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Emerging Trends in Education
IEEE Transactions on Emerging Topics in Computing
Special Issue/Section
First Issue of 2016


Technological advancements, such as those seen in cloud computing, mobile devices, and big, open and linked data, to name just a few, bring with them great opportunities for broadening the reach of, and enriching, the educational experience. For instance, virtual learning environments are becoming commonplace in the communication between students and teachers, who can use a plethora of web-based tools and applications to publish assignments and submit them for grading, perform automatic assessment, etc. At the same time, mobile computing is contributing at expanding the reach of learning content and frameworks, which are becoming accessible in an always-on and ready-to-go fashion. By leveraging on smartphones and tablets, new pedagogical tools are being implemented which exploit their innovative interaction capabilities and the rich set of sensors to create immersive and interactive experiences not previously possible. Furthermore, the massive volume of information produced in these tools and environments opens greater possibilities including the sharing, analysis, and visualization of education data patterns and their trends. Although there are many different visions for education in the future, great efforts will be needed to reach a profound integration between the technologies that are already well-established and those that are considered as emerging. By building on a solid scientific and methodological foundation where theory and practice converge, this special issue aims to present both the current trends that characterize the learning and teaching domains of today as well the expected evolution that will shape the education of tomorrow. With that goal in mind, topics of interest include, but are not limited to:

Distributed and mobile learning systems
Formal, non-formal and informal learning environments
Computer-supported tools for adaptive learning, teaching, tutoring, etc.
Remote and virtual classrooms and laboratories
Sensor-based and context-aware collaborative learning systems
Game-based learning, gamification, edutainment, etc.
Authoring and management of learning contents
Knowledge engineering for education and learning analytics
Social media in teaching and learning
Technology-augmented active learning
Innovative applications, devices and interfaces for learning

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Please note the following important dates.
• Submission Deadline: March 1, 2015
• Reviews Completed: June 1, 2015
• Major Revisions Due (if Needed): July 15, 2015
• Reviews of Revisions Completed (if Needed): September 1, 2015
• Minor Revisions Due (if Needed): October 1, 2015
• Notification of Final Acceptance: November 1, 2015
• Publication Materials for Final Manuscripts Due: December 1, 2015
• Publication date: First Issue of 2016

Please address all other correspondence regarding this Special Issue/Section to TETC-SI-Education@polito.it.

Guest Editors

<table>
<thead>
<tr>
<th>Phillip A. Laplante</th>
<th>Claudio Demartini</th>
<th>Fabrizio Lamberti</th>
<th>Colin J. Neill</th>
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</thead>
<tbody>
<tr>
<td>Penn State University</td>
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<tr>
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<td>Engineering Division</td>
</tr>
<tr>
<td>Malvern, PA 19355</td>
<td>Computer Engineering</td>
<td>Computer Engineering</td>
<td>Malvern, PA 19355</td>
</tr>
<tr>
<td>plaplante(at)psu.edu</td>
<td>10129 Torino, Italy</td>
<td>10129 Torino, Italy</td>
<td>cineill(at)psu.edu</td>
</tr>
<tr>
<td></td>
<td>claudio.demartini(at)polito.it</td>
<td>fabrizio.lamberti(at)polito.it</td>
<td></td>
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