Call for Participation
20th Annual

E-Learn 2015
World Conference on E-Learning

October 19-22, 2015 • Kona, Hawaii, USA
Waikoloa Beach Marriott Resort & Spa

• Keynote Speakers
• Invited Panels/Speakers
• Full & Brief Papers
• Best Practices
• Panels
• Showcases
• Roundtables
• Symposia
• Workshops

Call for Papers: May 22, 2015
Early registration: September 8, 2015
Hotel reservation: September 22, 2015

www.aace.org/conf/elearn

Co-sponsored by:
www.aace.org/pubs
www.EdITLib.org
E-Learn 2015 World Conference on E-Learning is an international conference organized by the Association for the Advancement of Computing in Education (AACE) and co-sponsored by the International Journal on E-Learning. This annual conference serves as a multi-disciplinary forum for the exchange of information on research, development, and applications of all topics related to E-Learning.

We invite you to attend E-Learn 2015 and submit proposals for papers, panels, best practices, roundtables, workshops, research/technical showcases, products/services showcases, products/services presentations, and virtual presentations. The Conference Review Policy requires that each proposal will be peer reviewed by three reviewers for inclusion in the conference program and proceedings.

Information for Presenters
Details of presentation formats are given on the following pages. The general principles applying to all are:

- All communication will be with the contact presenter who is responsible for communicating with co-presenters of that session.
- All presenters must register and pay the registration fee (approximately $430 for members ($US), $490 for non-members ($US), Virtual Presentation approximately $225 ($US).
- The conference secures basic equipment needed for presenters.

Procedures & EdITLib Digital Library
Accepted papers will be published by AACE in the Conference Proceedings and internationally distributed via EdITLib - Education & Information Technology Digital Library, sponsored by AACE (EdITLib.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 opportunities. Each Conference Registra 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: aace.org/pubs

Paper Awards
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). See previous award papers featured in the online Education & Information Technology Digital Library – EdITLib.org.

Corporate Participation
The E-Learn conference gives you the unique opportunity to present your organization’s related products and services to an international forum at a discounted rate. Within the special industry track, E-Learn will allocate a 30-minute Presentation or 2-hour Showcase period in the Program for your presentation.

E-Learn is Unique
E-Learn is an international forum designed to facilitate the exchange of information and ideas on the research, issues, developments, and applications of a broad range of E-Learning. E-Learn is an innovative collaboration between E-Learning researchers, and practitioners from the corporate, government, healthcare, and higher education sectors. All presentation proposals are reviewed and selected by a respected international Program Committee, based on merit and the perceived value for attendees.

Broad Range of Important Topics: Coverage of a wide range of interrelated topics is just one of the features that distinguishes this conference series. Attendees can mix and match sessions to focus on the topics that are of the most interest and benefit to them.

Participatory Event: While there are Keynote and Invited talks delivered by internationally recognized technology experts, E-Learn is more of a participatory event. All our attendees play an important, interactive role, offering valuable feedback and insight from their own experiences. The atmosphere at E-Learn is exciting and energizing. A wealth of knowledge is gathered and exchanged, as professionals from disparate but related fields gather from all over the world to learn about new developments that impact their activities.

Not a Trade Show: While E-Learn does encourage commercial participation, it is not a trade show, and there is not an exhibition. Instead, the conference uniquely relays and displays commercial activities throughout the E-Learn program in the form of Products/Services Showcase and other presentations by companies. Major sponsors receive special speaking & demonstration opportunities in addition to signage and "exhibit" space during the conference.

Background
The E-Learn Conference originated as the WebNet World Conference on the WWW and Internet which was held as a major international conference in San Francisco, CA (1996); Toronto, Canada (1997); Orlando, Florida (1998); Honolulu, HI (1999); San Antonio, TX (2000); Orlando, FL (2001); Montréal, Canada (2002); Phoenix, AZ (2003); Washington DC (2004); Vancouver BC, Canada (2005); Honolulu, HI (2006); Quebec City, Canada (2007); Las Vegas, NV (2008); Vancouver BC, Canada (2009); Orlando, Florida (2010); Honolulu, HI (2011), Montréal, QC (2012), Las Vegas, NV (2013), and New Orleans, LA (2014). E-Learn 2015 is the twentieth in this series of internationally respected events.

