

**PLAN NOW
TO ATTEND!**



E-Learn 2019

World Conference on E-Learning

24TH ANNUAL CONFERENCE • CALL FOR PARTICIPATION

November 4-7, 2019

New Orleans Marriott

NEW ORLEANS, LOUISIANA



AACE

Association for the Advancement of Computing in Education

www.aace.org

Co-sponsored by:

International Journal on
E-Learning

www.aace.org/pubs

 **LearnTechLib**
The Learning and Technology Library

Formerly EdTLib-Education & Information Technology Digital Library

www.LearnTechLib.org

Download the full brochure at www.aace.org/conf/elearn/resources/



2019 Conference At A Glance

Dates:
November 4-7, 2019

Host City:
New Orleans,
Louisiana

This is the
24th Annual E-Learn
Conference



Why Attend E-Learn?

E-Learn is Unique!

E-Learn – World Conference on E-Learning is an international conference organized by **AACE-Association for the Advancement of Computing in Education** and co-sponsored by the International Journal on E-Learning. E-Learn provides a unique forum for education and training professionals to discuss the latest research, development, applications, issues, and strategies, to explore new technologies, and to identify solutions for today's challenges related to online learning.

A variety of opportunities and venues are designed to enable participants to actively learn from and collaborate with a multinational, cross-industry expert faculty and peers on the research, development, diverse learning experiences, implementation and technology needed to improve e-learning.

With 600+ participants from 40+ different countries typically attending this conference, E-Learn is one of the leading international e-learning conferences and gathering of e-learning and distance education professionals.

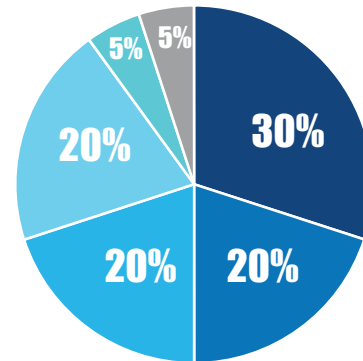
Who Attends?

Anyone can attend and submit proposals to present at conference. The conference is designed to engage:

- Educators in ALL disciplines
- Researchers
- Educational administrators
- Teachers
- Curriculum developers
- Technology & education companies
- Anyone with an interest in e-learning

- **Developers**
- **Researchers**
- **Practitioners***
- **Corporate**
- **Administrators**
- **Others with interests in Innovation**

*Practitioners include teachers, trainers, nurses, etc.



 We welcome attendees from around the world each year!

Get Connected

Visit the **AACE Blog**, for announcements, resources, and ideas from your colleagues at E-Learn and all our AACE Conferences.

aace.org/connect/

You can also find AACE on Facebook and follow us on Twitter!



Read our blog at **aace.org/review**

Venue

New Orleans Marriott Hotel will serve as the conference venue and official accommodations for attendees. Special discounted hotel rates have been secured for conference participants at the conference hotel. Hotel rates are approximately \$189 per night.



Travel

AIR: Louis Armstrong New Orleans International Airport (MSY) is located approximately 25 minutes from the conference hotel. MSY is an international airport servicing most major airlines.

GROUND: MSY has many ground transportation options including train, bus, hotel shuttle service, and taxi. Please see www.flymsy.com/Transportation-Parking.

Registration Benefits

- Access to all Regular Conference Sessions including Keynotes
- Proceedings Access via the LearnTechLib
- FREE Wifi in Conference Areas
- Access to online virtual sessions
- Special Interest Group (SIG) sessions
- Technical support
- 40% discount for LearnTechLib subscription
- Receptions, Refreshment Breaks, and Much More!...

See all registration benefits and rates at:
www.aace.org/conf/elearn/registration/

Social Events

We pack as much fun as possible into our time together! Some of the top events include:

- **Newcomer Welcome:** A fast-paced interactive event. A great way to meet fellow first-time attendees and get acquainted with the conference.
- **Welcome & Closing Parties:** We begin and end the conference with a party, including food, drinks, a photo booth, live music, and more!
- **Posters/Demonstrations:** Mingle with your colleagues as you check out the latest research and developments on display.
- **Local Social Outings:** To make the most of our host cities, we plan one or more local excursions and outings each year. This has included river cruises, canyon hikes, private tours, dinners, and more!



Partner Publication

E-Learn is sponsored in part by the International Journal on E-Learning (IJEL).
aace.org/pubs/ijel



"The E-Learn conference series is about Blending. It is about a coming together or blending of ideas and experiences of the world's leading researchers, developers, and practitioners to all learn from and inform one another. Too often similar groups only associate with each other and, thus, continually exchange similar ideas.

