IABL2017: International Association for Blended Learning Conference

2nd World Conference on Blended Learning

http://iabl2017.org

April 26-28, 2017
Toronto, ON, Canada

About the conference

The International Association for Blended Learning (IABL) is proud to organize its 2nd World Conference on Blended Learning (IABL2017) . The conference organizers cordially invite researchers, teachers, professors, administrators, trainers and technology experts to present the latest blended learning solutions, as well as discuss and exchange the latest findings and new ideas based on the ongoing research, practice, and experience. We would like to invite contributions from across the globe, from all educational sectors and a broad variety of industries.

We are inviting submissions of high-quality original research and technology papers that have not been previously published and are not under review for any other conference or journal. Submissions will be reviewed by at least two referees on the basis of the originality of the work, the validity of the results, chosen methodology, writing quality and the overall contribution to the field of blended learning.

IABL2017 **is a blended conference** and invites both *face-to-face* and *virtual* presenters. The virtual presentations are delivered by presenters who cannot attend the conference in person but whose papers have been accepted (in keeping with the Submission Guidelines) for IABL2017. Each virtual presentation consists of three elements: (1) a pre-recorded video (paper presentation); (2) 10-15-minute synchronous presenter-audience chat via Skype, and; (3) subsequent online discussion (closed after 48 hours from the scheduled presentation unless otherwise requested by the presenter). Virtual presenters are required to submit their proposal using the same guidelines as face-to-face presenters. Virtual presenters can choose from the following three categories: long paper, short paper, and industry showcases/practitioners presentation. All blended sessions are moderated by a session chair to ensure optimal interaction between the virtual presenter and the audience.

IABL2017 is collocated this year with Digifest2017. Digifest (DF2017) is an immersive event that showcases ground breaking creations and trending content in digital media, art, design and technology. International speakers, interactive installations and collaborative workshops all take place at the innovative Corus Quay building on Toronto's waterfront next to the GBC waterfront building. Conference delegates will be offered special tickets allowing them to participate in both IABL and (DF2017).

Conference tracks

Research Track

IABL2017 aims to attract researchers, teachers, professors, administrators, trainers, practitioners, and technology experts in the following areas to help define and shape blended learning and innovative approaches to teaching and learning across settings and technologies. You are invited to submit research papers pertaining to the theme of the conference "Blended learning: freedom of choice" in the areas that include but are not limited to the following:

- Pedagogy of blended learning
- Blended learning in practice
- Design of blended learning
- Technology in blended learning
- Future of blended learning
- Blended approach to corporate training
- Blended learning for special needs learners

- Blended learning in language acquisition
- Blended learning in K-12
- Blended learning in higher education
- Blended learning for development / in developing countries
- Blended learning in teacher professional development

Graduate Symposium

The Graduate Symposium provides an opportunity for Doctoral and Master's students to receive expert feedback from a panel of experienced supervisors and examiners. Participants will also have the opportunity to ask questions of the panel following the student presentations regarding any aspect of pursing a research degree in blended learning, the literature review, research methods, thesis writing and submission, thesis examination, etc.

Application/Industry Track

The Application/Industry track of IABL2017 is a forum for high-quality presentations on innovative applications and technological solutions enabling successful practice of blended learning. These include, but are not limited to, technology for blended learning, application of blended learning approach across various levels of education from K-12 to university, application of blended learning in corporate training .

Exhibitors – DemoFest

DemoFest will provide a space for demonstration of technological solutions and platform for information exchange and networking.

Pre-conference Workshops

Pre-conference workshops provide well-organised learning opportunities for attendees. They focus on skills development in blended learning and teaching, or advanced technical training. Workshops are expected to be 3 hours in duration. Workshops should involve hands-on experience with innovative technology or challenging exploration of ideas or learning applications, rather than a formal presentation of information. Proposals for workshops will be selected on the basis of the instructors' qualifications, expertise and experience, and the relevance of the topic. The workshop proposal (500 words) must include the following: title, aims/objectives; intended audience (experience level and prerequisites); detailed workshop plan; full contact details and short bio of the instructor(s); list of additional presentation tools used (e.g., flip chart, software, mobile apps). All accepted workshops will take place on April 26, 2017.