Cover photo ©2014 Hawaii Tourism Authority (HTA) / Kirk Lee Aeder
**FULL PAPERS**

**Presentation time**: 25 minutes  
**Submission proposal length**: 4 pages minimum, 6 pages maximum (1250-3750 words); An abstract is not sufficient to be evaluated as a Full Paper  
**Proceedings length**: 7 pages minimum, 10 pages maximum  
**AV Provided**: PC, Projector, & Internet  
(if presenter provides PC, wireless card needed)

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**: 2 pages minimum, 3 pages maximum (500-1500 words); An abstract is not sufficient to be evaluated as a Brief Paper  
**Proceedings length**: 4 pages minimum, 6 pages maximum  
**AV Provided**: PC, Projector, & Internet  
(if presenter provides PC, wireless card needed)

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

**BEST PRACTICES SESSIONS**

**Presentation time**: 20 minutes  
**Submission proposal length**: 1-2 paragraphs  
**Proceedings length**: 6 pages (for proceedings) or 150 words (to be published only in Abstract Book)  
**AV Provided**: PC, Projector, & Internet  
(if presenter provides PC, wireless card needed)

Best Practices 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 (1250-3750 words)  
**Proceedings length**: 6 pages  
**AV equipment provided**: Table, 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 2-3 other concurrently held Roundtables.

**PANELS**

**Presentation time**: 1 hour  
**Submission proposal length**: 2-6 pages (1250-3750 words)  
**Proceedings length**: 6 pages maximum for each paper  
**AV Provided**: PC, Projector, & Internet  
(if presenter provides PC, wireless card needed)

A Panel, consisting of 3-5 people (including the chair), present their views on a common theme, issue, or question, and then to discusses 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 minutes 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 cannot 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:

1. 200-word abstract;  
2. 1-page topical outline of the content; and  
3. 1-page description of the content.

**WORKSHOPS**

**Presentation time**: 3.5 or 6 hours  
**Proposal submission length**: see information below  
**Proceedings length**: no pages  
**AV equipment provided**: Instructor PC, Projector, Internet  
(if presenter provides PC, wireless card needed)

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.
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 from education, government, healthcare and business to all learn from and inform one another.

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

In consideration of presenters who may be unable to attend E-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, or 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.).
• 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 more...

Virtual Registration Includes

• 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.

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 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 information on how to record optional audio for their PPT files after uploading. This recording is encouraged but not required.

VIRTUAL SHOWCASES

Presentation time: 30 minutes
Submission proposal length: 2-6 pages (1250-3750 words)
Proceedings length: 6 pages maximum

Virtual Showcase 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.

Virtual Showcase proposals must include:

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

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 information on how to record optional audio for their PPT files after uploading. This recording is encouraged but not required.

VIRTUAL CORPORATE SHOWCASES

Presentation time: 30 minutes
Submission proposal length: 1-2 paragraphs
Proceedings length: 150 words (to be published only in Abstract Book)

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 information on how to record optional audio for their PPT files after uploading. This recording is encouraged but not required.
Invitation to Join

The Association for the Advancement of Computing in Education (AACE) 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 AACE sponsored publications, conferences, and other opportunities for professional growth.

AACE members have the opportunity to participate in topical and regional divisions/societies/chapters, 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. AACE’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 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 a subscription to the Professional Member periodical AACE Journal [electronic]
- Receive discounts on multiple journal subscriptions, conference registration fees, and EdITLib Subscriptions.
- Access EdITLib-Education & Information Technology Digital Library, a valuable online resource that is fully searchable and covers 30+ years of academic journals and international conference proceedings.
- AACE Social Networking http://aace.org/networking
  Connect with Colleagues Worldwide!

AACE Blog: http://blog.aace.org
AACE Facebook: http://facebook.com/aaceorg
AACE Twitter: http://twitter.com/aace

www.aace.org
Membership Application

You can also apply online at aace.org/my/membership/

Membership Options

Professional Membership

- Subscription to 1 AACE Journal (Digital, See journal list under Library Subscriptions)
- Full online access to back issues of that journal
- Discounted conference registrations and proceedings
- Discount subscriptions to additional journals
- Access to the AACE Career Center and Job Board
- All the benefits of AACE Membership.