The underlying concept for E-Learn is based on the insight that opportunities to produce great work and achievements are often found at the margins of our individual knowledge. And by providing a forum, such as E-Learn, that exposes us each year to diverse groups of remarkable people, the intersection of ideas and knowledge should present possibilities for personal learning and growth, hopefully with the global goal of creating and improving online learning."

Gary H. Marks, Ph.D.
AACE Executive Director & Founder

Information for Presenters

- All official communication will be with the contact author listed on the paper. Contact authors are responsible for communicating with any co-presenters of that session.
- At least one author must register and pay the registration fee in order to confirm accepted papers for presentation. If multiple authors wish to attend, all must register individually.
- The conference will secure basic equipment needs for presenters. In-room laptops are provided for all Full and Brief Papers, Practitioners Research Sessions, and Workshops. Free wireless internet is made available on all conference-designated floors. We recommend presenters and attendees also bring their own laptop, tablet, or device.

Review Policy

Conference submissions are double-blind peer-reviewed by at least two reviewers who are members of the conference's international Program Committee of experts in fields specifically matching the conference topics. Papers are subject to a double-blind review. Reviewers are required to provide the author with comments intended to improve the content, style, and other issues which should improve the quality of the article.

If the review results are not clear, at least two members of the Program Committee decide whether a paper can be accepted or not, and in which presentation category.

Submission evaluation criteria:

- Potential value/impact of research or developments
- Relevance to conference
- Originality
- Style: Clarity, Length, Originality, Etc.
- Acceptance rate: The acceptance rate for AACE conferences is 25-39%.

Submission Categories

- Full Papers: Research
- Full Papers: Journal Publication
- Brief Papers: Practice-based
- Panels
- Symposia
- Corporate Demo/Literature
- Roundtables
- Full Papers: Practice-Based
- Brief Papers: Research
- Practitioners Research
- Posters
- Workshops
- Corporate Showcase
- Virtual Paper

For the complete list of presentation categories and their submissions requirements, please see aace.org/conf/elearn/presentation-types/.

Proceedings & Publication

Accepted and presented papers are published in the conference proceedings and internationally distributed via LearnTechLib — The Learning and Technology Library, (LearnTechLib.org). This Proceedings serves as a major source document indicating the current state of teacher education and information technology. Each conference registrant will receive permanent online access to the proceedings.

Paper Awards

All accepted and presented papers will be considered for Outstanding Paper Awards within several categories.

Important Dates

Please always refer to aace.org/conf/elearn/deadlines for the most up-to-date deadlines and dates.

- First call proposals due: **July 8, 2019**
- First call authors notified: **August 2, 2019**
- Early registration and confirmation: **October 14, 2019, 5PM CST**

TOPICS

- Advanced Technologies for Learning and Teaching**
 - Collaborative and Cloud Technologies
 - E-publishing/digital Libraries
 - Learning Bots
 - Learning Portfolios
 - Social Networks
 - Social Software (podcasting, wikis, blogs, etc.)
 - Wearable Technologies
- Assessment**
 - Alternative and Innovative e-Assessment
 - Assessment Practices in Cross-Cultural and International Research
 - Performance and Outcome Assessment
- Content Development Tools**
 - Authoring Tools
 - Electronic Publishing Tools for E-Learning
 - Electronic Survey Tools
- Educational Policy, Reform, and Innovation**
 - Contextualized Innovation (accessibility, scalability, usability, & sustainability)
 - Developing an Organizational e-Learning Strategy
 - Education Reform with Technology
 - Faculty Development
 - Government initiatives and programs
 - Mentorship
 - Quality Assurance and Accreditation
 - Teacher Education and Technology Integration
- Evaluation and Quality Improvement Advances**
 - Course, Program, Project, and Other Forms of Evaluation
 - E-learning Benchmarks and Standards
 - Evaluating for Quality Improvement
 - Learner Analytics
 - Performance Measurements
- Global Networks, Partnerships, and Exchanges**
 - Global Competencies and Perspectives
 - Global Courses, Programs, Degrees, and Initiatives
 - Industry-University Partnering
- Innovative Approaches to Learning and Learning Environments**
 - Augmented and Virtual Reality
 - Authentic, Contextualized, and Real-World Learning
 - Case, Scenario, Problem, Project-Based Learning
 - Collaborative Learning
 - Digital Storytelling
 - Game-based Learning
 - Learner-Centered, and Self-Directed Learning
 - Learning Communities
 - Lifelong, informal, and Nontraditional Learning
 - On-demand and Just-in-Time Learning
 - Participatory Learning and Media
 - Personalized Learning Environments
 - Simulations for Learning
- Open Education**
 - Free and Open Source Software
 - MOOCs, Open Teaching, and Open Educational Resources
 - Open Access Publishing
 - Open Education Copyright and Other Legal Issues
 - Open Educational Projects, Partnerships, and Consortia
 - Participatory/Contributory Communities
- Technologies for Socially Responsive Learning**
 - Accessibility
 - Digital and Social Media for Engaging Youth about Cultures
 - Diversity
 - Education for Sustainable Development
 - Ethical, Cultural, Historical, and Social Issues in Technology Use
 - Learning Technologies for Transformational Change
- Twenty-First Century Skills**
 - Computational Skills
 - Creativity and Problem Solving
 - Life and Career Skills
 - Policy, Law and Copyright Awareness
- Virtual and Distance Education**
 - Blended Learning
 - Collaborative Learning
 - E-learning/E-training
 - Flexible Learning
 - Innovative Online Learning and Educational Programming
 - Mobile and Ubiquitous Learning
 - Online Learning Environments

