



ICL 2020

23–25 September 2020, TalTech Mektory, Tallinn, Estonia



First Announcement & Call for Papers

23rd International Conference on Interactive Collaborative Learning (ICL2020)

49th IGIP International Conference on Engineering Pedagogy

“Educating Engineers for Future Industrial Revolutions”

TalTech Mektory, Tallinn, Estonia, 23-25 September 2020

Overview

This interdisciplinary conference aims to focus on the exchange of relevant trends and research results as well as the presentation of practical experiences in **Interactive Collaborative Learning** and **Engineering Pedagogy**.

Important Deadlines & Presentation Formats

Proposals for participation in the ICL2020 conference can be submitted in the following formats:

27 Mar 2020	Submission of: (i) two (2) pages structured abstracts (for full papers and short papers) for the main conference (ii) Special Session proposals
20 April 2020	Notification of acceptance for abstracts for the main conference. Special Sessions notification and announcement
01 Jun 2020	Submission of complete papers for special sessions and the main conference
22 Jun 2020	Notification of acceptance
20 Jul 2020	Author registration deadline
20 Jul 2020	Camera-ready due
23 Sep 2020	ICL2020 opening

Conference Proceedings

The conference proceedings will be published as ICL2020 Proceedings in the Springer series "Advances in Intelligent Systems and Computing". The books of these series are submitted to ISI Proceedings, EI-Compendex, DBLP, SCOPUS, Google Scholar and Springerlink.

Venue

Conference will take place at TalTech Mektory. Mektory (shorthand for “Modern Estonian Knowledge Transfer Organization for You”) is TalTech's Business and Innovation Centre, and a celebrated international hub visited yearly by numerous individuals and delegations looking for collaboration with Estonian universities and businesses. Mektory is located at the campus of Tallinn University of Technology. It is easy to reach by public transport (about 8 km from city centre).

Topics

Topics of interest include, but are not limited to:

- Collaborative learning
- Lifelong learning
- Adaptive and intuitive environments
- Ubiquitous learning environments
- Semantic metadata for e-learning
- Mobile learning environments applications
- Computer aided language learning (CALL)
- Platforms and authoring tools
- Educational MashUps
- Knowledge management and learning
- Educational Virtual Environments
- Standards and style-guides
- Remote and virtual laboratories
- Evaluation and outcomes assessment
- New learning models and applications
- Research in Engineering Pedagogy
- Engineering Pedagogy Education
- Learning culture & diversity
- Ethics and Engineering Education
- Technical Teacher Training
- Academic-industry partnerships
- Impact of globalization
- K-12 and pre-college programs
- Role of public policy in engineering education
- Women in engineering careers
- Flipped classrooms
- Project based learning
- New trends in graduate education
- Cost-effectiveness
- Real world experiences
- Pilot projects / Products / Applications
- Engineering Educators Training
- Engineering Education Management
- Games in Engineering Education (GinEE)
- Teaching Best Practices
- IT in Engineering Education
- Entrepreneurship in Engineering Education (EiEE)

Organizers

- Tallinn University of Technology (www.taltech.ee)
- IAOE - International Association of Online Engineering (www.online-engineering.org)
- IGIP - International Society for Engineering Education (www.igip.org)

Technical co-sponsors

- IEEE Education Society (www.ewh.ieee.org/soc/es/)
- CTI - Carinthia Tech Institute, Austria (www.cti.ac.at)