

**CALL FOR  
PARTICIPATION**



# Global Learn

*Global Conference  
on Learning  
and Technology*  
**2017**

**April 17 & 18, 2017 at  
McCrary Gardens  
Brookings, South Dakota**

**Hosted by:  
South Dakota State University**

**Call for Proposals: February 21, 2017  
Authors Notified: March 13, 2017  
Author Confirmation & Registration: March 24, 2017**

**Organized by:  
South Dakota State University**

**Co-Sponsored by:**



Association for the Advancement of Computing in Education

[www.aace.org](http://www.aace.org)



[www.LearnTechLib.org](http://www.LearnTechLib.org)

**[www.aace.org/conf/glearn](http://www.aace.org/conf/glearn)**

# INVITATION

**Global Learn 2017** – Global Conference on Learning and Technology is an international conference, organized by South Dakota State University and the Association for the Advancement of Computing in Education (AACE).

The mission of Global Learn conferences and events is to further the advancement and innovation in learning and technology. As the educational world becomes increasingly global, new ways to explore, learn, and share knowledge are needed.

Global Learn serves as a means to connect and engage creative educators, researchers, consultants, training managers, curriculum developers, and others in the topics and fields in which they are passionate about. Many individuals are transforming learning environments in local as well as more global ways. Global Learn offers them an opportunity to meet and discuss their ideas, findings, and next steps. Among the other primary aims of Global Learn is to attract new people to the field of education and learning technologies and, hopefully, help inspire a new generation of global learning leaders in countries around the world.

Global Learn conferences are worldwide conferences that are regionally organized by local renowned universities at their campus. Global Learn 2016 is the fourth in this series of internationally respected conferences.

***Global Learn : An International Forum for Researchers, Developers, and Practitioners  
to Learn about the Best Practices/Technology in Higher Education.  
Organized by leading universities from all around the world.***

## Information for Presenters

Details of presentation formats are given on the following pages. General principles applying to all are:

- All communication will be with the contact presenter who is responsible for communicating with all co-presenters of that session.
- All presenters must register and pay the registration fee (Approx \$295 On-Location Member Participation \$US), (\$195 Virtual Participation \$US). See [aace.org/conf/glearn/registration/](http://aace.org/conf/glearn/registration/) for exact rates and details.
- The conference organizers will secure basic equipment needed for presenters.

## Presentation Categories

The program for Global Learn 2016 includes a wide range of interesting and useful activities designed to facilitate the exchange of ideas and information.

- Keynote Speakers
- Full & Brief Papers
- Virtual Brief Papers

## Proceedings & EdITLib Digital Library

Accepted papers will be published by AACE in the Conference Proceedings and internationally distributed via LearnTechLib – The Learning & Technology Library, sponsored by AACE ([www.LearnTechLib.org](http://www.LearnTechLib.org)). These publications will serve as major sources of information for the e-Learning community, indicating the current state of the art, new trends and new opportunities. 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: <http://aace.org/pubs>

## Paper Awards

Papers present reports of significant and innovative work in research, development, and applications related to Learning and Technology. All presented papers 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). Award winning papers will be highlighted in the conference proceedings. See previous award papers featured in LearnTechLib – The Learning & Technology Library, [www.LearnTechLib.org](http://www.LearnTechLib.org).

## IMPORTANT: Registration Online Only

All Registration for Global Learn 2017 must be made online at [conf.aace.org/glearn/registration](http://conf.aace.org/glearn/registration). You must register and confirm your accepted papers no later than March 24, 2017. **NO ON-SITE REGISTRATION** will be available for this conference. **REGISTER EARLY TO RESERVE YOUR SPACE!**

## Registration Includes

- Keynote Speakers
- Accepted Full, Brief, and Virtual Presentations
- Online discussions
- Access to All Proceedings Papers
- Beverage breaks & receptions
- Subscription to the LearnTechLib with access to 130,000+ articles, conference papers, presentations, ebooks, and more! (3 months, \$60 value)
- *Connecting, Sharing, Learning, Innovating* (priceless value)

## Conference Venue & Location

McCrary Gardens  
631 22nd Avenue  
Brookings, SD, 57006

# SUBMISSION INFORMATION

## FULL PAPERS

**Presentation time:** 25 minutes

**Submission proposal length:** 7 pages minimum, 10 pages maximum, (guidelines). An abstract is not sufficient to be evaluated as a Full Paper.

**Proceedings length:** 7 pages minimum, 10 pages maximum

**AV equipment provided:** PC, Projector, 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

**Presentation time:** 15 minutes

**Submission proposal length:** 4 pages minimum, 6 pages maximum

**Proceedings length:** 6 pages maximum

**AV equipment provided:** PC, Projector, Internet

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

**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.

## SUBMISSION REQUIREMENTS

Submit all proposals by completing the Web form at:  
[conf.aace.org/glearn/submission](http://conf.aace.org/glearn/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.

Questions? Contact AACE Conference Services at: [conf@aace.org](mailto:conf@aace.org)

## Themes & Topics:

### 1. Advanced Technologies for Learning and Teaching

Cloud computing  
Collaborative technologies  
E-publishing/digital libraries  
Learning management systems and environments  
Learning portfolios  
Mobile teaching and learning technologies  
Shared online video  
Social networks  
Videoconferencing  
Web 2.0 technologies (podcasting, wikis, blogs, etc.)

