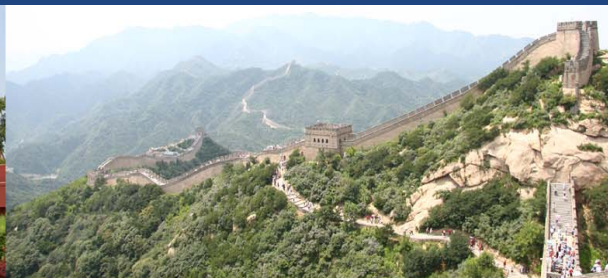# MTDL 2009

*Call for Papers*

## ACM International Workshop on Multimedia Technologies for Distance Learning (MTDL 2009)

Beijing, China, October 23, 2009

**http://MTDL2009.mine.tku.edu.tw/**

In conjunction with **ACM Multimedia 2009**

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Multimedia technologies and networking infrastructure have changed human social behavior. One typical example is education. The impact of distance learning to traditional universities in particular allows educational professionals to rethink about how to efficiently and effectively using multimedia technologies to improve instruction, as well as to encourage students to learn. Although multimedia technologies have already been used widely in e-learning, various considerations should be carefully addressed from both pedagogical and technological perspectives, to ensure the successful incorporation of these technologies in e-learning. This ACM workshop aims to discuss problems, current studies, and solutions in how to use multimedia and communication technologies to improve e-learning. Especially, presentations should address the difference between using and without using multimedia technologies in education. Practical solutions are encouraged, although pedagogical theories may be used to support the solutions. Topics of interests include but are not limited to the following:

- Efficient Authoring Methods for Instruction Creation/Generation
- Management of Multimedia Learning Objects
- Multimedia Edutainment Technologies
- Multimodal Interactions for e-Learning
- Pedagogical Issues of using Multimedia Technologies in e-Learning
- Real-time Delivery of Multimedia Instructions
- Server and System Architecture for Multimedia Instructions
- Multimedia Technologies for Collaborative Learning, Game-based Learning, and Mobile/Situated Learning

## Paper Submissions

Each submission should be formatted using the *ACM Proceedings templates.* It should be written in 9 points and must not be longer than 10 pages in length, including references and figures. Authors may submit their papers in PDF format via the conference paper submission system. The review process is double-blind, i.e., all submissions must contain no information identifying the authors or their organizations. The Workshop Proceedings will be published by ACM.

Paper Submission Deadline: **May 18, 2009**

Authors of the best papers that are related to game-based learning will be invited to submit extended version of their papers for possible publication in a special issue of *IEEE Trans. on Learning Technologies*.

For more information regarding the Workshop or paper submission, please check the conference web site or contact Timothy Shih: *tshih@cs.tku.edu.tw*