The 4th International Workshop on Wireless, Mobile, and Ubiquitous Technologies in Education (WMUTE 2006) brings together researchers, academics, and industry practitioners with interests in the application of wireless and mobile technologies to education. New network and mobile technologies open the possibility of a ubiquitous learning society to support lifelong curiosity and learning across multiple settings. This is achieved by bringing together a multidisciplinary community of professionals to solve design challenges in instructional design, usability, social interactions, assessment, component-based software, network infrastructure, and mobile computing architectures.

Rich conversations have taken place over three prior workshops in the past four years. The inaugural workshop for Wireless Mobile Technologies in Education (WMTE) began in Vaxjo, Sweden from August 29-30, 2002. The second workshop was held in Jhongli, Taiwan from March 23-25, 2004. The third workshop, held from November 28-30, 2005 at the University of Tokushima in Tokushima City, situated on the east of Shikoku Island, Japan. This workshop is being held in the historical city Athens, Greece from November 16-17, 2006.

The topics of presentations and demonstrations include the following:

- Adaptive and adaptable learning environments using mobile and ubiquitous devices
- Agent support for mobile and ubiquitous learning
- Amalgamating individual and collaborative learning in mobile and ubiquitous learning environments
- Architectures and infrastructures for ubiquitous learning systems
- Architectures and implementations of context-aware learning technology systems
- Designs for wireless, mobile and ubiquitous technologies in education
- Design of learner-supportive interfaces of ubiquitous learning applications
- Digital tangibles or wireless sensor networks for learning
- Entertainment computing for ubiquitous learning
- Evaluation and evaluation methodologies for ubiquitous learning environments
- Game-based learning in mobile and ubiquitous learning environments
- Innovative and practical use of wireless, mobile and ubiquitous technologies for education, learning and training
- Mobile and ubiquitous computing support for collaborative learning
- New pedagogical theories for ubiquitous learning environments and society

This year, a total of 58 submissions were received from 22 countries, reflecting the international presence and interest in making progress in understanding and sharing major research findings for Wireless Mobile Ubiquitous Technologies in Education. Six papers were accepted as full papers (an acceptance rate of 10.34%), 15 as short papers, and 15 as posters. These proceedings are intended to capture the important ideas, scholarship, and work being accomplished in this rapidly evolving field. We applaud the WMUTE community for their contributions.

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