CALL FOR PAPERS

Eleventh Latin American Conference on Learning Objects and Technologies (LACLO2016)
San Carlos, Alajuela, Costa Rica, October 3 – 7, 2016
http://www.laclo.org/laclo2016

Latin American countries have an urgent need to share, to unite efforts and to grow up together in many areas, but especially in those areas that could lead us to improve the educational level of our people. Learning technologies may be considered by many the cornerstones for a whole new educational era that is under development, and Latin American countries must maintain an active forum for discussion of the existing technological alternatives that can be applied to our regional contexts. LACLO intends to be such a forum, where researchers, developers and educational practitioners are able to share their experiences and technological advances in the field of learning technologies, and to integrate these various technological developments into their teaching and learning contexts.

LACLO was first held in Guayaquil in 2006, and was organized by the Escuela Superior Politecnica del Litoral (ESPOL). In that year, the Latin American Community of Learning Objects (LACLO) was created. From there, the conference has been organized annually in different countries of the region (Santiago - Chile in 2007, Aguascalientes - Mexico in 2008, Mérida - Mexico in 2009, São Paulo - Brazil in 2010, Montevideo - Uruguay in 2011, Guayaquil - Ecuador in 2012, Valdivia - Chile in 2013, Manizales - Colombia in 2014 and Maceio - Brazil in 2015). The theme of the event has been expanding beyond the technology of learning objects, covering the entire spectrum of information and communication technologies to support and improve teaching and learning, which has led to a discussion within Community on the need and desirability of adopting a new name and renamed the Latin American Conference on Learning Objects and Learning Technologies.

This year, the Costa Rica Institute of Technology (TEC) coordinates the work of the XI Latin American Conference on Learning Objects and Technology (LACLO 2016) which will be the first edition of the conference in Central America. This conference will take place from October 3 to 7 in the city of San Carlos, Alajuela, Costa Rica. This year the conference aims to strengthen the relations and communication between educational and technological fields, focusing on the following main actions:

> 1. Retrieving educational research experiences that allow a better understanding of the use and impact of ICT in educational practices in Latin America; and

2. Recognizing and understanding the real problems of education in the region, and building relevant and effective technological solutions for them.

Besides the presentation of full and short papers, LACLO will feature lectures by international experts, there will be tutorials and workshops on emerging topics and will carry out the extended LACLO annual meeting, as well as those meeting of other existing groups within the community. In addition, as it is a tradition in this Conference, there will be the contest of Learning Objects.

Organizing Institutions:

Latin American Community of Learning Objects and Technologies http://www.laclo.org
Costa Rica Institute of Technology http://www.tec.ac.cr

Relevant Topics (non - exhaustive):

Educational research and technologies

- Experiences of educational use of technologies.
- Virtual communities of learning and practice.
- Impact of educational technologies.
- Problematic in integrating technology in education fields.

Educational needs and technological solutions

- Educational problems and development of relevant technologies.
- Pedagogical theories, educational models and development of technologies.
- New students and teachers: roles, relationships and technologies.
- Collaborative learning technologies.
- Designs teaching and learning with technology support.
- Designs environments for people with Special Needs Education NEED.

Learning objects and open educational resources

- Strategies for the generation of educational content.
- Use of technology in the design of educational content.
- Management, use and evaluation of educational content.

Learning Object Repositories

- Federation, integrated search and recommendation systems.
- Integration with virtual learning environments.

- Integration with authoring tools.
- Strategies for quality assessment of resources within repositories.

Massive Open Online Courses (MOOCs)

- Theoretical analysis.
- Analysis of participation data.
- Development models.

Mobile Learning, TLearning and Ubiquitous Learning

- Use of mobile devices in the classroom.
- Voting systems (such as clickers) and others.
- Mobile phones (in. Using SMS) in distance education.
- Mobile devices in museums, galleries, etc.
- Mobile devices and learning daily (language, dictionaries, etc.).
- Educational Television (tlearning).
- Learning objects for television.
- Effective use of media for education.

Learning analytics

- Academic Analytics (attrition, motivation, etc.).
- Analytical class (monitoring students' actions).
- Analytical online (LMS, Web tools, etc.).
- Multimodal Analytics.

Classroom Reversed (Flipped Classroom)

- Theoretical analysis.
- Impact analysis.
- Development models.

Games and Virtual and Augmented Reality

- Educational games.
- Virtual, augmented and mixed reality diminished Education.
- Educational applications and impact of multiuser 3D virtual environments.
- Serious games

Personalized learning

- Recommender systems.
- Automatic creation (semi) courses or lessons.
- Cognitive and intelligent tutors.
- Technological support for self-managed learning.

Adaptability and Accessibility

- Create content in multiple languages or languages.
- Adaptation of content to the educational level.
- Modeling of the student and educational adaptation.
- Technologies for educational inclusion.
- Technologies for providing education of special needs.

Other topics that the authors consider relevant to the discussion on the topic of Technology for Education in the region may also be included. All articles submitted will be reviewed and weighted according to their relevance, originality, consistency and clarity by at least two reviewers from the same area. The final program and the proceedings will only include papers with at least one author registered in the conference and before final version submission deadline. Accepted and presented full and short papers will be indexed and published by IEEE Xplore Digital Library.

