concurrently held Roundtables.

If you wish to bring a PC, you could demonstrate a new piece of software, illustrate the process of using it, show participants some of the complexities and tricks about it, and give them an opportunity to try it themselves.

Internet (via your wireless card) and electricity will be provided. A screen and projector will not be provided as this is an informal small group discussion environment not conducive for projecting images from a distance.

These sessions are also appropriate for discussion of instructional strategies, procedures, and evaluation procedures. The idea is not to give a definitive workshop on the topic but provide participants with enough information for them to decide whether their needs can be met with the program or procedure.

If software is to be discussed, include a description of the software and the objectives of the session.

POSTER/DEMONSTRATIONS

Presentation time: Approx. 2 hours
Proposal submission length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum
AV equipment provided: 4x8' poster board, 6' table, 1-2 chairs, electricity, Wi-Fi

Poster/Demonstration sessions enable researchers and non-commercial developers to demonstrate and discuss their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

Poster/Demonstration proposals must include:

- Description of the planned Poster/Demonstration; should emphasize the problem, what was done, and why the work is important.

Poster/Demonstration presenters will be required to arrange for their own systems software and hardware.

CORPORATE DEMONSTRATIONS/LITERATURE

Presentation time: Approx. 2 hours
Proposal submission length: 1-2 paragraphs
Proceedings length: No pages
AV equipment provided: 4x8' poster board, 6' table, 1-2 chairs, electricity, Wifi

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled with Poster/Demonstrations grouped together in open exhibition-style, usually all in one hall. This is an informal event with a circulating conference-wide audience. Sales are permitted. You may stock and sell your product at your table.

CORPORATE SHOWCASES

Presentation time: 30 minutes
Proposal submission length: 1-2 paragraphs
Proceedings length: 150-word Abstract
AV equipment provided: PC, Projector, Wifi

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled concurrently only with other Showcases. Presentation rooms generally accommodate 50-150 people, theatre-style. This is a more formal presentation than the Corporate Demonstration.

WORKSHOPS

Presentation time: 3.5 hours
Proposal submission length: see information below
Proceedings length: no pages
AV equipment provided: Instructor PC, Projector, Wifi

Workshops are intended to enhance the skills and broaden the perspective of their attendees. They should be designed to introduce a rigorous framework for learning a new area or to provide advanced technical training in an area. Submissions will be selected on the basis of the instructors' qualifications for teaching the proposed Workshop and their contribution to the overall conference program.

Note: An Instructor PC, projector, screen and Wi-fi will be provided for the room. Due to the extra expense required, a lab of computers cannot be furnished. If your Workshop is hands-on, please state what equipment you will bring and/or whether participants should BYOL-Bring Your Own Laptop.

Workshop proposals must include:

- Clear description of the objectives;
- Intended audience (experience level and prerequisites);
- 200-word abstract;
- 1-page topical outline of the content; and
- Summary of the instructor's qualifications.

SYMPOSIA

Presentation time: 2 hours
Proposal submission length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum for each paper
AV equipment provided: PC, Projector, Wifi

A Symposium is a collection of Full and/or Brief Papers on a theme that has been coordinated and led by the symposium's leader(s). Each Symposium that is accepted will be allocated two adjacent hour-long slots in the conference program.

The Symposium leader should provide an abstract briefly describing the symposium and a submission file with the following sections:

- 1) introduction that links the theme to the literature and its significance for the field of information technology and education, around 150 word abstracts of each paper,
- 2) list of paper titles and authors, with their organizations, and countries in the order they will be presented and indicating which will be presented the first and second hours, and
- 3) outline of how the symposium will be organized.

After acceptance, the Symposium coordinator will be asked to invite Symposium authors to submit their papers to a specific website. Until then, authors should NOT submit their individual papers for the Symposium.

Contributing authors may choose to publish their papers in the Proceedings as a Full or Brief Paper. The Symposium abstract will only appear in the conference Abstracts book.

