

The 5th International Conference on Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE 2008)

March 23- 26 2008

Beijing China

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The rapid progress of mobile and ubiquitous technologies enables internet connections, anytime and anywhere, with ease. Traditional ways of learning and teaching, happening at fixed times and places such as schools or offices and limited with numbers of people, are changing remarkably. Although such technologies allow people to learn in an appropriate context, they cannot guarantee that the learning environments we design will be successful. Issues of design, implementation, deployment and evaluation of such technology supported learning environments should be investigated from interdisciplinary points of view, including computer science, educational research, cognitive science, and so on.

WMUTE 2008 is the 5th international meeting, extending the four previous WMTE/WMUTE workshops held in 2002 (Vaxjo), 2004 (Taipei), 2005 (Tokushima) and 2006 (Athens) to become a conference the first time. This conference provides a forum for researchers and practitioners of this emerging area for discussing these innovative learning technologies and challenging research issues through high quality papers and presentations.

The topics of interest include but are not limited to:

- Innovative and practical use of wireless, mobile and ubiquitous technologies for education, learning and training
- Adaptive and adaptable learning environments using mobile and ubiquitous devices
- Agent support for mobile and ubiquitous learning
- Architectures and implementations of context-aware learning technology systems
- Architectures and infrastructures for ubiquitous learning systems
- Design of learner-supportive interfaces of ubiquitous learning applications
- Designs for wireless, mobile and ubiquitous technologies in education
- Digital tangibles or wireless sensor networks for learning
- Entertainment computing for ubiquitous learning
- Evaluation and evaluation methodologies for ubiquitous learning environments

- Game-based learning in mobile and ubiquitous learning environments
- Innovative devices for mobile/ubiquitous learning
- Amalgamating Integrating individual and collaborative learning in mobile and ubiquitous learning environments
- Lifelong learning support in mobile /ubiquitous environment
- Mobile and ubiquitous computing support for collaborative learning
- Mobile, ubiquitous and wireless technologies for indoor and outdoor learning
- New pedagogical theories for ubiquitous learning environments and society
- Virtual, augmented and mixed reality technologies for mobile /ubiquitous learning

Important Dates:

November 3, 2007	Submissions due
December 10, 2007	Notification of acceptance
January 14, 2008	Camera ready papers due