

8TH ANNUAL

CALL FOR PARTICIPATION



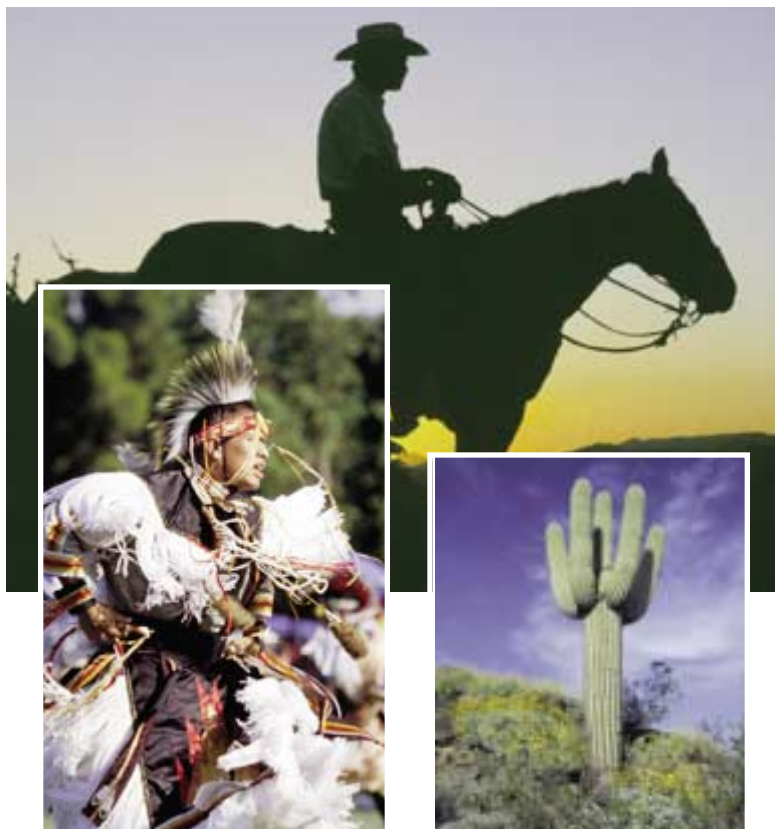
E-Learn 2003

World Conference on E-Learning in Corporate,
Government, Healthcare, & Higher Education

November 7-11, 2003
Phoenix, Arizona, USA

Proposals Due: April 30, 2003

www.aace.org/conf/elearn



- Keynote & Invited Speakers
- Full & Brief Papers
- Panels
- Roundtables
- Video Festival **NEW**
- Interactive Sessions **NEW**
- Tutorials & Workshops
- Posters/Demonstrations
- Corporate Posters/Showcases
- SIG (SPECIAL INTEREST GROUP) Discussions

Authors notified:

May 28, 2003

Proceedings file deadline:

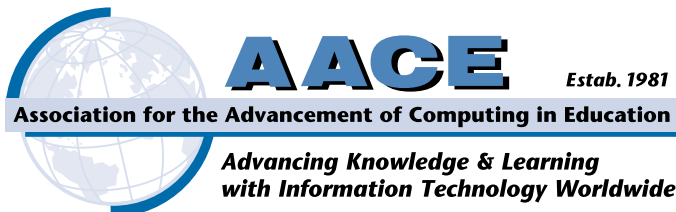
September 15, 2003

Early registration deadline:

September 15, 2003

Advance registration deadline:

October 24, 2003



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CO-SPONSORED BY
International Journal on E-Learning
Corporate, Government, Healthcare, & Higher Education

INVITATION

E-Learn 2003 — World Conference on E-Learning in Corporate, Healthcare, Government, and Higher Education is an international conference organized by the Association for the Advancement of Computing in Education (AACE). This annual conference series serves as a multidisciplinary forum for the exchange of information on the research, development, and applications on all topics related to E-Learning.

Information for Presenters

Details of presentation formats are given on the following pages. The general principles applying to all are:

- All communication will be with the principal presenter who is responsible for communicating with co-presenters of that session.
- The conference will attempt to secure all equipment for presenters, with the exception of poster/demonstration presenters. However, where special equipment is needed, presenters may need to bring or rent equipment. The name of a rental firm can be provided.
- All presenters must register and pay the registration fee. Early registration fee will be approximately \$395 (US) with a discount for AACE members.

Proceedings

Accepted papers will be published in the Proceedings (book and CD-ROM formats) as well as in the AACE Digital Library. These proceedings serve as major sources of information and reflect the current state of the art for the E-Learning community. In addition, selected papers may be invited for publication in AACE's respected journals especially in the *International Journal on E-Learning*. See: www.aace.org/pubs

Paper Awards

All presented papers will be considered by the Program Committee for Outstanding Paper Awards. There will also be an award for Outstanding Student Paper (therefore, please indicate if primary author is a full-time student).