The application track papers should generally present results from real world development, deployment, and experiences delivering blended learning solutions whereas research track papers should present either theoretical results or early implementation/prototype demonstrations. All application track papers should contain a "Lessons learned/Recommendations" section.

Submission instructions

Long paper (3500-5000 words)

Long papers, 3500-5000 words in length, must report on original and significant work in research, development and applications with regards to one or more aspects of blended learning. Long papers will be subjected to a double-blind peer review process by an international panel and evaluated on the basis of their significance, originality and clarity of writing. The review will be based on the full text of the submitted paper.

Short paper (2000-3000 words)

Short papers, 2000-3000 words in length, provide the opportunity to describe new work or work that is still in progress, relevant to one or more aspects of blended learning. Short papers will be subjected to a double-blind peer review process by an international panel and evaluated on the basis of their significance, originality and clarity of writing. The review will be based on the full text of the submitted paper.

Posters (300-500 words)

Poster presentations must report on significant work in research, development, applications or practice with regards to one or more aspects of blended learning. Posters will consist of affixing the research poster to a portable wall with the researcher in attendance answering questions posed by passing colleagues. The display space allocated for posters will be 60 cm x 90 cm (or 2 x 3 feet). Authors should submit an abstract of 300-500 words outlining the topic and contribution of the poster.

Industry showcases/Practitioners presentation (300-500 words)

These presentations by practitioners are aimed at sharing best practices in teaching and training in the blended learning context. Practitioners from educational, industry, government and other institutions are invited to submit 300-500 word abstracts that describe their successful practices in their classrooms. All submissions will be double blind peer-reviewed by an international review committee. All submissions will be double-blind peer-reviewed by an international review committee.

Pre-conference Workshop (500 words)

Pre-conference workshops provide well-organised learning opportunities for attendees. They focus on skills development in blended learning and teaching, or advanced technical training. Workshops are expected to be 3 hours in duration. Workshops should involve hands-on experience with innovative technology or challenging exploration of ideas or learning applications, rather than a formal presentation of information. Proposals for workshops will be selected on the basis of the instructors' qualifications, expertise and experience, and the relevance of the topic. The workshop proposal (500 words) must include the following: title, aims/objectives; intended audience (experience level and prerequisites); detailed workshop plan; full contact details and short bio of the instructor(s); list of additional presentation tools used (e.g., flip chart, software, mobile apps). All accepted workshops will take place on April 26, 2017.

Work should be submitted through EasyChair (https://easychair.org/conferences/conference_dir.cgi?a=12680051) using the conference template (http://iabl2017.org/files/IABL-Submission-Template.docx).

Conference topics

Pedagogy of Blended Learning

Pedagogy is the pivotal element of successful learning and it should be underpinned by carefully selected learning theories and in-depth understanding of the needs of the 21st century learner. Pedagogy can be viewed as guidance to learn that comprises teaching practices, methods, strategies as well as teaching philosophies and beliefs. Blended learning pedagogies are addressed in this track.

Blended Learning Practice

The Practice track is the forum for high-quality presentations on innovative applications and practical Blended Learning solutions. These include any combination of learning and training tools and practices that have proven successful in a variety of contexts. The Practice track papers should generally have results from (ideally) real world development, deployment, and experiences delivering Blended Learning solutions. Examples of real-life implementation of Blended Learning solutions are invited both from all educational sectors and a broad variety of industries.

Designing Blended Learning

As society progresses into the 21st century we are seeing new generations of learners who are comfortable using technology in their everyday life. At the same time, learning materials are available electronically from anywhere and at any time. Educators and trainers must design blended learning

taking these and other trends into consideration. This track focuses on guidelines and best practices for designing blended learning solutions.