SUBMISSION REQUIREMENTS

**Submit all proposals by completing the online form at:
conf.aace.org/edmedia/submission**

All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC) file formats using the online form. No hard copy paper, faxed, or e-mail submissions will be accepted.

Please send your proposal only ONE time.

Questions? Contact AACE at: conf@aace.org
Technical Issues: tech@aace.org



Virtual Presentations

In consideration of presenters who may be unable to attend EdMedia in person due to funding or time constraints, Virtual Presentations have been added to the program with the same validity (publication, certification, etc.) as the face-to-face (F2F) conference and with the capability to interact with session participants.

Why a Virtual Presentation?

- Saves money. No travel, accommodation, and restaurant costs
- Saves time. No travel or away time required.
- Allows you to participate when you schedule your time to do so.
- Same validity as the face-to-face (F2F) conference (publication, certification, etc.).
- Paper published in Digital Library proceedings.
- Publish and share all supporting media (PPT, video, etc.) in the Digital Library proceedings.
- Capability to interact with your session's participants (async) prior to, during, and after the event.
- Participate in all conference session discussions (async).
- Viewing of keynote and invited speaker talks.
- Virtual presentations are green and reduce your carbon footprint.
- And more...

Virtual Registration Includes

- Paper published in Digital Library proceedings.
- Capability to interact with your session's participants (async) prior to, during and after the event.
- Technical support for online presentation platform.
- Access to Keynote & Invited Speaker talks.
- Access to all conference session discussions (async).
- Viewing of keynote and invited speaker talks.
- Proceedings access via LearnTechLib Digital Library

VIRTUAL BRIEF PAPERS

Presentation time: 30 minutes

Proposal submission length: At least 4 pages, properly formatted as per the guidelines; maximum of 6 pages. An abstract is not sufficient to be evaluated as a Brief Paper.

Proceedings length: 6 pages maximum

Virtual Brief Paper sessions enable research, developers, and practitioners to present and asynchronously discuss, via the conference website and online Discussion board, their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

These papers are brief, more condensed presentations or work-in-progress projects. These sessions also may be new extensions to existing projects, newly initiated projects, and/or projects underway that include opportunities for additional partners..

Virtual Paper proposals must include:

- Description of the planned Brief Paper should emphasize the problem, what was done, and why the work is important

The submission should clearly indicate:

- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation;
- Relevant URLs or literature references.

To be included in the Final Program, accepted Virtual Brief Paper presenters will be need to register by the confirmation deadline and also submit their presentation as a PowerPoint file, PPT or PPTX (without audio or video.) All presentation files will be reviewed.

VIRTUAL PRESENTATIONS SUBMISSION REQUIREMENTS

Submit all proposals by completing the Web form at: conf.aace.org/edmedia/submission

All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC) file formats using the Web form. No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.

After submitting your proposal, use the menu at conf.aace.org/edmedia/submission and select "Add Files to Submission" to upload supporting media i.e., PowerPoint and final paper files. Instructions to record optional audio and participate in the virtual conference will be sent to all accepted & registered authors.

At least one author must confirm by registering by the early registration deadline.

Questions? Contact AACE at: conf@aace.org

Technical Issues: tech@aace.org

BACKGROUND

The EdMedia conference series originated as the International Conference on Computers and Learning (ICCAL) which was held as a major international symposium in: Calgary, Canada (1987); Dallas, USA (1989); Hagen, Germany (1990); Wolfville, Canada (1992); EdMedia conferences have been held in: Orlando, USA (1993); Vancouver, Canada (1994); Graz, Austria (1995); Boston, USA (1996); Calgary, Canada (1997); Freiburg, Germany (1998); Seattle, USA (1999); Montreal, Canada (2000); Tampere, Finland (2001); Denver, Colorado (2002); Honolulu, Hawaii (2003); Lugano, Switzerland (2004); Montreal, Canada (2005); Orlando, Florida (2006); Vancouver, Canada (2007); Vienna, Austria (2008); Honolulu, Hawaii, USA (2009); Toronto, Canada (2010); Lisbon, Portugal (2011); Denver, Colorado (2012); Victoria, British Columbia (2013); Tampere, Finland (2014); Montréal, Québec (2015); and Vancouver, BC (2016). EdMedia 2017 is the 29th in this series of internationally respected meetings.

