Global Learn

Asia Pacific 2011

Global Conference on Learning and Technology

Proposals due: Oct. 25, 2010
Authors notified: Nov. 22, 2010
Early registration: Feb. 8, 2011
Proceedings file: Feb. 8, 2011
Hotel reservation: TBA
Advance registration: Feb 21, 2011

March 28-April 1, 2011
Melbourne, Victoria, Australia
The Sebel Albert Park Melbourne

- Keynote Speakers • Invited Panels/Speakers
- Full & Brief Papers • Best Practices
- Panels • Showcases • Roundtables
- Symposia • Tutorials/Workshops

VIRTUAL

- Virtual Brief Papers• Virtual Posters
- Virtual Corporate Showcases

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Global Learn 2011

Global Learn 2011 – Global Conference on Learning and Technology is an international conference, organized by the Association for the Advancement of Computing in Education (AACE). The mission of Global Learn conferences and events is to further the advancement and innovation in learning and technology. As the educational world becomes increasingly global, new ways to explore, learn, and share knowledge are needed.

Global Learn serves as a means to connect and engage creative educators, entrepreneurs, researchers, consultants, training managers, policy makers, curriculum developers, and others in the topics and fields in which they are passionate about. Many individuals are transforming learning environments in local as well as more global ways. Global Learn offers them an opportunity to meet and discuss their ideas, findings, and next steps. Among the other primary aims of Global Learn is to attract new people to the field of education and learning technologies and, hopefully, help inspire a new generation of global learning leaders in countries around the world. Global Learn 2011 is the second in this series of internationally respected events.

Information for Presenters

Details of presentation formats are given on the following pages. The general principles applying to all are:
- All communication will be with the contact presenter who is responsible for communicating with co-presenters of that session.
- All presenters must register and pay the registration fee (approximately $395 members, $445 non-members ($US), (Virtual Presentation approximately $345 ($US).
- The conference secure basic equipment needed for presenters.

Presentation Categories

The Technical Program includes a wide range of interesting and useful activities designed to facilitate the exchange of ideas and information.

- Keynote Speakers/Invited Speakers
- Full & Brief Papers
- Best Practices
- Panels
- Symposia
- Roundtables
- Research/Technical Showcases
- Products/Services Showcases
- Products/Services Presentations
- Tutorials/Workshops
- Virtual Brief Papers
- Virtual Posters
- Virtual Corporate Showcases

Hotel

Special hotel room rates will be available to conference attendees.

Corporate Participation

A variety of opportunities are available to present research-oriented papers, or to showcase and market your products and services. For information about Corporate Showcases (30 minutes) and Corporate Demonstrations (2-hours, scheduled with the Poster/Demos). See: **www.aace.org/conf/glearn/corporate.htm**

Proceedings & EdITLib Digital Library

Accepted papers will be published by AACE in the Conference Proceedings and internationally distributed via the online EdITLib - Education & Information Technology Digital Library, sponsored by AACE (**www.EdITLib.org**). These publications will serve as major sources of information for the e-Learning community, indicating the current state of the art, new trends and new opportunities. Each Conference registrant will receive permanent online access to the Conference Proceedings. The Proceedings may be purchased in bound book form via the AACE print on-demand resource, **http://www.digital-factory.net/aace**. Selected papers may be invited for publication in AACE's respected journals especially in the *Journal of Educational Multimedia and Hypermedia* (JEMH), *International Journal on E-Learning* (IJEL), or *Journal of Interactive Learning Research* (JILR). See: **http://aace.org/pubs**

Paper Awards

Papers present reports of significant and innovative work in research, development, and applications related to Learning and Technology. All presented papers will be considered by the Program Committee for Outstanding Paper Awards. There will also be an award for Outstanding Student Paper (therefore, please indicate with your submission if the primary author is a full-time student). Award winning papers will be highlighted in the AACE online periodical the AACE Journal. See previous award papers featured in the online Education & Information Technology Digital Library.