Technology in Blended Learning

Blended learning implementation can use a variety of technologies in delivery. Also, as technology emerges, educators and trainers must integrate the emerging technologies when implementing blended learning. What technologies are being used or can be used to deliver quality blended learning? What research studies are being conducted on the use of blended learning? This track aims to provide answers to these and related questions concerning the usage of technologies in blended learning.

Future of Blended Learning

As we move from the early stage of the 21st century into the later stages, we need to look at the role of blended learning in the future. How can blended learning be more effective and motivating for learners? What are some of the trends that will affect blended learning in the future? How are organizations planning to implement blended learning in the future? How does current research inform the future practice of blended learning? These are the issues to be addressed in the Future of Blended Learning presentations.

Blended Approach to Corporate Training

Traditionally corporate training programs have been on-site and face-to-face, but with development of digital media, various platforms and modes of delivery, training has been much more interactive and engaging resulting in professionals becoming far more responsive. Blended learning is the best method of delivering corporate training if technology is strategically used. The focus of this track is to examine the difference between e-learning and blended learning, as well as how technology can be used to compliment face-to-face, instruction-led training in the corporate setting.

Blended Learning for Special Needs Learners

Developing or adapting school models that blend the best of online and face-to-face learning holds real promise. It creates an opportunity to better address special needs with touch and assistive technologies and new apps. It allows to create an individual learning plan for every student and to create more personalized learning environments that better address the needs of all students. The focus of this track is to share experiences and ideas addressing this important application of blended learning.

Blended Learning in Language Acquisition

'Blended Learning' in language learning is the term commonly used to refer to any combination of face-to-face language learning materials and activities with those delivered via tethered and mobile digital technology. The Blended Learning approach allows for language learning to expand outside the classroom walls and for the practice to take place in the real-world context. Papers related to the blended language teaching and learning theory and practice are invited, including second language learning, foreign language learning, and literacy in various settings.

Blended Learning in K-12

K-12 learning environments are rapidly changing in line with the advancement of digital learning technologies. Yet, is K-12 ready for this change? What is the right blend of face-to-face and digital technology-assisted instruction and practice? This track focuses on how blended learning approaches, pedagogical strategies, and digital learning technologies are impacting current K-12 landscapes and how we should move forward to achieve 21st century learning with blended learning.

Blended Learning in Higher Education

With education moving towards cultivating 21st century learning, higher education needs to consider combining teaching and learning practices that offer the winning blend of technology-assisted and face-to-face instruction. This track focuses on best practices, pedagogical and learning strategies, assessment and evaluation approaches in higher education, as well as issues, challenges and future directions in applying blended learning for teaching and learning in higher education.

Blended learning for development / in developing countries

With the support new technologies, blended learning holds particular promise for developing countries as it can make available to them the resources of educational institutions on national, regional, and international level. It allows for better redirection and allocation of the limited resources available to learners and institutions.

Blended learning in teacher professional development

Since educators will be required to develop technology-based approaches for instructional delivery and assessment, training and professional development for teachers should focus on helping them learn how to learn and teach in a blended environment. This track is designed to highlight the research, trends and best practices for teacher training and professional development using the blended learning approach and strategies.

Venue

The IABL2017 conference is hosted by the Centre for Arts, Design and Information Technology of George Brown College in Toronto, Ontario. All conference presentations and workshops will be located at the Waterfront campus of the college that overlooks the Lake Ontario. The conference location is close to downtown Toronto, major hotels, and subway stations.

Important Dates

Last date for early-bird registration: January 30, 2017

Full/short paper submission: December 31, 2016

Workshop proposal submission: December 31, 2016

Industry showcases/Practitioners presentation/Poster submission January 15, 2017

Demofest submission January 15, 2017

Decision regarding acceptance: January 15, 2017

Camera-ready paper submission: February 28, 2017

Full paper and workshop slide show/presentation submission: March 30, 2017

Conference starts: April 26, 2017