Hotel & Travel Arrangements

Special hotel room rates will be available to conference attendees. Discount airfares will be available from a designated airline carrier.

Background

The E-Learn Conference series originated as the WebNet World Conference on the WWW and Internet which was held as a major international conference in San Francisco, CA (1996); Toronto, Canada (1997); Orlando, Florida (1998); Honolulu, HI (1999); San Antonio, TX (2000); Orlando, FL (2001); and Montréal, Canada (2002). E-Learn 2003 is the eighth in this series of internationally respected events.

Corporate Participation

A variety of opportunities are available to present research-oriented papers or to showcase and market your products and services.

E-Learn is Unique

The E-Learn Conference series is an international forum designed to facilitate the exchange of information and ideas on the research, issues, developments, and applications of a broad range of E-Learning topics.

E-Learn is an innovative collaboration between E-Learning researchers and practitioners from the corporate, government, healthcare, and higher education sectors. All presentation proposals are reviewed and selected by a respected international Program Committee, based on merit and the perceived value for attendees.

Broad Range of Important Topics: Coverage of a wide range of interrelated topics is just one of the features that distinguishes the E-Learn conference series. Attendees are able to mix and match sessions to focus on the combination of topics that are of the most interest, concern and benefit to them.

Participatory Event: While there are Keynote and Invited talks delivered by internationally recognized technology experts, E-Learn is more of a participatory event. This means that all attendees play an important, interactive role, offering valuable feedback and insight gained from their own experiences. The atmosphere at E-Learn is exciting and energizing. A wealth of knowledge is gathered and exchanged, as professionals from disparate but related fields come from all over the world to meet one-on-one or in small groups and learn about new developments that impact their respective activities.

Not a Trade Show: While E-Learn does encourage commercial participation, it is not a trade show, and there is not an exhibition. Instead, the conference uniquely relates and displays commercial activities throughout the E-Learn program in the form of Corporate Showcases and Demonstrations and other presentations by companies.

**900+ Participants
from 50 Countries**

TOPICS

The scope of the conference includes, but is not limited to, the following topics as they relate to E-Learning in Corporate, Government, Healthcare, and Higher Education.

Application Domains

General & Cross-Domain
Corporate
Government
Health Care
Higher Education
Informal Learning (Museums, Communities, Homes)
K-12
Military Training
Professional Associations & Non-Profits

Major Topics relating to or technologically supporting E-Learning

Content Development
Evaluation
Implementation Examples and Issues
Instructional Design
Policy Issues
Research
Social and Cultural Issues
Standards and Interoperability
Tools and Systems
Other

SUBMISSION INFORMATION

FULL PAPERS

Presentation time: 25 minutes

Submission length: 4-6 pages (2,500-3,750 words)

Proceedings length: 6 pages maximum

AV equipment provided: PC, Projector, Internet, VCR

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics.

Systems & Resources

Papers related to projects, technical developments, systems, and resources.

The paper should include:

- Whether this work is just beginning, on-going, or completed;
- The partners involved;
- The major goals and the basic approach - this includes the educational problem addressed or the new educational opportunity created;
- A brief review of previous work as a background;
- A clear description of what has been developed, including schematic overviews and screen dumps (if applicable);
- Any validation (usability testing, pilot testing, expert evaluation, etc.) that has taken place; and
- Future work and implications for others.

The reference list for this kind of paper should include URLs for the work, and at least a few literature references.

Conceptual & Empirical Studies

Reviews, conceptual overviews, evaluations, and empirical studies.

The paper should include:

- The topic;
- The motivation for the work;
- The major questions addressed;
- The general process and conceptual framework, with references to literature;
- The concrete method, with sufficient detail on instruments and procedures;
- Major points or results; and
- Implications.

This paper category requires a strong and up-to-date well synthesized literature review, with work from a variety of sources (not just the research team of the author), and also an appropriate writing and presentation style for a scholarly review or overview.

Case Studies

Papers related to local experiences (e.g., a course or a prototype tested in a local situation).

The paper should include:

- The most important features of the context;
- A description of the problem in both local and conceptual terms;
- A description of who, what, why, and how, including screen dumps if relevant;
- Implications for the local setting or the local prototype; and
- Implications for others outside the local setting.

This paper category should include a reference list with relevant URLs, and a few citations to papers related to the local problem, but from outside the local setting. The latter is to indicate that the author can see the local situation in a broader and more general context.

Other

For authors who do not feel they fit in any of the above. The Program Committee may request that the author revise the paper to relate to one of the above categories, or may accept it as submitted.

BRIEF PAPERS

Presentation time: 15 minutes

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 2 pages maximum

AV equipment provided: PC, Projector, Internet, VCR

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

New Developments

Descriptions of new extensions to existing projects or newly initiated projects.

