Call for Papers

Journal of Universal Computer Science (J.UCS) Special Issue

Future trends in computing technology for education

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Background & Call for Manuscripts

Future educational technology, there will be new issues, applications, teacher-learner paradigms and perspectives that will have a powerful effect in the teaching and learning process such as mobile devices, MOOCs, computer based assessment applications, teacher-training methods and else that will lead to different applications and even philosophies of how educators understand or use technology. The primary issue is the applicability of different devices whether software or hardware. The second, is the accessibility which is also changing what is being taught giving ground to information, knowledge or common contents that in turn shape from the general idea of education to the daily lesson. The third is the user’s training and interaction (for teachers and learners). The fact that teachers and learners can access now new materials and activities will provide educational opportunities for those who have been traditionally had positive access to education as well as those who have not. Thus technology currently will serve to build bridges to link cultures and enhance educational enriching experiences.

This issue will put together a collection of different papers dealing with the two extremes of research-practice in the field of education pointing out distinctive technology based projects worldwide but especially looking to future applications.
of that technology. The authors will provide a multidisciplinary perspective of technology based learning, emphasizing the methodological and technological innovation that should lead current and future educational practices.

This special issue intends to include original, pertinent and relevant contributions on future experiences with an especial look into future applications. A special call is done to papers that are included but not limited to the following issues:

- Virtual & Physical studios: Neuroinformatics, Holography, immersive virtual reality, retinal screens
- Gamification
- Data Mining Strategies for E-Learning Organizations
- Distance and Open Learning Environments
- Virtual Education
- Tangible computing: Reactive materials, digitally intermediated field trips
- Creativity and innovation in learning technology
- Ubiquitous environments
- Tasks and assessment algorithms
- S2S platforms
- Teacher and learner specific training for e-learning and assessment
- New trends in high-stakes testing
- Object embedded intelligence
- Cascading knowledge maps
- Hypermedia Applications
- Intelligent E-Learning Systems
- Intelligent Training Technology
- Interactive ELearning Systems and Environments
- Learning and Content Management Systems
- Learning Management Systems
- Mobile Learning
- Network Based Education and Training
- Open users educational software
- Social networking and education
- Humanistic Resources in Educational Technology
- Human Computer Interaction
- Moocs

**Important Deadlines**

Submission by: 30 June 2015  
Notification of acceptance by: 31 September 2015  
Revised submission by: 31 November 2015  
Final version by: 30 December 2015
Submission and Evaluation Procedure

The Journal of Universal Computer Science - is a high-quality electronic publication that deals with all aspects of computer science. J.UCS has been appearing monthly since 1995 and is thus one of the oldest electronic journals with uninterrupted publication since its foundation. A number of special issues as well as the printed archive editions of the volumes are also available in print and can be ordered directly from J.UCS office. The impact factor of J.UCS is 0.401, the 5-year impact factor 0.533 (2013). For further information, please refer to http://www.jucs.org/jucs_info/aims/unique_features.html

Manuscripts should not exceed 20 double-spaced pages. Papers only prepared according to the JUCS’s guidelines for authors and submitted online (see procedure described below) will be included in the review process. Illustrations and tables must be provided as integrated parts of the manuscript. The guidelines for authors are available at http://www.jucs.org/ujs/jucs/info/submissions/style_guide.html.

For all potential authors who have received an invitation for an extended version of their conference paper, please bear in mind that we only can consider submissions which are significantly extended (at least 30-50% new material and the title of the extended version must clearly and unmistakably differ from the title of the article presented at the conference). For more details, please also refer to http://www.jucs.org/ujs/jucs/info/special_issues/special_guidelines.html.

Please submit your original and proof-read papers not later than June 30, 2015 using the submission system at https://www.easychair.org/conferences/?conf=maljucs16.

Each paper will be blind reviewed by at least 3 reviewers. According to the covered main subjects in the content, a selected set of reviewers with the appropriate expertise in 3D worlds, pedagogy, and e-learning/computer science will be assigned.

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