Registration Includes

- Keynote & Invited Speakers
- 100's of concurrent sessions in varied formats to most optimally meet individual needs
- Free, Permanent online access to Conference Proceedings via EdITLib (www.EdITLib.org)
- Presenter AV provided at no cost: PC, Internet, projector, & screen
- Onsite wireless network (no cost) for attendee use in meeting rooms and public areas
- Newcomer orientations/reception
- 100 Poster/Demo Sessions
- Complimentary Welcome Reception
- Lunch Daily
- Morning and afternoon refreshment breaks
- Corporate Sessions
- Complimentary E-mail/Internet stations
- Commemorative registration totebag
- Job posting bulletin board
  – sponsor: AACE Career Center
- Technical support

Themes & Topics:

1. **Advanced Technologies for Learning and Teaching**
   Cloud computing
   Collaborative technologies
   E-publishing/digital libraries
   Learning management systems and environments
   Learning portfolios
   Mobile teaching and learning technologies
   Shared online video
   Social networks
   Videoconferencing
   Web 2.0 technologies (podcasting, wikis, blogs, etc.)
2. **Assessment and Research**
   Alternative and innovative assessment methods
   Assessment practices in cross-cultural and international research
   Best practices in assessment
   Performance and outcome assessment
3. **Educational Policy, Reform, and Innovation**
   Contextualized innovation (accessibility, scalability, usability, & sustainability)
   Education reform with technology
   Government initiatives and programs
   Policy issues and trends
   Quality assurance and accreditation
   Teacher education and technology integration
4. **Evaluation and Quality Improvement Advances**
   Best practices in evaluation
   Course, program, project, and other forms of evaluation
   E-learning benchmarks and standards
   Evaluating for quality improvement
5. **Global Networks, Partnerships, and Exchanges**
   Global competencies and perspectives
   Global courses, programs, degrees, and initiatives
   Global learning barriers, challenges, and concerns
   Global learning communities
   Global learning partnerships and innovations
   Global studies and education
6. **Innovative Approaches to Learning & Learning Environments**
   Authentic, contextualized, and real-world learning
   Case, Scenario, Problem, Project -based learning
   Collaborative learning
   Communities of practice
   Electronic Performance Support Systems (EPSS)
   Game-based learning
   Learner-centered, and self-directed learning
   Learning communities
   Learning management and support systems
   Lifelong, informal, and nontraditional learning
   On-demand and just-in-time learning
   Participatory learning and media
   Personalized learning environments
   Simulations for learning
   Virtual reality learning environments
7. **Open Education**
   Free and open source software
   Learning portals
   Localization of content and knowledge
   Online language learning
   Open access publishing
   Open courses, open learning, and open educational resources
   Open education copyright and other legal issues
   Open educational projects, partnerships, and consortia
   Open teaching
   Participatory/contributory communities
8. **Technologies for Socially Responsive Learning**
   Digital divide issues, initiatives, and cases
   Digital and social media for engaging youth about cultures
   Diversity training
   Education for sustainable development
   Environmental education
   Ethical, cultural, historical, and social issues in technology use
   Global education online films, documentaries, news, & other media
   Learning technologies for transformational change
   Rural community learning and technology
   Technology solutions for marginalized populations
   Technology uses in cross-cultural and multicultural contexts
9. **Virtual and Distance Education**
   Blended learning
   E-learning/E-training
   Flexible learning
   Innovative online learning and educational programming
   Mobile and ubiquitous learning
   Online learning environments

SUBMISSION INFORMATION

FULL PAPERS

Presentation time: 25 minutes
Submission proposal length: 7 pages minimum, 10 pages maximum, (guidelines). An abstract is not sufficient to be evaluated as a Full Paper.
Proceedings length: 7 pages minimum, 10 pages maximum
AV equipment provided: PC, Projector, Internet

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics

BRIEF PAPERS

Presentation time: 15 minutes
Submission proposal length: 4 pages minimum, 6 pages maximum
Proceedings length: 6 pages maximum
AV equipment provided: PC, Projector, Internet

These papers are brief, more condensed presentations or work-in-progress projects.

The submission should clearly indicate:
- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation;
- Relevant URLs or literature references.

BEST PRACTICES

Presentation time: 20 minutes
Submission proposal length: 1-2 paragraphs
Proceedings length: 6 pages (for proceedings) or 150 words (to be published only in Abstract Book)
AV equipment provided: PC, Projector, Internet

Best Practices session presenters discuss and demonstrate their organization's multimedia and/or online learning strategies, techniques, issues, solutions, and courseware. This is an opportunity to Inform attendees about the lessons learned and future plans from those who have designed, developed, and implemented multimedia/online learning.

