



HCI International 2014

16th International Conference on
Human-Computer Interaction

Call for Participation



22-27 June 2014, Heraklion, Crete, Greece
Creta Maris Beach Resort

LCT 2014

1st International Conference on Learning and Collaboration Technologies

Chairs: **Panayiotis Zaphiris**

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In the today's knowledge society, learning and collaboration are two fundamental and strictly interrelated aspects of knowledge acquisition and creation. Learning technology is the broad range of communication, information and related technologies that can be used to support learning, teaching, and assessment, often in a collaborative way. Collaboration technology, on the other hand, is targeted to support individuals working in teams, towards a common goal, which may be an educational one, by providing tools that aid communication, the management of activities as well as the process of problem solving. In this context, interactive technologies do not only affect and improve the existing educational system, but become a transformative force that can generate radically new ways of knowing, learning and collaborating.

This new affiliated conference to HCI International 2014 addresses theoretical foundations, design and implementation, as well as effectiveness and impact issues related to interactive technologies for learning and collaboration, including design methodologies, developments and tools, theoretical models, instructional design, as well as technology adoption and use in formal and informal educational contexts.

Areas of interest of the LCT 2014 Conference include, but are not limited to those listed here

- Computer supported collaborative learning
- Computer assisted language learning
- Technology enhanced learning
- Collaboration technology in problem based / inquiry based / project based/ blended learning
- Technology-rich interactive learning environments
- Collaboration and learning in co-located and networked learning spaces
- Design and evaluation of collaboration technology
- Social media, social networking and learning
- Mobile and/or ubiquitous learning
- Surface computing and learning
- Collaboration technology and informal learning
- Personalization, user modeling and adaptation in learning technologies
- Recommender systems for technology enhanced learning
- Collaborative knowledge construction in technology-rich settings
- Social processes and learning in teams and communities
- Serious Games and 3D virtual worlds for learning
- MOOCs, MMORPGs and informal learning
- Collaboration technology and vocational training
- Collaboration technology and lifelong learning
- Digital literacy
- Web 2.0, Web 3.0 and learning
- User-generated content
- Open educational resources
- Theoretical models for learning in technology-rich environments
- Instructional design and technology
- Methodologies for the study of computer supported collaborative learning and / or technology-enhanced learning
- Interdisciplinary studies on collaboration technology and learning