2020 CONFERENCE
AMSTERDAM
June 1-5, 2020 • Renaissance Amsterdam Hotel
Submissions Due: January 15, 2020
Why Attend EdMedia + Innovate Learning?

EdMedia + Innovate Learning is the premier international conference in the field since 1987, spans all disciplines and levels of education attracting researchers and practitioners in the field from 70+ countries. This annual conference offers a forum for the discussion and exchange of research, development, and applications on all topics related to Innovation and Education.

EdMedia + Innovate Learning is an international conference organized by the Association for the Advancement of Computing in Education (AACE).

We invite you to attend EdMedia + Innovate Learning and submit proposals for papers, workshops, posters and innovative showcases. The Conference Review Policy requires that each proposal will be peer-reviewed by for inclusion in the conference program and proceedings available on LearnTechLib—The Learning and Technology Library.

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 educational media and technology

We welcome attendees from around the world each year!

Get Connected

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

aace.org/review

You can also find AACE on Facebook and follow us on Twitter!
**2020 Conference At A Glance**

**Dates:**
June 1-5, 2020

**Host City:**
Amsterdam, The Netherlands

This will be the 31st Annual EdMedia Conference

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**Venue**

Renaissance Amsterdam 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 €209 per night for single rooms. €229 per night for double rooms.

**Travel**

**AIR:** Amsterdam Airport Schiphol, is located 20 minutes from Amsterdam city and approximately 9 miles southwest of the center of Amsterdam in Haarlemmermeer municipality. This is an international airport connecting to many notable European airports. It is the home base for many intercontinental airlines.

**GROUND:** Amsterdam Airport Schiphol has many ground transportation options including train, bus, hotel shuttle service, and taxi.

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**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, hikes, private tours, dinners, and more!

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**Registration Benefits**

- 30+ years of AACE journal archives
- Access to all Regular Conference Sessions including Keynotes
- Proceedings Access
- FREE Wi-Fi in Conference Areas
- Access to online virtual sessions
- Receptions, Refreshment Breaks, and Much More!

See all registration benefits and rates at: [www.aace.org/conf/edmedia/registration/](http://www.aace.org/conf/edmedia/registration/)

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**Partner Publication**

EdMedia + Innovate Learning is sponsored in part by the Journal of Educational Multimedia and Hypermedia (JEMH.) [aace.org/pubs/jemh](http://aace.org/pubs/jemh)
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, 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 three reviewers who are members of the conference’s International Program Committee of experts in fields specifically matching the conference topics. Reviewers are strongly encouraged 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 three members of the Executive 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 Paper: Research
• Full Paper: Practice Based
• Roundtables
• Brief Paper
• Workshop
• Best Papers by Country
For the complete list of presentation categories and their submissions requirements, please see aace.org/conf/edmedia/presentation-types/.

Submit all proposals at:
conf.aace.org/edmedia/submission
All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC or .DOCx) file formats using the online form. No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.

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

Important Dates
Please always refer to aace.org/conf/edmedia/deadlines for the most up-to-date deadlines and dates.
• First call proposals due: January 15, 2020
• First call authors notified: February 7, 2020
• Early registration and confirmation: April 18, 2020
• Proceedings file due: April 18, 2020
• Hotel reservation deadline: April 18, 2020

Conference Topics

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
• Social Software (podcasting, wikis, blogs, etc.)

Assessment and Research
• Alternative and innovative assessment methods
• Assessment practices in cross-cultural and international research
• Best practices in assessment
• Performance and outcome assessment

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

Evaluation and Quality Improvement Advances
• Best practices in evaluation
• Course, program, project, and other forms of evaluation
• Data analytics
• E-learning benchmarks and standards
• Evaluating for quality improvement

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

Innovative Approaches to Learning and Learning Environments
• Augmented reality
• 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