WASHINGTON D.C.

Historical Heart of America



Washington, D.C., officially called the District of Columbia, is the capital of the United States. It was founded on July 16, 1790 and today has a city population of 599,657. It should be noted however, that during the week, Washington, D.C.'s population rises to well over one million people due to suburban commuters.

In 1790, Congress directed selection of a new capital site, 100 sq. miles, along the Potomac River. When the site was determined, it included 30.75 sq. miles on the Virginia side of the river. In 1846, however, Congress returned that area to Virginia, leaving the 68.25 sq. miles ceded by Maryland. The seat of government was transferred from Philadelphia to Washington on Dec. 1, 1800, and has remained in D.C. until present day. In 1801, the Organic Act officially organized the District of Columbia and it was expanded to include Washington, Georgetown and Alexandria.

D.C. is home to all three branches of the U.S. government as well as many international organizations and the embassies of 174 foreign nations. Though it operates as the center of U.S. government, it is still considered separate from its neighboring states (VA and MD.) D.C. is governed by a mayor and a city council, but the U.S. Congress has the highest authority and can overturn local laws if necessary.

The federal government and tourism are the mainstays of the city's economy, and many unions, business, professional, and nonprofit organizations are headquartered there. Washington, D.C. currently has a large growing economy that is mainly focused on the service-sector and government jobs. In addition to government jobs, Washington, D.C. also has industries related to education, finance and research. Among the city's many educational institutions are the Catholic University of America, Georgetown University, Howard University, and Gallaudet University. Cultural attractions include the National Gallery of Art, the Smithsonian Institution, the John F. Kennedy Center for the Performing Arts, and the Folger Shakespeare Library.

Washington, D.C. is world renowned for its historical background and is considered a cultural center of the U.S. Among its many iconic American landmarks are the US Capitol and the White House, as well as the National Mall, the National Museum of Natural History, the Washington Monument, and the Lincoln and Jefferson Memorials, just to name a few. There is so much more to discover and so many pieces of American history you can experience.

We expect Washington, D.C. and the surrounding area to provide a wonderful backdrop to another exciting AACE conference. We hope you'll make plans to join us at **EdMedia 2017**, being held June 20-22, 2017.



Airports

**Reagan National
Airport**
**Dulles International
Airport**
**Baltimore/Washington
International
Thurgood Marshall
Airport**

**For more information, please visit:
Washington.org & aace.org/conf/edmedia**

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Association for the
Advancement of Computing in Education

Celebrating 30+ Years of Service to the IT in Education/E-Learning Community

Invitation to Join

The Association for the Advancement of Computing in Education (AAACE) is an international, non-profit educational organization. The Association's purpose is to advance the knowledge, theory, and quality of teaching and learning at all levels with information technology.

This purpose is accomplished through the encouragement of scholarly inquiry related to technology in education and the dissemination of research results and their applications through AAACE sponsored publications, conferences, and other opportunities for professional growth.

AAACE members have the opportunity to participate in Special Interest Groups (SIGs), high-quality peer-reviewed publications, and conferences.

Join with fellow professionals from around the world to share knowledge and ideas on research, development, and applications in information technology and education. AAACE's membership includes researchers, developers, and practitioners in schools, colleges, and universities; administrators, policy decision-makers, professional trainers, adult educators, and other specialists in education, industry, and government with an interest in advancing knowledge and learning with information technology in education.