PANELS

Presentation time: 1 hour
Submission proposal length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum for each paper
AV equipment provided: PC, Projector, Internet

A Panel, consisting of 3-5 people (including the chair), present their views on a common theme, issue, or question, and then to discusses them with the audience. The Panel must present an opportunity for the audience to hear well reasoned arguments and discussions about pertinent topics as seen from a variety of viewpoints. For example, 'on-line testing' could be a Panel discussion with panelists presenting arguments in support of, and in opposition to, testing. Panels must include the audience. Thus, the panelists should take no more than 30, of the total 60 minutes, to make their case and then guide the audience through a discussion and series of questions and answers. In an effort to present differing viewpoints, it is a requirement that panelists can NOT all represent the same institution, research project, or association. Panel selection will be based on the importance, originality, focus and timeliness of the topic; expertise of proposed panelists; as well as the potential for informative AND controversial discussion.

Panels must allot at least 50% of the time for interaction and discussion with the audience.

The Panel leader should provide an abstract describing the panel and a submission file with the following sections that describe the panel:

1. introduction that links the theme to the literature and its significance for the field of information technology and teacher education, around 150 word abstracts of each panelists' perspective,
2. list of panelists' perspective titles and authors, with their organizations, and countries in the order they will be presented, and
3. outline of how the panel will be organized. After acceptance, the Panel coordinator will be given the option to invite Panel authors to submit their papers to a specific website. Until then, authors should NOT submit their individual papers for the Panel. Contributing authors may choose to publish their papers in the Proceedings as a Full or Brief Paper. The Panel abstract will only appear in the conference Abstract book.

ROUNDTABLES

Presentation time: 1 hour
Submission proposal length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum
AV equipment provided: Internet (if wireless card & PC provided by presenter), roundtable, electricity

These sessions allow maximum interaction in informal, small-group discussions on a single topic. The format is appropriate for papers, projects, or work-in-progress that encourage discussion. Roundtables share a room with 2-3 other concurrently held Roundtables.

If you wish to bring a PC, you could demonstrate a new piece of software, illustrate the process of using it, show participants some of the complexities and tricks about it, and give them an opportunity to try it themselves.

Internet (via your wireless card) and electricity will be provided. A screen and projector will not be provided as this is an informal small group discussion environment not conducive for projecting images from a distance.

These sessions are also appropriate for discussion of instructional strategies, procedures, and evaluation procedures. The idea is not to give a definitive workshop on the topic but to provide participants with enough information to help them decide whether their needs can be met with the program or procedure.

If software is to be discussed, include a description of the software and the objectives of the session.

SUBMISSION INFORMATION

RESEARCH/TECHNICAL SHOWCASES

Presentation time: 2 hours
Submission proposal length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum
AV equipment provided: 4'x8' poster board, 6' table, 2 chairs, electricity, Internet (if wireless card & PC provided by presenter)

Research/Technical Showcases enable researchers and developers to demonstrate and discuss their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

These proposals must include:

- Description of the planned Showcase; should emphasize the problem, what was done, and why the work is important
- Research/Technical Showcases presenters will be required to arrange for their own systems software and hardware.

PRODUCTS/SERVICES SHOWCASES

Presentation time: 2 hours
Submission proposal length: 1-2 paragraphs
Proceedings length: 6 pages maximum
AV equipment provided: 4'x8' poster board, 6' table, 2 chairs, electricity, Internet (if wireless card & PC provided by presenter)

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled with Research/Technical Showcases grouped together in open exhibition-style, usually all in one hall. This is an informal event with a circulating conference-wide audience. Sales are permitted You may stock and sell your product at your table.

PRODUCT/SERVICES PRESENTATIONS

Presentation time: 30 minutes
Submission proposal length: 1-2 paragraphs
Proceedings length: 150 words (to be published only in Abstracts Book)
AV equipment provided: PC, Projector, Internet (if wireless card & PC if provided by presenter)

Demonstrate and discuss your organization's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled concurrently only with other Product/Services Presentations; Presentation rooms generally accommodate 50-150 people, theatre-style. This is more of a formal presentation than the Products/Services Showcase.

