



ICTT 2008 Call for papers

Learners and their new expectations from ICTT¹

Paris, 27 - 29 October 2008

Institut TELECOM celebrates 10 years of ICTT

Organized by:



¹ *Information and Communication Technologies for Teaching*

Presentation of the conference

To carry on the ICTT conferences organized by INSA in Rouen in 1998, Troyes University of Technology in 2000, INSA in Lyons in 2002, Compiègne University of Technology in 2004 and the Institut National Polytechnique in Toulouse in 2006, Institut TELECOM will organize the sixth international ICTT conference to be held **on 27 - 29 October 2008** at TELECOM ParisTech, under the patronage of the Université Numérique Ingénierie et Technologie (UNIT).

Conference program

This event shall entail:

- **A scientific conference** presenting research into information technologies, their development and their usages for teaching and training in higher education and businesses. The scientific conference papers focus on particular aspects of the issues tackled while remaining closely related to the general theme as explained below.
- **A conference on "feedback"** intended to review the current real usages of ICTs in higher education and professional training. Papers concern the achievements, experiences, projects and systems set up (i.e. already benefiting learners) to gain a better understanding of their creation, implementation, operation and stakeholders.
- **Thematic round tables for companies** to provide a platform for exchanges with the ICTT community on training-specific ICT issues.

- **An exhibition / demonstration space** for the presentation of solutions, systems, training courses, finished or trial products.

Attendees

This conference is intended for:

- Researchers in ICTT technologies, systems and usages,
- Higher Education professors,
- Training staff and managers in businesses.
- Businesses involved in ICTT roll-out in organizations
- Learners on ICTT-based courses

Call for papers

Learners and learning are two concepts at the heart of the 6th international ICTT conference: **Learners and their new expectations from ICTTs**. It focuses on 21st-century learners and on the process of building up knowledge and skills. These learners regularly use digital products and services. They are IT literate, regular users of the social web, mobile technologies and instant messengers, international bloggers and image, sound and video clip consumers and are also initiated in console electronic games and on-line gaming.

Stemming from the *New Millennium Learner* concept put forward by the Organization for Economic Co-operation and Development (<http://www.oecd.org>), ICTT 2008 aims to look into current teaching practices in higher education and businesses, particularly those based on developing systems, services and

usages related to the integration of Information and Communications Technologies for Teaching. ICTT 2008 provides an insight into learning and its underlying conditions in a digital environment of two conflicting generations with different cultures: that of the digital immigrant, a teacher-designer from a television culture and that of the digital native, a learner-user from an Internet and electronic game culture.

ICTT 2008 provides researchers, professors, experts and learners with a platform for exchanges on research and practices which are firmly geared towards learners and learning in a digital environment. It aims to spark off the pooling of methods, techniques and tools at the foundation of innovative technology teaching putting learners and their new expectations at the very heart of ICTTs and thus to highlight the experiences and practices which can illustrate this point.

In order to help participants when drawing up their papers, guidelines for authors and selection criteria for scientific articles and feedback will be put on the following website: <http://tice2008.institut-telecom.fr/>

Issues tackled this year

1. *Learning and knowledge management*
 - Skills engineering and self-assessment
 - Learning activities incorporating personal digital learning aids: personal site, *e-portfolio*, skills, dynamic modeling of players
 - Teaching scenarios focusing on learning

- Cooperative agent technologies for knowledge management
2. *Values of the digital era and educational engineering*
 - Physical isolation, immediate interaction, nomadism
 - design, techniques and analyses for learner interaction
 - priority to multimedia content (image, video, sound) and written content
 - ICT usage for life-long learning: at home, at school, within the company
 3. *Digital systems and learners*
 - Digital mass learning and specialized (individual) learning environment
 - Remote on-line training, face-to-face training and hybrid training: support tools for individuals and groups
 - Adapted or customized learning content
 - Learning schemes based on teaching scenarios and reusable and interoperable learning tools
 4. *Tools for learning and production*
 - Pooling, cooperation and dissemination tools, for and by learners: cooperation, on-line publication, multi-player production and networking
 - Web 2 as a shared operating system: wiki, *podcasting*, blogs, RSS feeds, transversal exchanges, building knowledge
 - Wireless communication
 - Digital publishing systems (SPIP, Concepta, Scenari, etc.)

Deadlines

Submissions must be received by: May 14th, 2008
 Reading committee answer by: June 30th, 2008
 Final versions must be received by: September 3rd, 2008

Languages

Abstracts: French and English (and possibly in original language)
Papers: French.