### 2. Assessment and Research

Alternative and innovative assessment methods  
Assessment practices in cross-cultural and international research  
Best practices in assessment  
Performance and outcome assessment

### 3. Educational Policy, Reform, and Innovation

Contextualized innovation (accessibility, scalability, usability, & sustainability)  
Education reform with technology  
Government initiatives and programs  
Policy issues and trends  
Quality assurance and accreditation  
Teacher education and technology integration

### 4. Evaluation and Quality Improvement Advances

Best practices in evaluation  
Course, program, project, and other forms of evaluation  
E-learning benchmarks and standards  
Evaluating for quality improvement

### 5. Global Networks, Partnerships, and Exchanges

Global competencies and perspectives  
Global courses, programs, degrees, and initiatives  
Global learning barriers, challenges, and concerns  
Global learning communities  
Global learning partnerships and innovations  
Global studies and education

### 6. Innovative Approaches to Learning & Learning Environments

Authentic, contextualized, and real-world learning  
Case, Scenario, Problem, Project -based learning  
Collaborative learning  
Communities of practice  
Electronic Performance Support Systems (EPSS)  
Game-based learning  
Learner-centered, and self-directed learning  
Learning communities  
Learning management and support systems  
Lifelong, informal, and nontraditional learning  
On-demand and just-in-time learning  
Participatory learning and media  
Personalized learning environments  
Simulations for learning  
Virtual reality learning environments

### 7. Open Education

Free and open source software  
Learning portals  
Localization of content and knowledge  
Online language learning  
Open access publishing  
Open courses, open learning, and open educational resources  
Open education copyright and other legal issues  
Open educational projects, partnerships, and consortia  
Open teaching  
Participatory/contributory communities

### 8. Technologies for Socially Responsive Learning

Digital divide issues, initiatives, and cases  
Digital and social media for engaging youth about cultures  
Diversity training  
Education for sustainable development  
Environmental education  
Ethical, cultural, historical, and social issues in technology use  
Global education online films, documentaries, news, & other media  
Learning technologies for transformational change  
Rural community learning and technology  
Technology solutions for marginalized populations  
Technology uses in cross-cultural and multicultural contexts

### 9. Virtual and Distance Education

Blended learning  
E-learning/E-training  
Flexible learning  
Innovative online learning and educational programming  
Mobile and ubiquitous learning  
Online learning environments



## Virtual Presentations

In consideration of presenters who may be unable to attend Global Learn 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 EdITLib Digital Library Proceedings.
- Publish and share all supporting media (PPT, paper, 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 EdITLib 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.
- Free, Permanent online access to Conference Proceedings via EdITLib ([www.EdITLib.org](http://www.EdITLib.org)).

## VIRTUAL BRIEF PAPERS

**Presentation time:** 30 minutes

**Submission proposal 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 Virtual 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 Presenters must register by the confirmation deadline and submit their PPT or PPTX (without audio or video) presentation file. All presentation files will be reviewed. Accepted submission authors will be sent email instructions on how to record optional audio for their PPT slides. This recording is encouraged but not required. All virtual sessions are presented asynchronously throughout the conference via the online conference platform, [www.AcademicExperts.org](http://www.AcademicExperts.org).*

## VIRTUAL PRESENTATIONS SUBMISSION REQUIREMENTS

**Submit all proposals by completing the Web form at:  
[conf.aace.org/glearn/submission](http://conf.aace.org/glearn/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 or upon acceptance, use the menu at [www.aace.org/conf/glearn/submission/](http://www.aace.org/conf/glearn/submission/) and select "Add Files to Submission" to upload PowerPoint files. Also, at least one author must confirm by registering by the early registration deadline.

Questions? Contact AACE Conference Services at: [conf@aace.org](mailto:conf@aace.org)



**B**rookings is a growing, thriving town-and-gown community where residents, visitors and students enjoy a healthy mix of one-of-a-kind eateries, local boutiques, and numerous outdoor activities. There's no shortage of entertainment, no matter your age. Brookings offers a wide variety of attractions and things to do. The Children's Museum of South Dakota is a must-see for any kid or big kid at heart. Dakota Nature Park and the Outdoor Adventure Center of South Dakota truly bring out the best of our South Dakota selves with kayaking, bird watching, archery and more. The Splash Zone Waterpark brings the fun inside when the weather turns cold, with the largest indoor waterpark in Brookings. South Dakota souvenirs and locally handcrafted items can be found at the South Dakota Art Museum and the South Dakota Agricultural Heritage Museum, located on the campus of South Dakota State University. A visit to Brookings must also include a trip through 25 acres of unique flowers and 45 acres of arboretum at McCrory Gardens. This gorgeous, growing attraction is constantly changing with the seasons.

Bring your appetite to Brookings' numerous national chains, locally-owned restaurants and delightful eateries. The family business runs deep at the Pheasant Restaurant and Lounge, which has been owned and operated by the same family for nearly half a century, and is one of the oldest full-service restaurants in Brookings. Taste a bit of history at Nick's Hamburger Shop and be sure to request their secret relish sauce. This world famous burger joint has been a staple of the community since 1929, where customers can buy 'em by the bag or take a seat at the old fashioned bar stools. Brookings continues to grow its foodie culture with local restaurants featuring farm-to-table concepts and locally sourced products. As a college town, Brookings wouldn't be complete without plenty of pizza options. A total of nine pizza joints supplies the community with whatever toppings they desire. Enjoy the many flavors Brookings has to offer.

The Brookings Commercial Historic District in downtown Brookings offers nightlife, local shopping, dining and art. After the meeting, enjoy our dynamic nightlife scene featuring live music, weekly drink specials and a unique blend of bars and clubs. Spend the afternoon browsing the racks at our local boutiques, numerous antique stores and consignment shops. Visitors can also take in the growing Urban Canvas, bringing art to the walls of downtown. Adventure and excitement are just around the corner!



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Explore more at:  
**VisitBrookingsSD.com**

PHOTOS PROVIDED BY: South Dakota State University

