(Apologies for crossposts)
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Seamless Learning Experiences Workshop
Call for Contributions
13th World Conference on Mobile and Contextual Learning
November 3 - 5, 2014
Kadir-Has University, Istanbul, Turkey
More info: http://bit.ly/SeamlessLearning
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Seamless learning was first defined as a learning style where a learner can learn in a variety of scenarios and in which they can switch from one scenario or context to another easily and quickly, with the personal device as a mediator [1]. Succeeding, Wong et al. [2] identified 10 gaps in seamless learning support. Lately, a learner-centric view of mobile seamless learning [3] suggests that a seamless learner should be able to explore, identify and seize boundless latent opportunities that his daily living spaces may offer to him mediated by technology, rather than always being inhibited by externally-defined learning goals and resources. Hence, technology plays an important role supporting the learner in this.

The relevance of this topic in the field of technology-enhanced learning has increased in the last years resulting in special issues [4, 5], special tracks in key conferences [6] and relevant publications [7][8]. Recent research activities focused on addressing the 10 seams to enable seamless learning. In this context the workshop will provide a panel to present and discuss these activities. Furthermore the idea is to establish a common ground and foster joint collaborations for future research and publications on seamless learning.

Topics

The workshop encourages submissions reporting and/or demonstrating research activities that try to enable seamless learning experiences using current and emerging technologies. Possible research topics include but are not limited to:

- Mobile and ubiquitous learning support,
- Interaction/interface design and usability,
- Standards and interoperability,
- Innovative approaches to learning,
- Instructional designs and orchestration
- Approaches to foster reflective practice on learning,
- Wearable and sensor technologies
- Tangible and embodied interaction
- Augmented and mixed reality applications
- Ubiquitous and ambient learning technology
- Smart objects and Internet of Things

Contribution

Interested participants are invited to submit abstracts of original work they would like to present during the workshop to the organizers. Contributions are invited to stimulate discussion on Seamless Learning Experiences from either a research or practice perspective.

We are seeking informal submissions such as position papers, demonstrations, short presentations, etc. These may address issues, identify motivating factors, or consider technical approaches. User stories and scenarios may be useful complements to demonstrations but may also be valuable informal contributions in their own right.

Informal submissions are not expected to meet the standards for an academic short paper, may use a wider range of style and format, and may contain substantial amounts of previously published material. Informal submissions will be stored in a dedicated space for use in the workshop and to assure on-

going open access. Contributions from people who are unable to participate in the workshop are also welcome.

Authors must hold the copyright of submitted work, and will retain it.

Submit your papers to: bernardo.tabuenca@ou.nl

Important dates

- October 31st, 2014. Deadline for contributions and offers to present
- November 3rd, 2014. Workshop. 9:30 to 13:00

Workshop method

The second part of the workshop then aims to foster discussion on potential uses of the presented prototypes for learning. This part will be organized in a JIGSAW session where different groups will reflect on potential seamless learning experiences that would cover the ten seams using seamless technology. As a result of this session, participants will be invited to extend the conclusions of the workshop in a joined publication.

References
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