V International Workshop on Professional Retraining and Life-Long Learning using ICT: Person-oriented Approach (3L-Person)

16th International Conference ICTERI 2020
ICT in Education, Research, and Industrial Applications: Integration, Harmonization, and Knowledge Transfer
June 16-20, 2020, Kharkiv, V.N. Karazin Kharkiv National University, Ukraine

LinkedIn Group: ICT in Education, Research, and Industrial Applications
Facebook Group: ICTERI Conference
Facebook Group: V International Workshop: Person-oriented Approach (3L-Person)
LinkedIn Group: V International Workshop: Person-oriented Approach (3L-Person)
Proceedings: CEUR-WS indexed by DBLP, Scopus, Web of Science
Post-proceedings: Springer CCIS (pending acceptance), indexed by: Scopus, Web of Science, EI-Compendex, Mathematical Reviews, SCImago

Important Dates
(23:59 Hawaii time)
Monday, 30.03.2020 – submission of Workshop Papers
Monday, 20.04.2020 – acceptance notification for Workshop Papers
Monday, 11.05.2020 – submission of Camera-Ready papers
Monday, 11.05.2020 – registration deadline for workshop authors
Monday, 25.05.2020 – presentation drafts submission deadline
Tuesday, 16.06.2020 – Saturday - 20.06.2020 – Conference days

Theme of the Workshop
This Workshop is designed to evaluate new and emerging technologies in education, learning environments and methods that have to satisfy life-long learning of a person (from school age to retirement), professional training and retraining in view of the person-oriented approach. It covers such topics as: adaptive learning strategy and design, day-to-day support for individual’s learning, life-long learning of individuals, learning at the workplace, learning with emerging ICT that provide remote collaboration, learning/training process of individuals with special needs, ICT in education safety and security, recommendation regards vocational retraining and/or further carrier etc.

All topics allow relevant ICTs to eliminate the time, space and cultural differences of learners and teachers.

The specific goal of this activity is to facilitate a broader understanding of the promise and pitfalls of these technologies and working (learning/teaching) environments in global education/development settings, with special regard to the human as subject in the system and to the collaboration of humans within the technical, didactic and organizational subsystems.

The Workshop aims at:
(i) The identification of areas in which coordinated research efforts are required to expand and understand the emerging technologies in education (such as cloud computing, mobile tools and services, network infrastructures, systems of computer modeling, simulation, AR/VR/MR etc.), their effectiveness, the potential risks, and the potential benefits of new ways to educate, learn and collaborate.
(ii) Informing the educators about options for global education in near future.

Topics of Interest
– Blended and Distant Learning/Teaching with Emerging ICT: face-to-face learning and virtual classroom, flipped classroom, active and practice-oriented learning, collaborative learning, homeschooling, etc.
– Personal Learning Environment Design: person-oriented approach, adaptive and intuitive learning, cloud-based learning environment, social networking, etc.
– Advanced ICT for Professional Retraining and Training at the Workplace: cloud-based learning tools, mobile-based learning, learning networking tools, etc.
– ICT in Education of a Person with Special Needs: openness and accessibility of education, e-inclusion; using ICT in educating gifted, underachievement, disabled individuals; ICT influence on a human development, etc.
– ICT in Education Safety and Security: human-system integration, human factors, quality evaluation of electronic learning resources, etc.
– ICT-support of STEM Education and Professional Career: network labs, robust intelligence, synthetic environment, augmented cognition, 3D technology, systems of computer modeling and simulation, etc.
– Educational Robots, Databases and Language Technologies for Open Learning and Research: innovative and intelligence tools for data analysis; network labs, robotics learning tools; augmented cognition; machine learning; open learning and research platforms etc.
– Synthetic learning environment: AR/VR/MR, AI in education, computer modeling in teaching process etc.

Submissions Types and Requirements
3L-Person solicits:
(i) Regular (full) research papers,
(ii) Short research papers,
(iii) Discussion or problem analysis papers,
(iii) Poster presentations.

Evaluation criteria are of the same as for the main ICTERI Conference. Please refer to http://icteri.org/icteri-2020/submission-types for more details.

No Fees
ICTERI does not charge any conference fee. Participation is FREE, including the Workshops.

Proposal Submission Guidelines
The language of the main ICTERI Conference is English. Workshop Proposals submitted in any other language will be rejected without review.
Submissions should be made electronically in PDF format. The authors should use the ICTERI electronic submission system at https://easychair.org/conferences/?conf=icteri2020 and submit their proposals to the ICTERI 2020 Track 4: ICT in Education → Workshop (3L-Person)

**Publication**

The papers that meet the requirements of the Workshop will be peer reviewed by the members of the international program committee of the Workshop.

The accepted papers will be included in the program of the Workshop for their presentation at the Workshop. The accepted papers will be published in the ICTERI 2020 Proceedings Volume (at CEUR-WS, http://ceur-ws.org/). This publication qualifies as an international publication with the German ISBN. This proceedings volume will be published electronically and indexed by DBLP, Scopus and Google Scholar.

The best papers after their presentation and discussion at the workshop may be invited to be published in their refined and extended versions in the Post-proceedings of ICTERI 2020 to be published by the Springer Communications in Computer and Information Science (CCIS, http://www.springer.com/series/7899 pending acceptance). Refined and extended versions of the papers will undergo a review by the members of the ICTERI program committee. The ICTERI Steering Committee will decide upon the acceptance for this CCIS volume.

The papers accepted for 3L-Person Workshop may be invited for publication in the Special Issue of the Journal of Information Technologies and learning Tools (http://journal.iitta.gov.ua/index.php/itlt).

**Presentation**

Accepted papers must be presented at the Workshop by one of their authors, who commits to register and attend the conference. The Program Chairs of ICTERI 2020 reserve the right to exclude papers which have not been presented from the published proceedings.

**An estimation of potential interest to the workshop theme and the number of submissions**

The topic of Professional Retraining and Life-Long Learning using emerging ICT fits the Conference scope in concern to the Thematic Track 4: ICT in Education. The potential interest to the Workshop theme is due to the actual trends in increasing role of the human abilities to learn, to develop his/her talents, to learn new technologies (especially in the synthetic environment), as well as due to the definitive and primary importance of the person-oriented approach and life-long learning in the digital age.

**Workshop Co-Chairs**

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**The information about previous offerings of the workshop:**

1-st International Workshop ICTERI-2016: http://icteri.org/workshop-3L-Person


The proceedings volumes of ICTERI series published electronically at CEUR-WS (ISSN 1613-0073):

- 2012: http://ceur-ws.org/Vol-848/
- 2013: http://ceur-ws.org/Vol-1000/
- 2016: http://ceur-ws.org/Vol-1614/