TUTORIALS/WORKSHOPS

Presentation time: 3.5 hours
Submission proposal length: see information below
Proceedings length: no pages
AV equipment provided: Instructor PC, Projector, Internet

Tutorials and Workshops are intended to enhance the skills and broaden the perspective of their attendees. They should be designed to introduce a rigorous framework for learning a new area or to provide advanced technical training in an area. Submissions will be selected on the basis of the instructors' qualifications for teaching the proposed Tutorial or Workshop and their contribution to the overall conference program. Workshops differ from Tutorials by involving hands-on experience with hardware/software provided.

Note: Due to the extra expense required to provide Workshop (hands-on) equipment, only Workshops for which instructors provide their own participant equipment will be accepted. Please state in your proposal what equipment you will bring.

Tutorial/Workshop proposals must include:

- Clear description of the objectives;
- Intended audience (experience level and prerequisites);
- 200-word abstract;
- 1-page topical outline of the content
- Summary of the instructor's qualifications.

SYMPOSIA

Presentation time: 2 hours
Proposal submission length: 2-6 pages (1,250-3,750 words)
Proceedings length: 6 pages maximum for each paper
AV equipment provided: PC, Projector, Internet

A Symposium is a collection of Brief Papers on a theme that has been coordinated and led by the symposium's leader(s). Each Symposium that is accepted will be allocated two adjacent hour-long slots in the conference program.

The Symposium leader should provide an abstract briefly describing the symposium and a submission file with the following sections:

1) introduction that links the theme to the literature and its significance for the field of information technology and education, around 150 word abstracts of each paper,

2) list of paper titles and authors, with their organizations, and countries in the order they will be presented and indicating which will be presented the first and second hours, and

3) outline of how the symposium will be organized.

After acceptance, the Symposium coordinator will be asked to invite Symposium authors to submit their papers to a specific website. Until then, authors should NOT submit their individual papers for the Symposium.

Contributing authors may publish their papers in the Proceedings as Brief Papers. The Symposium abstract will only appear in the conference Abstracts book.

SUBMISSION REQUIREMENTS

**Submit all proposals by completing the
Web form at: www.aace.org/conf/glearn/submitguide.htm**

All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC) file formats using the Web form.
No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.

Questions? Contact AACE at: E-mail: conf@aace.org;
Phone 757-366-5606; Fax: 703-997-8760

Virtual Presentations

In consideration of presenters who may be unable to attend Global Learn in person due to funding or time constraints, Virtual Presentations have been added to the program with the same validity (publication, certification, etc.) as the face-to-face (F2F) conference and with the capability to interact with session participants.

Why a Virtual Presentation?

- Saves money. No travel, accommodation, and restaurant costs
- Saves time. No travel or away time required.
- Allows you to participate when you schedule your time to do so.
- Same validity as the face-to-face (F2F) conference (publication, certification, etc.).
- Paper published in EdITLib Digital Library Proceedings.
- Publish and share all supporting media (PPT, video, etc.) in the Digital Library proceedings.
- Capability to interact with your session's participants (async) prior to, during and after the event.
- Participate in all conference session discussions (async).
- Viewing of keynote and invited speaker talks.
- Virtual presentations are green and reduce your carbon footprint.
- And more...

Virtual Registration Includes

- Paper published in EdITLib Digital Library Proceedings.
- Capability to interact with your session's participants (async) prior to, during and after the event.
- Technical support for online presentation platform.
- Access to Keynote & Invited Speaker talks.
- Access to all conference session discussions (async).
- Viewing of keynote and invited speaker talks.
- Free, Permanent online access to Conference Proceedings via EdITLib (www.EdITLib.org).
- Conference bag, final program and materials mailed after the conference, by request.

VIRTUAL PRESENTATIONS SUBMISSION REQUIREMENTS

Submit all proposals by completing the Web form at: www.aace.org/conf/glearn/submitguide.htm

All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC) file formats using the Web form. No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.

After submitting your proposal or upon acceptance, use the menu at **www.aace.org/conf/glearn/submission/** and select "Add Files to Submission" to upload PowerPoint files. Also, at least one author must confirm by registering by the early registration deadline.