US $125 Non-US $145

Professional Membership PLUS

EdITLib – The Leading Digital Library Dedicated to Education & Information Technology

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

$175

Virtual Membership

- 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 EdITLib – Education and Information Technology Digital Library

$395 (Value $600)

Purchase Additional 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

US $125 Non-US $145

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

US $45 Non-US $65

Student Membership PLUS

EdITLib – The Leading Digital Library Dedicated to Education & Information Technology

- All the same benefits of a Professional Membership
- PLUS 1-year subscription to the EdITLib
- 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

Library/Institution Subscriptions

- Libraries may purchase subscription to AACE print Journal(s) and/or the EdITLib

- Please choose ONE option:
  - Add 1 Journal $115 prof / $35 student
  - Add 2 Journals $150 prof / $60 student
  - Add 3 Journals $205 prof / $85 student
  - Additional shipping charge of $15 per journal per year for non-U.S. addresses

- Add 4 Journals $260 prof / $110 student
- Add 5 Journals $315 prof / $135 student

Additional shipping charge of $15 per journal per year for non-U.S. addresses

$1995

Applicant Information

Name: __________________________ E-mail: __________________________
Address: __________________________ City: __________________________ State: __________
Postal Code: __________ Country: __________________________
If applying as a student please provide School/Institution Name: __________________________
Expected Graduation Date: __________________________
Select Journal(s) to receive: (Membership includes 1 journal. See above for adding addit.)
- IJEL - JEMH - JCMST - JILR - JTaTe

Method of Payment (US Dollars)

Enclosed: □ Check (U.S. funds & bank, payable to AACE) □ Purchase Order (PO must be included plus $10 service charge)
Bank Wire (Wire info must be included plus $25 service charge)
Credit Card: □ MasterCard □ Visa □ American Express □ Discover
Card # __________________________ Card Exp. Date / Signature: __________________________

TOTAL: $ __________

Return to: AACE P.O. Box 719, Waynesville, NC 28786 USA • E-mail: info@aace.org • www.aace.org
Hawaii Island is the youngest and largest island in the Hawaiian chain. To avoid confusion with the name of the entire state, the Island of Hawaii is often called the "Big Island," and what an appropriate name it is. Nearly twice as big as all of the other Hawaiian Islands combined, its sheer size can be inspiring.

The dramatic size and scope of the largest Hawaiian Island create a microcosm of environments and activities. You'll find all but two of the world's climatic zones within this island's shores. It's easy to feel awed on Hawaii Island. From the molten magma flowing from Hawaii Volcanoes National Park to the snow-capped heights of Maunakea; from the green rainforests and breathtaking waterfalls of the Hamakua Coast to the jet-black sands and warm breezes of Punaluu Beach; Hawaii Island is an unrivaled expression of the power of nature. On this island's vast tableau, you'll find everything from extravagant resorts and incredible golf courses to modest local towns and sacred Hawaiian historical sites, including the birthplace of King Kamehameha I. In fact, King Kamehameha actually spent his final years in Kailua-Kona.

The sunny Kona District of Hawaii Island stretches for about 60 miles from Kona International Airport to beyond Kealakekua Bay on Hawaii Island’s lava-lined western coast. Along this expansive area, you'll find everything from coffee farms to historic Hawaiian landmarks. Picture yourself visiting Kilauea, one of the most active volcanoes in the world, or horseback riding through the uplands of Waimea. Whether you’re walking on a black sand beach, snorkeling with manta rays, or sailing along the Kona Coast, Hawaii, the Big Island, is your island for the biggest adventures.

Shielded from winds by Maunaloa, south Kona’s calm and clear waters are perfect for snorkeling, diving and spotting dolphins and honu (Hawaiian green sea turtles). One of Kona’s most memorable experiences is going on a manta ray boat tour to scuba or snorkel with these gentle, graceful sea creatures. Kona is also famous for its deep-sea fishing. And on land, don’t forget to travel to the cooler upland slopes of towns like Holualoa, where you can sample the distinctive flavors of 100% Kona coffee. On the versatile Kona coast, you'll find the adventures are as big as the island itself.

Whatever adventure you choose, your stay with us in Kona, Hawaii for E-Learn 2015 is sure to be a memorable one. Submit your proposal today and plan to join us!