



The First IEEE International Workshop on Multimedia Technologies for E-Learning (MTEL)

<http://www.math.tu-berlin.de/~knipping/ieee/ism06-mtel/>

In conjunction with the The IEEE International Symposium on Multimedia (ISM2006)

<http://ism2006.eecs.uci.edu/>

**December 11-13, 2006
San Diego, California, USA**

Call for Papers

Due to its potential to make learning easier, more convenient, and more effective, education is one of the preeminent areas of applications for multimedia. Video capturing of lectures has become common practice to produce e-learning content. Simulations allow to explore experiments which would be too expensive or too dangerous to be conducted physically by students. Multimedia-powered demonstrations are freed from many physical restrictions such as the availability of an object to study or the timescale of an effect to observe. Teaching enriched by vivid presentations and possibility for interaction for students can also gain from improved learner's motivation. Concepts may be given perceivable existence in a demonstration and the observability of important details can be augmented.

With the present amounts of educational data produced, there is a high demand in techniques and methods capable of handling multimedia contents adequately. Educational content has to be presented, deployed, navigated, searched, retrieved, edited, combined, and reused in a proper way. Most of these topics involve techniques from artificial intelligence, computer vision, multimedia, but also human computer interaction, and psychology. This workshop aims at bringing together researchers who are interested in this intersection area between the technological point of view and the human-centered view.

Topics include but are not limited to:

- Automated lecture recording and presentation techniques;
- Automated lecture analysis and indexing;
- Classroom note taking and white-board capturing and analysis;
- Automated analysis of learning and teaching interactions;
- Repositories for multimedia education;
- Multimedia information retrieval for educational use;
- Intelligent searching and navigation in e-learning portals;
- Interactive computer-based training;

- Simulations, animations, and virtual laboratories in teaching;
- Virtual reality and augmented reality in education;
- Multimedia authoring software for e-learning.

Workshop Proceedings

The workshop solicits regular technical papers of up to 6 pages (IEEE double-column format). Workshop papers will be official publications of IEEE which will be included in IEEEExplore and also be available as printed workshop proceedings. A number of selected papers will be invited for extension and publication in a special issue of International Journal of Interactive Technology and Smart Education (ITSE) published by Troubador, UK.

Submission Details

Papers must be original and not submitted to or accepted by any other conference or journal. Papers should be submitted in electronic form (PDF) to the organizers at ieeemtel@gmail.com.

Submissions must be formatted according to the 8.5x11 inch double column IEEE CS proceedings format and must not exceed 6 pages. For downloading instructions and templates, go to the Author Forms web page of the IEEE Computer Society:

http://www.computer.org/portal/pages/ieeecs/publications/cps/cps_forms.html.

Please do not hesitate to email the workshop contact if you have any questions.

Important Dates

Submission due: August 1, 2006 23:59 PDT (UTC/GMT-7 hours).

Notification of acceptance: September 10, 2006.

Camera-Ready version due: September 25, 2006.

Co-Chairs

Gerald Friedland, Freie Universität Berlin, Germany.

Lars Knipping, Berlin University of Technology, Germany.

Program Committee

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