Membership Benefit Highlights

- Gain professional recognition by participating in AAACE sponsored international conferences
- Enhance your knowledge and professional skills through interaction with colleagues from around the world
- Learn from colleagues' research and studies by receiving AAACE's well-respected journals and books
- Receive a subscription to the professional periodical Journal of Online Learning Research (JOLR) [digital]
- Access LearnTechLib—The Learning and technology Library, a valuable online resource that is fully searchable and covers 30+ years of academic journals and international conference proceedings.
- Receive discounts on multiple journal subscriptions, conference registration fees, and LearnTechLib Subscriptions.
- AAACE Social Media enables you to connect with colleagues worldwide!



AAACE Blog:
blog.aace.org



AAACE Facebook:
facebook.com/aaceorg



AAACE Twitter:
twitter.com/aace



aace.org

AAACE MEMBERSHIP

Membership Options

Professional Membership

- Subscription to 1 AACE Journal (*Digital, See journal list below*)
- Full online access to multiyear back issues of that journal
- Discount conference registrations and proceedings
- Discount subscriptions to additional journals
- Access to the AACE Job Board
- All the benefits of AACE Membership

\$125

Student Membership

- All the same benefits of a Professional Membership
- Offered at a discount for students
- **MUST** be enrolled as a full-time student in an accredited educational institution and provide school information below

\$45

Professional Membership PLUS LearnTechLib — The Learning and Technology Library

- All the same benefits of a Professional Membership
- PLUS 1-year subscription to the LearnTechLib with 100,000+ peer-reviewed journal articles, conference papers and presentations, videos, webinars and much more.

\$175

Student Membership PLUS LearnTechLib — The Learning and Technology Library

- All the same benefits of a Professional Membership
- PLUS 1-year subscription to the LearnTechLib
- Offered at a discount for students
- **MUST** be enrolled as a full-time student in an accredited educational institution and provide school information below

\$75

Virtual Membership

New Option!

- Registration as a virtual participant for the following events:
 - EdMedia – World Conference on EdMedia & Technology (Value \$225)
 - E-Learn – World Conference on E-Learning (Value \$225)
- Conference proceedings for AACE events, accessible in LearnTechLib – Education and Information Technology Digital Library
- Full access to LearnTechLib - The Leading Digital Library Dedicated to Education & Information Technology (Value \$150)
- AACE Face-to-Face Conference Registration discounts

\$395 (Value \$600)

Select Your Membership Journals

- Professional & Student Memberships include a subscription to 1 AACE Journal (*Digital, See journal list under Library Subscriptions*)
- Additional journals can be added to your membership
- Non-U.S. postage: add \$15 for shipping EACH Journal outside the U.S. Allow 6-8 weeks for delivery.
- Please choose from options below:

Number of Journals

- 1 Journal **\$125 prof / \$45 student**
 3 Journals **\$235 prof / \$95 student**
 5 Journals **\$345 prof / \$155 student**
 2 Journals **\$180 prof / \$70 student**
 4 Journals **\$290 prof / \$120 student**

Journal Title(s)

- International Journal on E-Learning (IJEL)
 Journal of Interactive Learning Research (JILR)
 Journal of Educational Multimedia and Hypermedia (JEMH)
 Journal of Technology and Teacher Education (JTATE)
 Journal of Computers in Math and Science Teaching (JCMST)
 • Journal of Online Learning Research (JOLR) *Already FREE with membership*

Applicant Information

Membership extends for 1 year from the approximate date of application.

Name: _____ E-mail: _____

Address: _____ City: _____ State: _____

Postal Code: _____ Country: _____ New Member Renewal Membership # _____

If applying as a student please provide School/Institution Name: _____ Expected Graduation Date: _____

Method of Payment (USD)

- Enclosed: Check (U.S. funds & bank, payable to AACE)
- Purchase Order (*Must include \$10 service charge*) Bank Wire (*Must include \$25 service charge*)
- Credit Card: MasterCard VISA AMEX Discover

Rate ____ x No. of Years ____ =

Total \$

Card # _____ Card Exp. Date ____/____/____ Signature: _____