The 19th World Conference on Mobile, Blended and Seamless Learning (mLearn 2020)

Sustaining equal access to learning in a mobile world

2-4 November 2020

Updated Call for Proposals - Online Presentation Options Now Available

The event will be hosted by IAmLearn (International Association for Mobile learning) and Mansoura University, Mansoura City, Egypt.

mLearn is the leading international conference on mobile and contextual learning and attracts participants annually from more than 60 countries. mLearn 2020 provides a forum for researchers, policymakers, professionals and educators from higher education, school education and vocational education, government departments, industries and international organizations as well as IT developers and solutions providers to share knowledge, research and practices, as well as debate critical issues pertaining to a mobile and connected future learning spaces.

What's New?
The mLearn 2020 conference will go ahead as planned, including the publication of the conference proceedings. Plans are continuing to prepare for on-site conference facilities in Cairo, Egypt. However, online access will now be available to all presentations. In the event that travel restrictions prevent an on-site conference, the events will still go ahead in an online format.

Conference Theme
The overarching conference theme for mLearn 2020 is "sustaining equal access to learning in a mobile world."

Inspired by the UNESCO sustainability goals, in particular Goal 4: Quality Education, we also wish to promote some other highly relevant goals, including Good Health and Well-Being, Gender Equality, Decent Work and Economic Growth, Industry, Innovation, and Infrastructure and Reduced Inequalities. As mobile technologies evolve and disperse into the increasingly seamless Internet of Things, sustainability concerns challenge educators to develop new ways of thinking about mobile learning. Events such as the micro:bit Global Challenge, for students aged 8-12 across the globe, show us that mobile technologies can inspire students to come up with creative ways of addressing the UNESCO sustainability goals while constructing new knowledge for themselves. Similar challenges face us as researchers and educators; how can we harness mobile technologies to sustain equal access to learning in a mobile world.

The conference will fulfil the need for stimulating critical debate on, and research into, theories, approaches, principles, applications and the implementation of mobile, blended and seamless learning. It will provide an opportunity for professionals and practitioners to share their knowledge, experience and research in the various areas and especially those underpinned by the conference themes.

The objectives for the conference have been defined as follows
- To promote the development of mobile, blended and seamless learning, globally, but especially in developing countries.
- To stimulate critical debate on and research into theories, approaches, principles and applications of mLearning.
- To share local and international developments, experiences and lessons learned.
- To promote networking and business opportunity development.
- To encourage the study and implementation of mobile applications in teaching and learning.
- To stimulate and assist personal professional development and the development of new skills for educators.
- To provide a forum for education and knowledge transfer.
- To facilitate dialogue, sharing and networking between diverse cultures with regard to the optimum use of emerging technologies.

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General Track Topics
Topics of interest for the general track/workshops include, but are not limited to:
- Topics related to the UNESCO sustainability goals
- The future of mobile learning design and user experience
- Mobiles in lifelong and informal learning
- Innovative learning environments
- Innovations in blended learning
- Augmented, virtual, and mixed reality for innovative education
- IoT, electronics and robotics for teaching and learning
- Application of AI in education
- Serious games, games-based learning, and gamification of learning
- Bridging the digital divide by going mobile
- Mobile learning in developing countries
- Effective learning design and assessment
- Innovative pedagogy for education
- Learning management systems and associated technologies
- MooCs and innovative online learning
- Technical and Vocational Education and Training (TVET)
- Digital inclusion and open educational resources (OER)
- STEM and STEAM in the classroom
- Teacher and educator development

Special Track Topics
In addition to the general track we are also accepting papers for the following Special Tracks which will be lead by experts in their areas:
There will be four special tracks facilitated by leading international experts:
- Multi-modal Contextual learning - Daniel Spikol (Linnaeus University, SE)
- Seamless and ubiquitous learning - Lung-Hsiang Wong (NTU, SG)
- Mobile Learning for Disadvantaged and Development Contexts - Cases and Concepts from Africa and the Middle East - John Traxler (Wolverhampton, UK)
- PhD symposium - Inmaculada (Macu) Arnedillo-Sanchez (TrinityCollege Dublin, IE)

Submissions in Multiple Languages
Submissions will be accepted in English, Arabic and French. Arabic submissions are particularly welcomed for the special track “Mobile Learning for Disadvantaged and Development Contexts”

Who should attend?
This event brings together some of the leading researchers and practitioners in the field of mLearning. It also appeals to a wide range of audiences who are interested in enhancing learning with designing content and developing systems for mobile devices and wireless networks.

The list includes:
- higher education institutions
- training providers
- educators and researchers from all sectors
- industry practitioners
- commercial companies and vendors
- mobile device manufacturers and service providers
- hardware and software developers
- community and voluntary organisations
- content developers
- learning and skills councils
- education authorities
- government departments
- telecommunications operators
publishers
and all others with an interest in mobile, blended and seamless learning.

Some of the benefits of attending the mLearn 2020 conference

- mLearn 2020 will provide researchers, academics, industry practitioners and commercial vendors all the benefits of participating in one of the premier international conferences and being exposed to the exciting and rapidly growing field of mobile, blended and seamless learning.
- mLearn offers unrivalled opportunities for networking with key academic and commercial contacts.
- mLearn is the only conference endorsed by the International Association for Mobile Learning (IAmLearn), a membership association which promotes excellence in research, development and application of mobile and contextual learning.
- The mLearn conference series has an established relationship with the official journal of IAmLearn, the International Journal of Mobile and Blended Learning (IJMBL). This is the leading journal in mobile learning, included in all the major indices including Web of Science, Scopus and the ACM digital library.

Submissions

Submissions may be made in the following participation/presentation categories:

- Long Papers* (8 pages) (full paper submission)
- Short Papers* (4 pages) (full paper submission)
- Practice Papers* (Extended Abstract-Only Submission Template, approx. 1-2 pages + references)
- Posters** (Extended Abstract-Only Submission Template, approx. 1-2 pages + references)
- Panels/Roundtables** (Presentation Submission Template, approx. 1-2 pages)
- Workshop/Tutorial** (Presentation Submission Template, approx. 1-2 pages)

For further details regarding the presentation categories, submission guidelines and more information or to upload an abstract, please visit the conference website at: [http://iamlearn.org/mlearn/call-for-papers/paper-submission/](http://iamlearn.org/mlearn/call-for-papers/paper-submission/)

*Publication of Paper/Poster Presentation Submissions

All contributions will be reviewed in a peer-review process. All accepted papers and extended abstracts will be published in the conference proceedings, which will be hosted through LearnTechLib.

Practice papers (experience reports, case studies, technical showcases, product/service presentations). A practice paper centres on an application in an educational setting. This might be research focused, a great idea, or an innovation. Regardless, there will be some evidential information to draw on to demonstrate its impact.

Accepted posters will be presented on a common poster day.

Online submissions will need to be suitable/optimized for online presentations. Video presentations will need to be recorded in advance and posters will be expected to take advantage of the digital context.

** Presentation Submissions

Accepted panels, roundtables, workshops and tutorials will be presented during the conference. We especially welcome hands-on workshops or ‘a how-to’ tutorial sessions. Presentation details will be included in the conference programme, and posted to the conference website.

Important Dates

- Deadline for all submissions: 1 May 2020 extended to 1 June 2020
- Accept / Reject Notification: 15 June 2020 extended to 15 July 2020
- Camera-Ready Submission of all papers: 1 September 2020
- Conference: 2 - 4 November 2020

An International Review Panel and Scientific Committee will assist the Programme Committee with the double, blind, peer review process and selection of abstracts.

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