Final Call for Proposals: February 13, 2015
Final Call Authors Notified: February 27, 2015
Author Confirmation: March 6, 2015
Early Registration: March 6, 2015

April 16 & 17, 2015
Berlin, Germany

Venue: FernUniversität in Hagen, Regionalzentrum Berlin

www.aace.org/conf/glearn
Global Learn 2015 – Global Learn Berlin - Global Conference on Learning and Technology is an international conference, organized by the Fernuniversität in Hagen, Germany 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 2015 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 ($265 On-Location Participation $US), ($165 Virtual Participation $US).
• The conference organizers will secure basic equipment needed for presenters.

Presentation Categories
The program for Global Learn 2015 includes a wide range of interesting and useful activities designed to facilitate the exchange of ideas and information.

• Keynote & Invited Speakers
• Virtual Brief Papers
• Full & Brief Papers

Proceedings & EdITLib Digital Library
Accepted papers will be published by AACE in the Conference Proceedings and internationally distributed via the online EdITLib - Education & Information Technology Digital Library, sponsored by AACE (www.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 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 the online Education & Information Technology Digital Library, www.EdITLib.org.

IMPORTANT: Registration Online Only
All Registration for Global Learn 2015 must be made online at conf.aace.org/glearn/registration. You must register and confirm your accepted papers no later than March 2, 2015. NO ON-SITE REGISTRATION will be available for this conference. ONLY 150 SPOTS ARE AVAILABLE. REGISTER EARLY TO RESERVE YOUR SPACE!

RegistrationIncludes
• Keynote Speakers
• Invited Speakers
• Accepted Full, Brief, and Virtual Presentations
• Online discussions
• Access to All Proceedings Papers

Conference Venue & Location
FernUniversität in Hagen, Regionalzentrum Berlin
SpreePalais am Dom
St. Wolfgang-Straße
10178 Berlin

• Beverage breaks & receptions
• Subscription to the EdITLib Digital Library with access to 100,000+ articles, conference papers, presentations, ebooks, and more! (3 months, $60 value)
• Connecting, Sharing, Learning, Innovating (priceless value)
### 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 Information

**SUBMISSION REQUIREMENTS**

Submit all proposals by completing the Web form at:  
conf.aace.org/glearn/submissions  

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

### 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.).
• 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
• 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 PRESENTATIONS SUBMISSION REQUIREMENTS
Submit all proposals by completing the Web form at:
conf.aace.org/glearn/submissions

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/ 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
Berlin is perceived both nationally and internationally as a pulsating creative metropolis in which exciting ideas are developed and new trends are set. Since 2006, the German capital has boasted the official UNESCO title of “City of Design”. In addition to this, Berlin is the first German city to have become a member of the global network of “Creative Cities” founded by the UN Educational, Scientific and Cultural Organization. Its fascinating combination of design, art, and culture not only asserts a magnetic power of attraction on international tourists, but also draws ever more people with creative ideas to the banks of the Spree.

Berlin’s eventful historical development, its significance as the capital, its cultural openness, and the constant urban transformation offer the ideal conditions for the development of innovative ideas. Since the fall of the wall and German reunification, an interesting design landscape with agencies, ateliers, showrooms, fairs, and sales platforms has emerged on the Spree, characterized by diversity, unconventionality, and quality. Barely any other European city offers such a wide range: the interaction of the various design disciplines in Berlin – from product and furniture design to fashion, photography, architecture, and art, right through to communications and graphic design – is unique.

Ever more creative types from all over the world are getting inspired by the experimental environment of the German capital and moving their base for working and living to the Spree. They find optimum conditions here: the city offers room for artistic freedom, extraordinary exhibition spaces, affordable rent and living costs, global networks, and last but not least, a design-interested public open to new ideas. More than 20 years after the fall of the wall, creativity has become far more than just an attitude – it has become one of Berlin’s most important location and economic factors.

A large number of higher education institutions ensure that the creative scene of the capital constantly remains vibrant. State art universities, including the renowned University of the Arts (UdK) and diverse privately run institutions for higher education offer a wide spectrum of design-orientated study subjects. Many students remain loyal to Berlin even after they’ve graduated, enriching the creative potential of the city in the long term.

For further information about Berlin see:
www.visitBerlin.de

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