WMUTE 2010 Preface

The increasing adoption of mobile, connected, and personal computing devices is rapidly changing our everyday life, work, and learning. Together with pervasively embedded tiny and cheap computing chips and sensors in our environments, such technologies not only make tangible objects smart, but also provide us with novel ways to interact with our environment individually and collaboratively. These new tools, and the sociotechnical designs that exploit them, are fundamental driving forces for connecting seamlessly formal learning settings, such as classrooms or lecture halls in schools or universities, and informal learning settings, such as outdoor environments, museums, and cities, forming innovative and engaging learning scenarios.

Since 2002, the IEEE Conference on Wireless, Mobile, and Ubiquitous Technologies in Education (WMUTE, formerly WMTE) has invited defining contributions for a new line of research that highlight both pedagogical and technological innovation for individual and collaborative learning using these new technologies. WMUTE 2010 is the sixth international meeting, extending the previous WMTE/WMUTE conferences held in 2002 (Växjö, Sweden), 2004 (Taipei, Taiwan), 2005 (Tokushima, Japan), 2006 (Athens, Greece) and 2008 (Beijing, China). This conference will bring into view the results of current research efforts in this field as well as define future challenges for visions of pervasive learning pedagogies and technologies.

These proceedings are composed of full, short, and poster papers presented at WMUTE 2010. Each paper was reviewed by at least three members of the program committee. The program committee received 83 submissions, among which only 48 papers were accepted. The overall acceptance rate was 58%, with a 26% acceptance rate for full papers. We thank the members of the international program committee for their insightful reviews of the submitted papers in a short review period.

WMUTE 2010 will be jointly convened with the International Conference on Digital Game and Intelligent Toy Enhanced Learning in Kaohsiung, Taiwan. This is the first joint meeting, which will allow the members of the two communities to interact and exchange ideas with each other. We believe that this conference will be thought provoking for the participants from the two communities and play a key role in fostering a larger community of researchers and practitioners. We are especially appreciative of the help from Professor Demetrios Sampson, the IEEE Learning Technology Task Force Chair, for making the joint conference possible. We also would like to acknowledge the sponsorship of the IEEE, as well as the National Central University, which supported us in organizing this joint conference.

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