Project Opportunities

Descriptions of projects underway that include opportunities for additional project partners.

Demonstrations

Other

For authors who do not feel they fit in any of the above. The Program Committee may request that the author revise the paper to relate to one of the above categories, or may accept it as submitted.

The submission should include:

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

PANELS

Presentation time: 1 hour

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 4 pages maximum

AV equipment provided: PC, Projector, Internet, VCR

A panel offers an opportunity for 3-5 people (including the chair) to present their views or results on a common theme, issue, or question and discuss them with the audience. Panels should cover timely topics related to the conference areas of interest. 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 even controversial) discussion.

Panels must allot at least 50% of the time for interaction and discussion with the audience.

The panel proposals should include:

- Description of the panel topic, including why this topic is important to Conference attendees; and
- Brief position statement and qualifications of each panelist.

ROUNDTABLES

Presentation time: 1 hour

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 150 words (to be published only in Abstract Book)

AV equipment provided: electricity

These sessions allow maximum interaction in informal, small-group discussions on a single topic. The format is appropriate for papers, projects, or works-in-progress that encourage discussion. Roundtables share a room with 2-3 other concurrently held Roundtables.

VIDEO FESTIVAL

Presentation time: 1 hour

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 2 pages

AV equipment provided: VCR, PC, Projector, Internet

The field has matured to the point that we have a growing number of video resources – cases, classroom/training video clips, and many other forms. Presenters should have a short handout on the video and use most of the time showing the video.

SUBMISSION INFORMATION

INTERACTIVE SESSIONS

Presentation time: 1 hour

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 3 pages

AV equipment provided: PC, Monitor, Internet

If you have mastered a new piece of software (or a new version) that others would be interested in learning about, submit a proposal for an Interactive Session. In this informal session, you will demonstrate the software, illustrate the process of using it, show participants some of the complexities and tricks about it, and give them an opportunity to try it themselves.

These sessions are also appropriate for 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.

Include a description of the software to be used by participants, the objectives of the session, and the intended audience (experience level and prerequisites).

These presentations share a room with 2-3 other concurrently held Interactive Sessions.

TUTORIALS / WORKSHOPS

Presentation time: 3.5 or 7 hours

Submission length: see information below

Proceedings length: no pages

AV equipment provided: PC, Projector, Internet (Tutorial);
PC, Projector, PC Lab, Internet (Workshop)

Tutorials and 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 Tutorial or Workshop and their contribution to the overall conference program. Workshops differ from Tutorials by involving hands-on experience with hardware/software provided.

Note: Few Workshops are selected because a lab of equipment is required for each. If you submit a Workshop proposal, please indicate if your proposal is also appropriate for presentation as a non-hands on Tutorial.

Tutorial/Workshop proposals should 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; and
- Summary of the instructor's qualifications.

POSTER / DEMONSTRATIONS

Presentation time: 2 hours

Submission length: 2-3 pages, 1,250-1,875 words

Proceedings length: 2 pages

AV equipment provided: 4'x8' poster board, 6' table, 2 chairs, electricity,
Internet if wireless card & PC brought

Poster/Demonstration 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 should include:

- Description of the planned Poster/Demonstration; should emphasize the problem, what was done, and why the work is important.

Poster/Demonstration presenters will be required to arrange for their own systems software and hardware.

CORPORATE DEMONSTRATIONS/ LITERATURE

Presentation time: 2 hours

Submission length: 1-2 paragraphs

Proceedings length: no pages

AV equipment provided: 4'x8' poster board, 6' table, 2 chairs, electricity,
Internet if wireless card & PC brought

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled with Poster/Demonstrations grouped together in open exhibition-style, usually all in one hall. This is an informal event with a circulating conference-wide audience. Sales are permitted. You may stock and sell your product at your table.

CORPORATE SHOWCASES

Presentation time: 30 minutes

Submission length: 1-2 paragraphs

Proceedings length: 150 words (to be published only in Abstract Book)

AV equipment provided: PC, Projector, Internet, VCR

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled concurrently only with other Showcases. Presentation rooms generally accommodate 50-150 people, theatre-style. This is more of a formal presentation than the Corporate Demonstration.

SIG (SPECIAL INTEREST GROUP) DISCUSSIONS

Presentation time: 1 hour

Submission length: 1-3 pages (625-1,875 words)

Proceedings length: no pages

AV equipment provided: PC, Projector, Internet, VCR

To encourage informal interaction among individuals with common interests, SIG discussion groups will be formed based upon proposals accepted under the Call for Participation. Also, new SIG discussion groups may be formed either formally or on an impromptu basis when at the conference.

SIG Discussion proposals should include:

- Description of the discussion topic emphasizing the problem or issue and why the work is important; and
- Indication of whether you are willing to chair the discussion.

