Why Attend E-Learn?

E-Learn is Unique!

E-Learn – World Conference on E-Learning is an international conference organized by AACE - Association for the Advancement of Computing in Education and co-sponsored by the International Journal on E-Learning. E-Learn provides a unique forum for education and training professionals to discuss the latest research, development, applications, issues, and strategies, to explore new technologies, and to identify solutions for today’s challenges related to online learning.

A variety of opportunities and venues are designed to enable participants to actively learn from and collaborate with a multinational, cross-industry expert faculty and peers on the research, development, diverse learning experiences, implementation and technology needed to improve e-learning.

With 600+ participants from 45+ different countries typically attending this conference, E-Learn is one of the leading international e-learning conferences and gathering of e-learning and distance education professionals.

Who Attends?

Anyone can attend and submit proposals to present at the conference. The conference is designed to engage:
- Educators in ALL disciplines
- Researchers
- Educational administrators
- Teachers
- Curriculum developers
- Technology & education companies
- Anyone with an interest in e-learning

We welcome attendees from around the world each year!

Get Connected

Visit the AACE Blog, for announcements, resources, and ideas from your colleagues at E-Learn and all our AACE Conferences.

aace.org/connect/

You can also find AACE on Facebook and follow us on Twitter!

Read our blog at aace.org/review

Social Events

We pack as much fun as possible into our time together!

Some of the top events include:
- Newcomer Welcome: A fast-paced interactive event. A great way to meet fellow first-time attendees and get acquainted with the conference.
- Welcome & Closing Parties: We begin and end the conference with a party, including food, drinks, a photo booth, live music, and more!
- Posters/Demonstrations: mingle with your colleagues as you check out the latest research and developments on display.
- Local Social Outings: To make the most of our host cities, we plan one or more local excursions or outings each year. This has included river cruises, canyon hikes, private tours, dinners, and more!

Registration Benefits

- Access to all Regular Conference Sessions including Keynotes
- Proceedings Access via the LearnTechLib
- Access to online virtual sessions
- Special Interest Group (SIG) sessions
- Technical support
- 40% discount for LearnTechLib subscription
- Receptions, Refreshment Breaks, and Much More!

See all registration benefits and rates at:
www.aace.org/conf/elearn/registration/

2019 Conference At A Glance

Venue

New Orleans Marriott Hotel will serve as the conference venue and official accommodations for attendees. Special discounted hotel rates have been secured for conference participants at the conference hotel. Hotel rates are approximately $189 per night.

Travel

AIR: Louis Armstrong New Orleans International Airport (MSY) is located approximately 25 minutes from the conference hotel. MSY is an international airport servicing most major airlines.

GROUND: MSY has many ground transportation options including train, bus, hotel shuttle service, and taxi. Please see www.flymsy.com/Transportation-Parking.

Dates:
November 4-7, 2019

Host City: New Orleans, Louisiana

This is the 24th Annual E-Learn Conference

Partner Publication

E-Learn is sponsored in part by the International Journal on E-Learning (IJEL). aace.org/pubs/ijel

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*The E-Learn conference series is about Blending. It is about coming together or blending of ideas and experiences of the world’s leading researchers, developers, and practitioners to all learn from and inform one another. Too often similar groups only associate with each other and, thus, continually exchange similar ideas. The underlying concept for E-Learn is based on the insight that opportunities to produce great work and achievements are often found at the margins of our individual knowledge. And by providing a forum, such as E-Learn, that exposes us each year to diverse groups of remarkable people, the intersection of ideas and knowledge should present possibilities for personal learning and growth, hopefully with the global goal of creating and improving online learning.”

Gary H. Marks, Ph.D.
AACE Executive Director & Founder
TOPICS

1. Advanced Technologies for Learning and Teaching
   Collaborative and Cloud Technologies
   E-learning/Telelearning
   E-instructing
   Digital Learning
   Educational Technology
   Learning Analytics

2. Assessment
   Automated and Adaptive Assessment
   Assessment Practices in Cross-cultural and International Research
   Performance and Outcome Assessment

3. Content Development Tools
   Authoring Tools
   Electronic Publishing Tools for E-learning

4. Educational Policy, Reform, and Innovation
   Contextualized Innovation (accessibility, scalability, usability, & sustainability)
   Developing an Organizational e-Learning Strategy
   Education Policy with Technology
   Faculty Development
   Government initiatives and programs
   Mentorship
   Quality Assurance and Accreditation
   Teacher Education and Technology Integration

5. Evaluation and Quality Improvement Advances
   Course, Project, Program, and Other Forms of Evaluation
   E-learning Benchmarks and Standards
   Evaluating for Quality Improvement
   Learner Analytics
   Performance Measurements

6. Global Networks, Partnerships, and Exchanges
   Global Competences and Perspectives
   Global Courses, Programs, Degrees, and Initiatives
   Industry University Partnerships

