

SCOPE:

Science, Technology, Engineering, and Mathematics, collectively known as STEM, are particularly challenging academic disciplines. A recent decline in graduates from these areas has slowly prompted an overhaul in the way educators approach these subjects. A slow but steady inclusion of technology-based educational solutions has facilitated the way students approach and conquer these subjects.

eLEOT 2015 will focus on e-learning initiatives related to STEM disciplines. We are looking for contributions that range from innovative ways to present information, to mobile-based interactive technologies simulating experiments, to methodologies to manage and study student performance from the back-end, and many more topics. We will also feature space for demonstrations and interactive sessions. More at <http://eleot.org/>.

This conference is designed to allow for the maximum interaction among participants. Our goal is to foster and support communication among researchers, practitioners, and students. We believe that only through presenting our work and discussing it formally and informally with others we can not only share our knowledge effectively, but also cultivate and improve our own ideas. eLEOT 2015 is architected completely around this belief.

HIGHLIGHTS:

· The event is endorsed by the [European Alliance for Innovation](#), a leading community-based organization devoted to the advancement of innovation in the field of ICT.

· **Online track - eLEOT** welcomes submissions from presenters who will not be able to attend the conference in person. To be able to participate through this track you will be required to meet the date, topic and publication requirements for the main conference. Participation to this track is limited to 20 accepted papers.

· All accepted papers will be published by Springer and made available through SpringerLink Digital Library, one of the world's largest scientific libraries.

The works that will be presented at eLEOT 2015 will focus on the following topics:

- Accessibility and usability of web-based instruction in the classroom
- Assessment
- Augmented reality solutions
- Best Practices
- Bid data in e-learning
- Blended learning

CONFERENCE TOPICS:

PAPER SUBMISSIONS:

· Papers should be no more than **8pages in length**. Complete formatting and submission instructions can be found on the conference [website](#).

· Submissions will be **reviewed** by at least three expert reviewers.

· Papers will be judged on originality, correctness, clarity and relevance. Submitted papers must be original work, and may not be under consideration for another conference or journal.

· Submission of the paper implies agreement of the

Important dates

- **6 April:** Paper submission due
- **1 April:** Workshops proposal deadline
- **1 May:** Panels proposal deadline
- **15 June:** Acceptance Notification
- **6 July:** Camera-ready deadline

Organizing committee

GENERAL CHAIR

GIOVANNI VINCENTI

University of Baltimore
Baltimore, MD, USA

TECHNICAL PROGRAM CHAIR

ALBERTO BUCCIERO

Italian National Research Council (Consiglio Nazionale delle Ricerche, CNR)

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