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

Technologies for Socially Responsive Learning
• Digital divide issues, initiatives, and cases
• Digital and social media for engaging youth about cultures
• Diversity
• Education for sustainable development
• Environmental education
• Ethical, cultural, historical, and social issues in technology use
• Learning technologies for transformational change
• Community learning and technology
• Technology solutions for marginalized populations
• Technology uses in cross-cultural and multicultural contexts

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

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.
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<td>10 pages maximum</td>
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<td><strong>AV equipment provided:</strong></td>
<td>PC, Projector, Wi-Fi</td>
<td>PC, Projector, Wi-Fi</td>
<td>PC, Projector, screen and Wi-Fi</td>
<td>A1 sized poster, 6' table, 2 chairs, Wi-Fi</td>
<td>PC, Projector, screen and Wi-Fi</td>
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<tr>
<td><strong>AV equipment provided:</strong></td>
<td>Wi-Fi, table &amp; chairs, electricity</td>
<td>A1 sized poster, 6' table, 2 chairs, Wi-Fi</td>
<td>Electrical power available upon request</td>
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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: PRACTICE BASED**

**Presentation time:** 25 minutes
**Submission proposal length:** 6-15 pages
**Proceedings length:** 15 pages maximum

AV equipment provided: PC, Projector, Wi-Fi

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:** 6 pages maximum

AV equipment provided: PC, Projector, Wi-Fi

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

**PECHA KUCHA**

**Presentation time:** 20 seconds x 20 slides = 6 minutes 40 seconds
**Proposal submission length:** 2-6 pages
**Proceedings length:** 2-6 pages maximum

PechaKucha 20x20 is a simple presentation format where the presenter is limited to showing 20 slides, each presented for 20 seconds. The images advance automatically while the presenter speaks alongside the slides. Presentations should focus on innovative ideas, creative project processes, and/or developed project outcomes. These presentations should rely heavily on images instead of text. All 20 slides are required with submission and will be double blind reviewed for acceptance at the conference.

**POSTERS**

**Presentation time:** 2 hours
**Proposal submission length:** 2-6 pages
**Proceedings length:** 4-6 pages maximum

**AV equipment provided:** A1 sized poster, 6' table, 2 chairs, Wi-Fi

Poster sessions enable researchers and non-commercial developers to demonstrate and discuss their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

**Poster/Demonstration proposals must include:**
- Description of the planned Poster; should emphasize the problem, what was done, and why the work is important
- Poster presenters will be required to arrange for their own systems software and hardware.

**INNOVATORS PLAYGROUND EXHIBIT**

**Presentation time:** 2 hours
**Proposal submission length:** 1-2 paragraphs, logo/graphic & URL required
**Proceedings length:** No pages

Demonstrate and discuss your company’s products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts. Presentation rooms generally accommodate 250 people, exhibit-style.

Attendees can experience hands-on activity with the top creative and learning technologies in an interactive space.

Exhibitors have the outstanding opportunity to connect one-on-one with international decision makers and influencers in the field of education!

**WORKSHOPS**

**Presentation time:** 3.5 or 7 hours
**Proposal submission length:** 2-6 pages
**Proceedings length:** No pages

**AV equipment provided:** Instructor PC, Projector, Screen, Wi-Fi

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 or that participants should BYOL—Bring Your Own Laptop.

**Workshop proposals must include:**
- Clear description of the objectives
- Intended audience (experience level and prerequisites)
- Proposed length (3.5 hours or 7 hours)
- 200-word abstract
- 1-page topical outline of the content
- Summary of the instructor's qualifications

**ROUNDTABLES**

**Presentation time:** 1 hour
**Proposal submission length:** 2-6 pages
**Proceedings length:** 4-6 pages maximum

**AV equipment provided:** Wi-Fi, table & chairs, 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 typically share a room and the hour block with 5-6 other Roundtables.

If you wish to bring your PC/device, you could demonstrate a new piece of software, illustrate the process of using it, show participants some of the complexities of it, and give them an opportunity to try it themselves. If software is to be discussed, include a description of the software and the objectives of the session.

