E-LEARN 2018 CALL FOR PARTICIPATION

E-Learn 2018
World Conference on E-Learning

October 15-18
Bally’s Las Vegas Hotel & Casino

Download the full brochure at www.aace.org/conf/elearn/resources/
Why Attend E-Learn?

E-Learn is Unique! E-Learn – World Conference on E-Learning is an international conference organized by the 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 Government, Healthcare, Education, and Business 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.

Who Attends?

Anyone can attend and submit proposals to present at 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

Developers
Researchers
Practitioners*
Corporate
Administrators
Others with interests in innovation

*Practitioners include teachers, trainers, nurses, etc.

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
2018 Conference At A Glance

Dates:
October 15-18, 2018

Host City:
Las Vegas, Nevada

This is the
23rd Annual E-Learn Conference

Venue

Bally’s Las Vegas Hotel & Casino 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 $130 per night.

Travel

AIR: McCarran International Airport (LAS) is located less than 15 minutes from The Las Vegas Strip and the conference hotel. LAS is an international airport servicing most major airlines.

GROUND: LAS has many ground transportation options including train, bus, hotel shuttle service, and taxi. See www.mccarran.com/Transportation.

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
• FREE Wifi in Conference Areas
• 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/

Partner Publication

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

- All official communication will be with the contact author listed on the paper. Contact authors are responsible for communicating with any co-presenters of that session.
- At least one author must register and pay the registration fee in order to confirm accepted papers for presentation. If multiple authors wish to attend, all must register individually.
- The conference will secure basic equipment needs for presenters. In-room laptops are provided for all Full and Brief Papers, Best Practices, Symposia, and Workshops. Free wireless internet is made available on all conference-designated floors. We recommend presenters and attendees also bring their own laptop, tablet, or device.

Review Policy

Conference submissions are double-blind peer-reviewed by at least two reviewers who are members of the conference’s international Program Committee of experts in fields specifically matching the conference topics. Papers are subject to a double-blind review. Reviewers are required to provide the author with comments intended to improve the content, style, and other issues which should improve the quality of the article.

If the review results are not clear, at least two members of the Program Committee decide whether a paper can be accepted or not, and in which presentation category.

Submission evaluation criteria:
- Potential value/impact of research or developments
- Relevance to conference
- Originality
- Style: Clarity, Length, Originality, Etc.
- Acceptance rate: The acceptance rate for AACE conferences is 25-39%.

Submission Categories

- Full Papers
- Full Papers: Journal Publication
- Brief Papers
- Best Practices
- Panels
- Roundtables

For the complete list of presentation categories and their submissions requirements, please see aace.org/conf/elearn/presentation-types.

Proceedings & Publication

Accepted and presented papers are published in the conference proceedings and internationally distributed via LearnTechLib — The Learning and Technology Library, (LearnTechLib.org). This Proceedings serves as a major source document indicating the current state of teacher education and information technology. Each conference registrant will receive permanent online access to the proceedings.

Paper Awards

All accepted and presented papers will be considered for Outstanding Paper Awards within several categories.

Important Dates

- First call proposals due: June 1, 2018
- First call authors notified: July 2, 2018
- Second/Final call proposals due: August 3, 2018
- Second/Final call authors notified: August 27, 2018
- Early registration and confirmation: September 10, 2018

Special Interest Groups (SIGs)

E-Learning Trends and Innovations (TREND) SIG is a community sharing collaborative focus on creating and exploring contemporary advances in learning technologies that are shaping education for today’s and tomorrow’s learners. Members discuss, construct, and lead the path toward a collective research-based exploration of emerging educational trends and technology innovations.

Designing, Developing, and Assessing E-Learning (DESIGN) SIG

Making the complex clear, turning difficult into intriguing, raising intellectual curiosity, supporting creative problem solving, posing authentic challenges, building effective scaffolds – contemporary e-learning goes beyond the latest tools and technologies. This SIG aims to bring together researchers and practitioners to debate and collaborate on a variety of instructional design themes.

Sustainable Learning Technologies (SLT) SIG will endeavor to find SLT solutions for the use of technologies and tools linked to educational applications. The technologies include developing SMART generic thinking tools for identifying, planning, organizing, and implementing projects, and evaluating their overall sustainable impact. These applications will be discussed and explored through this SIG using online social networking tools and in face-to-face meetings.
FULL PAPERS:

**Presentation time:** 25 minutes
**Submission proposal length:** 6-10 pages
**Proceedings length:** 6-10 pages
**AV 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.

FULL PAPERS: JOURNAL PUBLICATION

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

**Presentation time:** 25 minutes
**Proposal submission length:** 6 pages minimum, 15 pages maximum
**Proceedings length:** 15 pages maximum, 6 pages minimum
**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:** 4-6 pages
**Proceedings length:** 4-6 pages
**AV Provided:** PC, Projector, & Internet

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

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

BEST PRACTICES SESSIONS

**Presentation time:** 20 minutes
**Submission proposal length:** 1-2 paragraphs
**Proceedings length:** 4-6 pages
**AV Provided:** PC, Projector, & Internet

Best Practices session presenters discuss and demonstrate their organization's 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 online learning.

ROUND TABLES

**Presentation time:** 1 hour
**Proposal submission length:** 2-6 pages
**Proceedings length:** 4-6 pages
**AV equipment provided:** Table, electricity when available

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 3-5 other concurrently held Roundtables.

PANELS

**Presentation time:** 1 hour
**Submission proposal length:** 2-6 pages
**Proceedings length:** 4-6 pages maximum for each paper
**AV 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 discuss 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.

