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

in conjunction with the IEEE International Symposium on Multimedia 2008 (ISM08)

December 15-17, 2008, Berkeley, USA

http://www.math.tu-berlin.de/~knipping/ieee/ism08-mtel/

FINAL DEADLINE EXTENSION!

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 to produce e-learning content has become common practice. Simulations allow exploring 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.

Quality control and learning processes with feedback loops are considered to be important concepts for more effective and sustainable e-learning solutions. Multimedia technologies facilitate the evaluation, improvement, and assurance of quality in loopback controlled e-learning processes. Multimedia feedback from individual and collaborative learning processes is essential for loopback control, spanning from human feedback on e-learning processes, computer-generated multimedia feedback, feedback concerning the transition from traditional to multimedia content (including authoring processes), and meta-feedback. The goals are the online adaptation of a multimedia e-learning system, the improvement of the quality of the next version of such a system, or the integration of the quality feedback in the teaching/learning process (e.g., in a university course).

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. The topics include but are not limited to:

- Automated lecture recording and presentation techniques
- Automated lecture analysis and indexing
- Classroom note taking and whiteboard 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
- Implicit and explicit learner feedback
- User Tracking
- Quality measures and assessment
- Scaffolding
- Support for multimedia authoring processes with feedback loops

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 IEEEXplore 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 ITSE (International Journal of Interactive Technology and Smart Education) 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 send Word documents! Please do not hesitate to email the workshop contact if you have any questions.

Important Dates:
Submission due: **July 20, 2008**
Notification: August 28, 2008
Camera-Ready version due: September 15, 2008

Co-Chairs:
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