FULL PAPERS: RESEARCH or PRACTICE-BASED

Presentation time: 25 minutes
Proposal submission length: 6-10 pages
An abstract is not sufficient to be evaluated as a Full Paper
Proceedings length: 6-10 pages
AV Provided: PC, Projector, & Wireless internet

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

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: 6-15 pages
An abstract is not sufficient to be evaluated as a Full Paper.
Proceedings length: 6-15 pages
AV equipment provided: PC, Projector, Wireless internet

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: RESEARCH or PRACTICE-BASED

Presentation time: 15 minutes
Proposal submission length: 4-6 pages
An abstract is not sufficient to be evaluated as a Brief Paper
Proceedings length: 4-6 pages
AV Provided: PC, Projector, & Wireless internet

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

The submission should indicate:

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

PRACTITIONERS RESEARCH SESSIONS

Presentation time: 20 minutes
Proposal submission length: 2-6 pages
Proceedings length: 4-6 pages
AV Provided: PC, Projector, & Wireless internet

Practitioners Research session presenters discuss and demonstrate their organization's 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 online learning.

ROUNDTABLES

Presentation time: 1 hour
Proposal submission length: 2-6 pages
Proceedings length: 2-6 pages
AV equipment provided: Table, Wireless internet, electricity when available

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 3-5 other concurrently held Roundtables.

PANELS

Presentation time: 1 hour
Proposal submission length: 2-6 pages
Proceedings length: 2-6 pages maximum for each paper
AV Provided: PC, Projector, & Wireless internet

A Panel, consisting of 3-5 people (including the chair), present their views on a common theme, issue, or question, and then to discuss them with the audience.

The 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, the panelists should take no more than 30, of the total 60 minutes, to make their case and then guide the audience through a 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 and 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:

- introduction that links the theme to the literature and its significance for the field of information technology and teacher education, around 150 word abstracts of each panelists' perspective,
- list of panelists' perspective titles and authors, with their organizations, and countries in the order they will be presented, and
- 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.

WORKSHOPS

Presentation time: 3.5 or 7 hours
Proposal submission length: 2-6 pages
Proceedings length: no pages
AV equipment provided: Instructor PC, Projector, Wireless internet

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.

POSTERS / DEMONSTRATIONS

Presentation time: 2 hours
Proposal submission length: 2-6 pages
Proceedings length: 4-6 pages
AV Provided: 4'x8' poster board, 6' table, 2 chairs*, Wireless internet

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.

These proposals must include:

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

Presenters will be required to arrange for their own systems software and hardware.

**Chairs made available as venue space allows.*

CORPORATE DEMONSTRATIONS

Presentation time: 2 hours
Proposal submission length: 1-2 paragraphs
Proceedings length: 150 words (published only on Academic Experts)
AV Provided: 4'x8' poster board, 6' table, 2 chairs*, & Wireless internet

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.