The best full papers will be selected to submit an extended version for further review in indexed journals.

- Papers in Portuguese: RBIE - Brazilian Journal of Computers in Education. (http://www.br-ie.org/rbie). ISSN 1414-5685.

- Papers in Spanish and Portuguese: IEEE-RITA - IEEE Journal of Latin-American Learning Technologies. (http://rita.det.uvigo.es/). ISSN: 1932-8540.

- Papers in English: Program: Electronic library and information systems (JCR 0.651). (http://www.emeraldinsight.com/journals.htm?issn=0033-0337). ISSN: 0033-0337

- International Journal of Metadata, Semantics and Ontologies. (http://www.inderscience.com/ijmso). Online ISSN: 1744-263X.

Papers not presented in the conference, will not be published; and presentation by nonauthors must be authorized by the general program chairs in advance.

Important Dates:

Scientific Articles (Full and short papers)

- Deadline for full and short papers   12 June, 2016
- Author Notification   20 July, 2016
- Camera-ready version   1 September, 2016
- Early Registration (Author Registration)   1 August , 2016

Learning Object Competition

- Deadline for submitting Learning Objects   12 June, 2016
- Notification to Finalists   20 July, 2016
- Camera-ready version   1 September, 2016
- Early Registration (Author Registration)   1 August, 2016

Doctoral Consortium

- Deadline for submission   12 June, 2016
- Author Notification   20 July, 2016
- Camera-ready version   1 September, 2016
- Early Registration (Author Registration)   1 August, 2016

Workshops Proposals

- Deadline for workshop proposal submission   12 June, 2016
- Notification of Accepted workshops   20 July, 2016
- Deadline for workshop website and call for papers   7 July, 2016
- Deadline for paper submission   1 August, 2016
- Author Notification   15 August, 2016
- Camera-ready version   1 September, 2016
- Early Registration (Author Registration)   1 September, 2016

Tutorial Proposals

- Deadline for submission   12 June, 2016
- Author Notification   20 July, 2016
- Camera-ready version   1 September, 2016
- Early Registration (Author Registration)   1 August, 2016

Format and Delivery

General

- Articles may be submitted in English, Portuguese or Spanish. The title and abstract must be in English.
- The format for the articles can be downloaded from the "Guide for Authors" of the Web page of the conference.
- This conference uses an online system that allows participants to submit your articles through the web. See the conference website for details.
- All contributions must have an abstract of 150 words in English.

Full and Short Scientific Articles

- Full papers should be between 8-12 pages and Short papers between 4-6 pages in some official language of LACLO 2016 (English, Spanish, or Portuguese), including figures, references and an abstract of 150 words.
- All submissions must have an abstract in English, and be formatted according to the IEEE standard Formats. Other details of preparation and submission of articles will be published on the conference site: http://www.laclo.org/laclo2016
- Full papers must present research results, theoretical discussions, positions, systematization of experiences, new developments.
- Short papers should present work in progress, or innovative ideas in initial stage of development.
- All papers will be reviewed by at least two experts in the field.
- All papers must be presented individually in the conference.

Tutorials

- Tutorials are courses of a maximum of 4 hours that can be offered to the participant of the conference.
- Those interested in offering a tutorial, must send a brief description (maximum 4-6 pages) containing the following information: Syllabus, objectives, state of the art in the field, methodology, duration, resources required and the maximum number of participants. The description should be clear about whether the tutorial will emphasize theory or practice.

Workshops

- Those interested in organizing a workshop must send a description (4-6 pages) containing the following information: objectives, state of the art in the field, duration, possible stakeholders, the expected number of participants, coordinators and program committee.
- Coordinators of accepted workshops will have to provide a workshop website containing a full description of the workshop goals, together with the call for papers.
- Coordinators of accepted workshops are also responsible for the dissemination of the Call for Papers and the reviewing process.

Learning Object Competition

- The authors must send the object, including a text file (free format) with basic information: authors, topic, audience and technical requirements (as appropriate).
- Together with the Learning Object and its metadata record, the author must send a short paper (4-6 pages) describing how the Learning Object was developed, presenting the methodology followed during the development and the technologies used, and any other aspects considered relevant. The short paper must follow the standard format of papers of the conference.
- Learning objects and their respective short papers will be reviewed by a panel of experts. The finalists will present their learning objects at the conference.
- The short papers will be published in the proceedings of the conference (not in IEEEXplore Digital Library).

Doctoral Consortium

- The LACLO 2016 doctoral consortium offers to the students who are beginning their master or doctoral studies, the opportunity to present their thesis topics in an interdisciplinary workshop to interact with colleagues and experts in the field.
- The doctoral consortium is an instance that allows attendees to share and discuss the ongoing work of the doctoral thesis and master in the field of advanced learning technologies.
- A comprehensive paper of 4-6 pages in English following the format of the conference.

General chair

Dr. Mario Chacón Rivas, Instituto Tecnológico de Costa Rica - Costa Rica - machacon@tec.ac.cr, laclo2016@tec.ac.cr

Program chairs

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Dissemination Chairs

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Workshop and Tutorials Chairs

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Doctoral Consortium Chairs

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