

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. This workshop aims at bringing together researchers who are interested in the intersection area between the technological point of view and the human-centered view of multimedia technologies for e-learning.

The workshop topics include but are not limited to:

- **Lecture Recording, Multimedia Authoring & Classroom Methodology**
 - Automated lecture recording and presentation techniques
 - Classroom note taking and whiteboard capturing and analysis
 - Multimedia authoring software for e-learning
- **Information Retrieval & Search in Multimedia**
 - Multimedia information retrieval
 - Automated lecture analysis and indexing
 - Intelligent searching and navigation in e-learning portals
- **Experiments, Laboratories & Virtual Reality**
 - Simulations, animations, and virtual laboratories in teaching
 - Virtual reality and augmented reality in education
- **Multimedia Architectures & Repositories**
 - Repositories for multimedia education
 - Architectures for user tracking
 - Technical infrastructures for large scale web lecture repositories
 - Big Data approaches
- **Semantic Multimedia in e-Learning Scenarios**
 - Context aware semantic analysis of e-learning content
 - Semantic modeling and ontological engineering for e-learning scenarios
 - Semantic web based online educational systems
- **Multimedia content delivery in MOOCs**
 - Delivery of multimedia content in MOOC environments
 - Analysis of multimedia transport and sharing mechanisms
 - Building multimedia repositories for MOOC environments
- **Feedback, Adaptation & Personalization**
 - Automated analysis of learning and teaching interactions
 - Implicit and explicit learner feedback
 - Social web technologies for adaptation and personalization
- **Multimedia in M-Learning and Learning Apps**
 - Use of mobile devices for recording
 - Use of mobile devices for playback
 - Mobile devices and multimedia-based learning-apps or learning-games
- **Learning Analytics**
 - Tools and Frameworks
 - Big Data approaches
 - Analysis Techniques

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 ITSE (International Journal of Interactive Technology and Smart Education) published by Emerald.

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 as PDF file to the organizers. Submissions must be formatted according to the 8.5x11 inch double column IEEE CS proceedings format and must not exceed 6 pages.

Submit to: ieeemtel@gmail.com

Important Dates

Submission due: ~~July 29~~ **September 09, 2016**
Notification: September 30, 2016
Camera-Ready due: October 07, 2016

Co-Chairs

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