7. Innovative Approaches to Learning and Learning Environments
   Augmented and Virtual Reality
   Authentic, Contextualized, and Real-World Learning
   Case Studies, Problems-Project-Based E-Learning
   Collaborative Learning
   Digital Storytelling
   Game-based Learning
   Learner-Centered and Self-Directed Learning
   Learning Communities
   Lifelong, Informal, Nontraditional Learning
   On-demand and Just-in-Time Learning
   Participatory Learning and Media
   Personalized Learning Environments
   Simulations for Learning

8. Open Education
   Free and Open Source Software
   MOCs, Open Teaching, and Open Educational Resources
   Open Access Publishing
   Open Educational Content and Other Legal Issues
   Open Educational Projects, Partnerships, and Consortia
   Participatory/Comdisciplinary Research

9. Technologies for Socially Responsive Learning
   Accessibility
   Digital and Social Media for Engaging Youth about Culture
   Diversity
   Educational for Sustainable Development
   Ethical, Cultural, and Social Issues in Technology Use
   Learning Technologies for Transformational Change

10. Twenty-First Century Skills
    Computational Skills
    Creativity and Problem Solving
    Life and Career Skills
    Policy, Law and Copyright Awareness

11. Virtual and Distance Education
    Blended Learning
    Collaborative Learning
    E-learning/Telelearning
    Flexible Learning
    Innovative Online Learning and Educational Programming
    Mobile and Ubiquitous Learning
    Online Learning Environments

Submission Categories

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Submission Categories

Full Papers: Journal Publication accepted papers will be published both in the conference proceedings, abstracts, and as an article in an AACE journal. A final version will be requested prior to journal publication.

Proposal session length: 25 minutes
An abstract is not sufficient to be evaluated as a Full Paper.

Proceedings length: 6-10 pages
AV Provided: PC, Projector, Wireless internet

Brief Papers: Research or Practice-Based
Proposal session length: 11-15 minutes
An abstract is not sufficient to be evaluated as a Brief Paper.

Proceedings length: 3-4 pages
AV Provided: PC, Projector, Wireless internet

Paper Awards

Important Dates

Workshops

Presentations: 3.5 or 7 hours
Proposal submission length: 2-6 pages
Proceedings length: no pages
AV equipment provided: Instructor PC, Projector, Wireless internet

Workshops are intended to enhance the skills and broaden the perspective of the 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 in teaching the proposed Workshop and their contribution to the overall conference program.

Note: An instructor PC, projector, screen and Wi-Fi will be provided for the room. Due to the extra expenses required, a lab of computers cannot be furnished. If your Workshop is hands-on, please state what equipment you will bring and whether participants should BYO (Bring Your Own) Laptop.

Workshop proposals must include:
1. Clear description of the objectives;
2. Intended audience (experience level and prerequisites);
3. 200-word abstract;
4. 1-page abstract of the content;
5. Summary of the instructor’s qualifications.
Virtual Presentations

In consideration of presenters who may be unable to attend 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, or restaurant costs.
- Saves time. No travel time or out-of-office time required.
- Allows you to participate on your own schedule.
- Same validity as the face-to-face (F2F) conference.
- Publish and share all supporting media, (paper, PPT, audio, etc.)
- Capable 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.

Virtual Presentation Requirements

- Virtual Presentations must be submitted by completing the Web form: conf.aace.org/elearn/submission
- Paper length: 6 pages maximum
- Technical support for online presentation platform
- Access to Keynote Invited Speaker talks, papers, and PPTs.
- Access to all conference session discussions (async).
- Viewing of recorded Keynote and Invited Speaker talks.
- Free, permanent online access to conference proceedings via LearnTechLib (LearnTechLib.org).

Virtual Presentations

Virtual Presentations are accessible to all conference registrants via Academic Experts platform.

Virtual Papers

Virtual Paper submissions can be made online at: conf.aace.org/elearn/submission

Virtual Paper Submission Requirements

- Proposal submission length: 4-6 pages
- All virtual and on-location sessions are accessible to all conference registrants via Academic Experts platform.

Virtual Paper Requirements

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Virtual Presentations

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Virtual Presentation Requirements

- All proposals must be submitted by completing the Web form: conf.aace.org/elearn/submission
- No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.

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Professional Membership: $125
Student Membership: $45

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Professional Membership + LearnTechLib: $175
Student Membership + LearnTechLib: $75

Select Your Membership Journals
• Professional & Student Memberships include a subscription to 1 AACE Journal (All journal subscriptions are digital. See list of journals below.)

Journal Title(s)
International Journal on E-Learning (IJEL) Journal of Interactive Learning Research (JILR)
Journal of Educational Multimedia and Hypermedia (JEMH) Journal of Technology and Teacher Education (JTATE)
Journal of Computers in Math and Science Teaching (JCMST) Journal of Online Learning Research (JOLR) Already FREE with membership