**Chairs made available as venue space allows.*

CORPORATE SHOWCASES

Presentation time: 30 minutes
Proposal submission length: 1-2 paragraphs
Proceedings length: 150 words (published only on AcademicExperts)
AV Provided: PC, Projector, & Wireless internet

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

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

SYMPOSIA

Presentation time: 2 hours
Proposal submission length: 4-6 pages
Proceedings length: 4-6 pages for each paper
AV Provided: PC, Projector, & Wireless internet

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 teacher 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 publish their papers in the Proceedings as Brief Papers. The Symposium abstract will only appear on the online conference platform..

SUBMISSION REQUIREMENTS

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

All proposals must be submitted by uploading a Word .doc or .docx file 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 Conference Services at: conf@aace.org

SPECIAL INTEREST GROUPS (SIGS) @ E-LEARN

E-Learning Trends and Innovations (TREND) SIG

is a community sharing collaborative focus on creating and exploring contemporary advances in learning technologies that are shaping education for today's and tomorrow's learners. Members discuss, construct, and lead the path toward a collective research-based exploration of emerging educational trends and technology innovations.

Designing, Developing, and Assessing E-Learning (DESIGN) SIG

Making the complex clear, turning difficult into intriguing, raising intellectual curiosity, supporting creative problem solving, posing authentic challenges, building effective scaffolds – contemporary e-learning goes beyond the latest tools and technologies. This SIG aims to bring together researchers and practitioners to debate and collaborate on a variety of instructional design themes.

Sustainable Learning Technologies (SLT) SIG

will endeavor to find SLT solutions for the use of technologies and tools linked to educational applications. The technologies include developing SMART generic thinking tools for identifying, planning, organizing, and implementing projects, and evaluating their overall sustainable impact. These applications will be discussed and explored through this SIG using online social networking tools and in face-to-face meetings.

All virtual and on-location sessions are accessible to all conference registrants via **Academic Experts**

Virtual Presentations

In consideration of presenters who may be unable to attend 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, or restaurant costs.
- Saves time. No travel time or out-of-office time required.
- Allows you to participate on your own schedule.
- Same validity as the face-to-face (F2F) conference.
- Paper published in LearnTechLib Digital Library Proceedings.
- Publish and share all supporting media. (paper, PPT, audio, etc.)
- 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.

Virtual Registration Includes

- Paper published in LearnTechLib 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, papers, and PPTs.
- Access to all conference session discussions (async).
- Viewing of recorded Keynote and Invited Speaker talks.
- Free, permanent online access to conference Proceedings via LearnTechLib (LearnTechLib.org).



VIRTUAL PRESENTATIONS SUBMISSION REQUIREMENTS

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

All proposals must be submitted by uploading a Word .doc or .docx file 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/elearn/submission/ and select "Add Files to Submission" to upload supporting media, i.e., PowerPoint (PPT) and PowerPoint X (PPTX) files. Virtual authors will be sent instructions to record optional audio for their PPT slides.

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

Questions? Contact AACE Conference Services at: conf@aace.org

For more information on presentation types, see:
aace.org/conf/elearn/presentation-types/

Membership Options

Apply online or download a full membership brochure at membership.ace.org.

NEW! FREE Membership Through Your University Library

- If your university or institution already has an active LearnTechLib subscription, you get free membership!
- If your library is not subscribed, recommend them and start saving!

Search For Your Library
& Sign Up!

Check for your institution at
membership.ace.org/inst/

Recommend Your Library
to Subscribe!

Use our recommendation form at
learntechlib.org/recommend-form/

Professional & Student Membership

- Gain professional recognition by participating in AACE 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 AACE's well-respected journals and books
- Receive discounts on multiple journal subscriptions, and conference registration fees

Professional Membership: \$125

Student Membership: \$45

Professional Membership PLUS LearnTechLib – The Learning and Technology Library

AACE Professional Membership PLUS LearnTechLib includes all the benefits mentioned above PLUS, instead of one AACE journal subscription, receive via LearnTechLib all AACE journals and thousands of additional peer-reviewed journal articles, conference papers and presentations, videos, webinars, and much more!

**Professional Membership
+ LearnTechLib: \$175**

**Student Membership
+ LearnTechLib: : \$75**

Select Your Membership Journals

- Professional & Student Memberships include a subscription to 1 AACE Journal
(All journal subscriptions are digital. See list of journals below.)

Journal Title(s)

International Journal on E-Learning (IJEL)
Journal of Educational Multimedia and Hypermedia (JEMH)
Journal of Computers in Math and Science Teaching (JCMST)

Journal of Interactive Learning Research (JILR)
Journal of Technology and Teacher Education (JTATE)
Journal of Online Learning Research (JOLR) *Already FREE with membership*