SUBMISSION REQUIREMENTS

Submit all proposals by completing the Web form at: <http://www.aace.org/conf/elearn>

All proposals must be submitted by uploading PDF, Word, RTF, or Postscript file using the Web form. No hard copy paper, faxed, or e-mail submissions will be accepted.

Please send your proposal only ONE time.

Questions? Contact AACE at:

E-mail: conf@aace.org

Phone: 757-623-7588

Fax: 703-997-8760

www.aace.org/conf/edmedia

Phoenix Arizona



Offering unique Southwest culture and a desirable climate, Phoenix is located along the banks of the Salt River, where early Hohokam Indians first settled. Phoenix, the state's capital, is saddled between dramatic mountain ranges.

Year-round sunshine and mild autumn temperatures make Phoenix an ideal location for E-Learn 2003. This premier desert city is located 1,117 feet above sea level and the weather is warm, sunny and usually dry.

ATTRACTIONS/NIGHTLIFE/PERFORMING ARTS: A variety of museums offer indigenous history and art, as well as imported works. The Heard Museum in downtown Phoenix is well known for its Native American art exhibits. The Phoenix Art Museum, host of the Cowboy Artists Show, has a permanent collection of 16,000 paintings, sculptures, costumes and other works of art from the 15th through 20th centuries. Other interesting and informative museums are the Arizona Science Center, the Phoenix Museum of History, the Hall of Flame Fire Fighting Museum, Scottsdale Center for the Arts and the Champlin Fighter Aircraft Museum.

With 20 theater groups in the area, there is no shortage of entertainment. Phoenix offers everything from Broadway plays to lyric opera. The Herberger Theater Center plays host to many fine performances, including Ballet Arizona, the Arizona Opera Company and the Arizona Theatre Company.

The Phoenix Symphony Orchestra has been performing for more than 35 years with a season that runs from fall through spring. There are many opportunities to enjoy other music as well, including rock, jazz, country and more.

SIGHTSEEING: Arizona is known for its contrasts. Visitors will see everything from northern Arizona's tall, cool pines to the cactus-filled scenery of the Sonoran Desert. And if there's a "must-see," it's Arizona's majestic Grand Canyon, one of the world's seven natural wonders. This breathtaking sight is open year-round and may be experienced through nature walks or mule rides into the Canyon, or by taking a leisurely drive along its outer edges. Before reaching the Grand Canyon, be sure to stop at Sedona, a cultural community providing a wide array of boutiques and art galleries selling everything from Native American and Southwestern arts and crafts to fine jewelry.

Arizona also is home to Lake Powell on the northern border. Lake Powell is 186 miles long and has more miles of shoreline than the entire Pacific coast of the United States. The lake, which extends into southern Utah. Located in east-

ern Arizona, the White Mountains stand at an elevation of some 9,000 feet. The White Mountains are rich in trout-stocked lakes. With temperatures about 30 degrees cooler than Phoenix.

Other scenic trips worth taking include venturing to: Prescott - site of the historic 1857 John C. Fremont House, the first territorial governor's mansion, and Whiskey Row; Apache Trail - a world-famous trail that twists through the Superstition Mountains and was once traveled by the Apache Indians; and Montezuma's Castle - a 12th-century Aztec-designed dwelling carved into a steep cliff, once inhabited by the Pueblo Indians.

These destinations can be reached in as a few hours by car from Phoenix.

ACTIVITIES: With so many sunshine-filled days, Phoenix is the perfect place to experience a range of outdoor activities. Horseback riding is a great way to see the spectacular Sonoran Desert, as is a rugged jeep ride. Spending an afternoon tubing or rafting the Verde or Salt rivers is another way to enjoy the outdoors. For the thrill seeker, a glider or hot-air balloon flight will take you high above the desert plateau and offer splendid views for miles.

Dependable sunshine and great weather make outdoor sports a way of life. Golf, tennis, hiking, mountain biking and in-line skating are popular activities. Visitors can also choose from water skiing, sailing and fishing in the region's lakes and rivers.

DINING: Endless dining possibilities exist in Phoenix. With some of the world's best chefs, taste buds will be tantalized by indulging in a variety of foods including Fusion, Italian, Chinese, Mexican, Continental, Thai and Moroccan, just to name a few. It also is possible to taste a bit of the Old West by sampling a genuine cowboy mesquite-grilled steak at one of the many restaurants specializing in authentic Southwestern cuisine.

SHOPPING: When shopping you'll find a wonderful selection of upscale souvenirs such as beautifully handcrafted Native American turquoise jewelry and elegant leather goods. Everything from the latest in fashionable apparel to collectible artwork can be found at one of the many large shopping malls or tiny boutiques.

Sound like a great place for a conference? You bet! Plan to join us for E-Learn 2003, in Phoenix, Arizona, USA, November 7-11, 2003.

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*Advancing Knowledge & Learning
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