Internet 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.

**SYMPOSIA**

**Presentation time:** 2 hours
**Proposal submission length:** 4-6 pages
**Proceedings length:** 4-6 pages maximum for each paper

**AV equipment provided:** PC, Projector, Wi-Fi

A Symposium is a collection of Full and/or 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 abstract 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 web site. Until then, authors should NOT submit their individual papers for the Symposium.

Contributing authors may choose to publish their papers in the Proceedings as a Full or Brief Paper.
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.
• 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 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 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 virtual submission authors will be able to record optional audio for their PPT slides. This recording is encouraged but not required.
Summer in Amsterdam

As you’ve no doubt already noticed, Amsterdam is a beautiful summer destination. With its picturesque canal network, rich history and vibrant cultural scene, the capital of the Netherlands is one of the world’s most unique cities to visit.

There’s a never-ending selection of things to do in Amsterdam at any time, in any weather, but never is Amsterdam more alive than in the summer, when the city’s streets, canals and parks transform into a buzzing kaleidoscope of activity. Enjoy countless festivals, urban beaches, picnics in the park, outdoor cinema & art, and cool drinks on sunny terraces. Amsterdam is teeming with things to do in the summer. And, on a bright sunny day, the best place to be is outside!

There’s a festival happening every weekend! You could say that Amsterdam is a little bit festival mad. More than 300 festivals take place each year in and around the city – the bulk of these happening in the summer months. So no matter when you visit, there’s bound to be something going on. From huge dance music events to foodie festivals and cultural carnivals, Amsterdam’s festival agenda spans all tastes and genres.

Dine and drink outside! For a city which is pretty cold a lot of the time, Amsterdam really does do a good line in al fresco eating and drinking. As soon as the sun comes out, Amsterdam’s bars and restaurants take things outdoors, and locals and visitors alike flock to enjoy a cold drink in the warm sunshine. From bohemian beaches to swish rooftops, and streetside cafes to a windmill brewery, Amsterdam is brimming with fantastic outdoor spaces to savor the flavors of the city.

Enjoy theatre in the park for free! From May to September, an open air-theatre in the middle of the Vondelpark hosts performances of dance, music, cabaret, comedy and children’s events every Friday, Saturday and Sunday.

You can have a beach holiday in Amsterdam! It may not be the first place you think of when you envision a beach holiday, but just half an hour from Amsterdam by train are the popular beach resorts of Bloemendaal aan Zee and Zandvoort aan Zee. Many of the city’s recreational areas like Sloterplas, Amsterdamse Bos, Gasperplas and het Twiske have ample spots for swimming as well (some with showers and changing rooms too), or head to one of the city’s many urban beaches such as Blijburg or Roest on a hot day.

Grab a bike and make your own adventure! There are over 800,000 bicycles in Amsterdam. That’s more bikes than people! Cycling in Amsterdam is a way of life, made easier by the city’s unbeatable network of cycle routes and gentle landscape. Amsterdam regularly comes out on top in lists of the world’s most cycle-friendly cities, and there’s no finer way to explore the city’s streets, canals, museums and many other attractions all using your pedal power. Cycling in Amsterdam is safe, enjoyable and invigorating - so join the locals and hop on your bike!

Craving culture? Amsterdam is home to world-famous art and historical museums and attractions. Museumplein is the cultural beating heart of Amsterdam and is home to the Rijksmuseum, the Van Gogh Museum and the Stedelijk Museum of Modern Art. The leafy 19th century district of Oud-Zuid is an art lover’s utopia, and the open square between the buildings pulses with activity all day; with open-air exhibitions, markets and a large paddling pool to dip your toes into on warmer days.

You’ll have no problem packing your days in Amsterdam with fun, food, art, and local culture. For more ideas on how to plan your trip and join us, please see aace.org/conf/edmedia and www.iamsterdam.com.
Membership Options

Apply online at membership.aace.org

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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

- 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 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) (Already FREE with membership)

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