

# Relevant subjects

Educational research and technology.

- Experiences in the educational use of technologies.
- The learning and practice virtual communities.
- · Educational technologies Impact.
- Problems in the technology integration in the education fields.

## Educational needs and technological solutions

- Educational problems and the development of relevant technologies.
- Pedagogical theories, educational models and technology development.
- New students and teachers: roles, relationships and technologies.
- · Collaborative learning technologies.
- Teaching and learning designs with the support of technology.
- Design of environments for people with special need education.

#### Learning objects and open educational resources

- Strategies for the educational content generation.
- The technology use in the design of educational content.
- Management, use and evaluation of educational content.

#### Repositories of Learning Objects

- Federation, integrated search and recommendation systems.
- Integration with virtual learning environments.
- · Integration with author tools.
- Strategies for evaluating the quality of resources within the repositories.

#### Massive online open courses (MOOCs)

- Theoretical analysis.
- Participation data analysis.
- Development models.

## Mobile Learning, Educational Television and Ubiquitous Learning

- The use of mobile devices in the classroom.
- Voting systems (such as response commands) and others.
- Mobile phones (SMS use) in distance education.
- Mobile devices in museums, galleries, etc.
- Mobile devices and daily learning (language, dictionaries, etc.).
- Educational Television (tlearning).
- · Learning objects for television.
- The effective use of media for education.

## **Learning Analytics**

- Academic analysis (attrition, motivation, etc.).
- · Analytics in class (monitoring of student actions).
- Online analytics (LMS, web tools, etc.).
- · Multimodal analytics.

#### Inverted classroom

- · Theoretical analysis.
- Impact analysis.
- Development models.

### Games, Virtual Reality and Augmented Reality.

- Educational games.
- Virtual, augmented and mixed reality for diminished education.
- Educational applications and the impact of multi-user virtual environments in 3D.
- The serious games.

#### Personalized Learning

- Recommendation systems.
- Automatic creation (semi) of courses or lessons.
- · Intelligent and cognitive tutors.
- Technological support for self-managed learning.

## Adaptability and Accessibility

- Creation of content in several languages or languages.
- The contents adaptation to the educational level.
- Student modeling and educational adaptation.
- Technologies for educational inclusion.
- Technologies for a special needs education.

Other topics that the authors consider relevant for the discussion on technology for education in the region can also be included. All submitted papers will be reviewed and weighted according to their relevance, originality, coherence and clarity by at least two reviewers in the same area. The final program will only include works with at least one author enrolled in the conference and before the deadline for sending the final version.

Full and short Papers, written in English, accepted and presented at the conference, will be submitted to IEEE Xplore Digital Library and will be submitted to indexing services. The best complete papers will be selected to present an extended version for review in indexed journals.

Full and short Papers written in Spanish and Portuguese accepted and presented at the conference, must have the title and abstract in English to be submitted to IEEE Xplore Digital Library and submitted to indexing services. The best complete papers will be selected to present an extended version for review in indexed journals.

A best papers selection received and presented at the conference will be recommended (post-conference) for an expanded version in: IEEE LATAM - IEEE Latin America Transactions (http://www.ewh.ieee.org/reg/9/etrans/eng/ (http://www.ewh.ieee.org/reg/9/etrans/eng/)). ISSN: 1548-0992.

The papers **not presented** at the conference will not be published.

The papers submission by third parties must be authorized by the coordinators of the general program in advance.

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