Questions? Contact AACE at: E-mail: conf@aace.org; Phone 757-366-5606; Fax: 703-997-8760

VIRTUAL BRIEF PAPERS

Presentation time: 30 minutes
Submission proposal length: At least 4 pages, properly formatted as per the guidelines; maximum of 6 pages. An abstract is not sufficient to be evaluated as a Brief Paper.
Proceedings length: 6 pages maximum

Virtual Brief Paper sessions enable research, developers, and practitioners to present and asynchronously discuss, via the conference website and online Discussion board, their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

These papers are brief, more condensed presentations or work-in-progress projects. These sessions also may be new extensions to existing projects, newly initiated projects, and/or projects underway that include opportunities for additional partners.

Virtual Paper proposals must include:
- Description of the planned Brief Paper should emphasize the problem, what was done, and why the work is important

The submission should clearly indicate:
- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation;
- Relevant URLs or literature references.

To be included in the Final Program, accepted Virtual Presenters must register by the confirmation deadline and submit their PPT or PPTX (without audio or video) presentation file. All presentation files will be reviewed. Accepted submission authors will be requested to meet online with a conference staff member to record their presentation in Adobe Acrobat Connect using their uploaded PowerPoint slides. This recording is encouraged but not required.

VIRTUAL POSTERS

Presentation time: 30 minutes
Submission proposal length: 2-6 pages (1250-3750 words)
Proceedings length: 6 pages maximum

Virtual Poster sessions enable research, developers, and practitioners to present and asynchronously discuss, via the conference website and online Discussion board, their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

Virtual Poster proposals must include:
- Description of the planned Poster/Demonstration; should emphasize the problem, what was done, and why the work is important.

To be included in the Final Program, accepted Virtual Presenters must register by the confirmation deadline and submit their PPT or PPTX (without audio or video) presentation file. All presentation files will be reviewed. Accepted submission authors will be requested to meet online with a conference staff member to record their presentation in Adobe Acrobat Connect using their uploaded PowerPoint slides. This recording is encouraged but not required.

VIRTUAL CORPORATE SHOWCASES

Presentation time: 30 minutes
Submission proposal length: 1-2 paragraphs
Proceedings length: 150 words (to be published only in Abstract Book)

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

To be included in the Final Program, accepted Virtual Presenters must register by the confirmation deadline and submit their PPT or PPTX (without audio or video) presentation file. All presentation files will be reviewed. Accepted submission authors will be requested to meet online with a conference staff member to record their presentation in Adobe Acrobat Connect using their uploaded PowerPoint slides. This recording is encouraged but not required.

MELBOURNE
Victoria, Australia

Voted many times as one of the world's most liveable cities, Melbourne (the capital of the State of Victoria) is celebrated for its friendly locals, efficient services, fine wine and dining, and world-class facilities.

No matter when you visit, there is always something special to see or experience; Melbourne is Australia's events capital and the city's atmosphere is even livelier when the Formula 1™ Australian Grand Prix, the Melbourne Spring Racing Carnival or the Australian Open Tennis Championships are in action.

Melbourne boasts comprehensive transport systems, ultra-modern venues, and extensive accommodation for any event. Recognised as a major centre for research and development in the medical, science, technology, business and financial industries, Melbourne provides the perfect setting for today's meetings, incentive travel programs, conventions and exhibitions.

The city's ideal Business Events infrastructure includes Australia's premier convention centre, the Melbourne Convention and Exhibition Centre, located on the banks of the picturesque Yarra River. The new Centre opened in June 2009 to make Melbourne the city with the most flexible and comprehensive meeting facilities in Australia.

But it is within Melbourne's hidden laneways that the city comes to life. Here you will experience the city's contagious passion for coffee at chic cafés, sample award-winning local beer and wine at boutique bars, and gain a unique insight into local culture by visiting independent art galleries.

Just a one hour drive will take you to a world away in regional Victoria – enjoy spectacular scenery and wildlife, take your pick from 100 local vineyards, rest and relax at an award-winning day spa, or tee-off at a world-class golf course.

Cosmopolitan Melbourne is a city on show and has everything you need to make your next Business Event a success. It's not just a conference. it's a vacation! So plan to join us in Melbourn, for Global Learn 2011!

For further Melbourne information see:
www.mcvb.com.au