WORKSHOPS

**Presentation time:** 3.5 or 7 hours
**Proposal submission length:** 1-3 pages
**Proceedings length:** no pages
**AV equipment provided:** Instructor PC, Projector, Internet

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 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 expense required, a lab of computers cannot be furnished. If your Workshop is hands-on, please state what equipment you will bring and/or whether participants should BYOL-Bring Your Own Laptop.

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; and
- Summary of the instructor's qualifications.
The E-Learn conference series is about Blending. It is about a coming together or blending of ideas and experiences of the world’s leading researchers, developers, and practitioners from education, government, healthcare and business 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
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.)
- 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.

Virtual Registration Includes
- 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, 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 Submission Requirements

Submit all proposals by completing the Web form at:
conf.aace.org/elearn/submission

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, use the menu at conf.aace.org/elearn/submission/ and select “Add Files to Submission” to upload supporting media, i.e., PowerPoint (PPT) and PowerPoint X (PPTX) files. Authors will be sent instructions to record optional audio for PPT slides.

Also, at least one author must confirm by registering before the early registration deadline.
Questions? Contact AACE Conference Services at: conf@aace.org

For more information on presentation types, see:
 aace.org/conf/edmedia/presentation-types/
For decades, Las Vegas has occupied an unrivaled place in America's cultural identity. Elvis impersonators, showgirls, casinos and neon lights are some of the most familiar emblems of Las Vegas' culture, but they are only part of the story. Aside from being known as a playground for the rest of the country, Las Vegas is also a desert oasis filled with art, culture, adventure and natural beauty.

In recent years, Las Vegas has secured its place on the cultural map. In 1998, Steve Wynn surprised many when he decided to open an art gallery in his $1.9 billion hotel-casino, Bellagio. Art critics were skeptical, but the public applauded his efforts when the Bellagio Gallery of Fine Art opened and launched Las Vegas to the forefront of the art scene. With eyes glued to this emerging art center, other reputable art institutions started looking toward Las Vegas. The result: fine art galleries located in the resort corridor, featuring revered masterpieces by celebrated artists. While hotels embraced the new frontier of bringing art to Las Vegas, others focused on preserving one of the most famous aspects of Las Vegas' vibrant history. The Neon Museum is a collection of classic neon signs from the 1940s to present day. The collection currently features 11 refurbished, vintage neon signs. The museum is also developing a new building to house the nonrestored historic signs, currently displayed on a three-acre outdoor site called the Boneyard.

Neon has beckoned visitors to the endless casinos and grand entertainment shows of the Las Vegas Strip for decades, but the city's gaming history began even before the bright lights ever beamed. On March 19, 1931, Governor Fred Balzar signed a bill that legalized gaming in Nevada. Since that day, Nevada, and especially Las Vegas, has become recognized worldwide as a premier gaming destination. From traditional card and dice games, to slot machines and race and sports book betting, the casino industry has flourished and evolved into an international phenomenon. Now, more than 80 years later, Nevada celebrates the very industry that has supported economic growth in the state. Last year alone the Las Vegas strip raked in more than $9 billion in gaming revenue.

If taking risks isn't your business, Las Vegas is close to many natural attractions that are a guaranteed win-win experience. Mt. Charleston, Red Rock Canyon, Valley of Fire State Park and the Mojave National Preserve are just a few of the scenic attractions located within just 60 miles of downtown. From hiking, camping, and skiing to the natural beauty and wildlife of the region, there is plenty to see around Las Vegas for those who want a break from the fast pace of the city. Even within city limits you can find an escape. Las Vegas is home to more than 50 exquisite, challenging championship golf courses designed by legends of the sport and available for play throughout the year thanks to the area's inviting climate.

No matter what your pleasure, Las Vegas is jam-packed with sights and sounds to thrill, and adventures to suit every possible palette. Join us and take a chance on having a great time!

Get to know Las Vegas at: www.lvcva.com

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Membership Options

Apply online or download a full membership brochure at membership.aace.org.

- **Professional & Student Membership**
  - Gain professional recognition by participating in AACE sponsored international conferences
  - Enhance your knowledge and professional skills through interaction with colleagues from around the world
  - Learn from colleagues’ research and studies by receiving AACE’s well-respected journals and books
  - Receive discounts on multiple journal subscriptions, and conference registration fees

  **Professional Membership:** $125  
  **Student Membership:** $45

- **Professional Membership PLUS LearnTechLib — The Learning and Technology Library**
  
  AACE Professional Membership PLUS LearnTechLib includes all the benefits mentioned above PLUS, instead of one AACE journal subscription, receive via LearnTechLib all AACE journals and thousands of additional peer-reviewed journal articles, conference papers and presentations, videos, webinars, and much more!

  **Professional Membership**  
  + LearnTechLib: $175

  **Student Membership**  
  + LearnTechLib: $75

- **Select Your Membership Journals**

<Check boxes for your journal subscriptions.>

  - International Journal on E-Learning (IJEL)
  - Journal of Educational Multimedia and Hypermedia (JEMH)
  - Journal of Computers in Math and Science teaching (JCMST)
  - Journal of Interactive Learning Research (JILR)
  - Journal of Technology and Teacher Education (JTATE)
  - Journal of Online Learning Research (JOLR)

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Search & sign up!  
Check for your institution at membership.aace.org/inst/

Recommend Your Library to Subscribe!  
Use our recommendation form at learntechlib.org/recommend-form/