

1st Call for Papers

International Workshop on e-Learning Online Communities

January 3, 2005, Cairo, Egypt

eLOC 2005

<http://www.mdx.ac.uk/gc/eLOC.html>

Co-located with the

3rd ACS/IEEE International Conference on Computer Systems and Applications

January 3-6, 2005, Cairo, Egypt

AICCSA 2005

<http://engr.smu.edu/cse/AICCSA-05/>

Workshop Theme:

Online Communities were initially regarded as social gatherings between people that shared common interests, communicating over a network primarily to exchange information and engage in informal communication. The technological evolution of the past two decades leading to the creation of the World Wide Web and the proliferation of the Internet was the primary factor for Online Communities to transform from a social interaction medium to virtual environments with commercial value. This transformation was accompanied by several changes regarding community membership, user activities and behavioural patterns. Significant research has focused on providing principles for community building, identifying success criteria for established communities and understanding sociability, functionality and usability issues.

The increased popularity of Online Communities triggered the diversification of the community building process depending on those aspects forming the core of a community and enticing Internet users to become members; hence the birth of online communities focusing on games, health, commercial transactions, travel and education. The first communities for education emerged in the mid-80s and since then they evolved to online meeting places for people involved in remote, distance or e-Learning. Members of e-Learning Online Communities frequently express additional requirements since they rely on computer-mediated communication for acquiring knowledge and engaging on educational activities. Currently several institutions have created e-Learning Online Communities and there is early evidence of their future success.

The aim of this workshop is to attract contributions from educators and researchers that have participated in the investigation, development and evaluation of e-Learning Online Communities.

Key Note:

Paul Leng
Professor of e-Learning in the Department of Computer Science,
Director of the *e-Learning Unit*
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The role of discussion in online learning

In online classes and online learning communities, dialogue between participants has a central role. Effective online discussions may not only be an important part of the learning experience, but can also help resolve other issues that are problematic in e-Learning, including questions of identity, plagiarism, and quality control. In this talk I will discuss these issues in the context of an established online Higher Education programme. Research issues arising from this will also be highlighted.

Topics of interest include but are not limited to:

- Artificial intelligence application in e-Learning Online Communities
- Architecture of e-Learning Online Community environments
- Building e-Learning Online Communities
- Case studies of e-Learning Online Communities
- Collaborative e-Learning methodologies and tools
- Communication patterns in e-Learning Online Communities
- Computer-Assisted Assessment (focus on provision of feedback)
- Developing countries and the use of e-Learning Online Communities
- Evaluation of e-Learning Online Communities
- Groupware applications for e-Learning
- Integrated e-Learning and/or Online Community environments
- Natural Language Processing techniques in e-Learning

Important Dates:

Paper submission:	Monday, August 30, 2004
Notification of acceptance	Friday, October 15, 2004
Camera ready copy	Monday, October 15, 2004
Proceeding ready	Monday, December 13, 2004
Author registration	Monday, September 20, 2004 (AICCSA registration)

Submission Information:

Prospective authors are invited to submit papers in any of the topics listed above. Papers must not be published or under consideration to be published elsewhere. All papers must be written in English and the maximum length should be no more than 5,000 words. Paper formatting should follow the IEEE standards available at <http://www.ieee.org>. Papers selected for presentation will appear in the Conference Proceedings, which are published by IEEE Computer Society. Papers only in either MS Word or PDF format should be sent to the workshop organiser electronically by Monday, August 30 2004 (17:00, BST) at g.dafoulas@mdx.ac.uk.

Workshop Organiser:

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