

Special track on “Tools and resources for Lifelong Learning” (TORELL)

*Personal Environments, Widgets and Connectors to support
lifelong learning and open education*

**At ICL2010, the International Conference on Interactive Computer Aided
Learning,**

Hasselt University, Belgium, 15 - 17 September 2010.

www.icl-conference.org

1. Organisers of this track:

CHAIR: Hendrik Drachslar, *Open Universiteit Nederland, The Netherlands.* (Hendrik.Drachslar@ou.nl)

Marco Kalz, *Open Universiteit Nederland, The Netherlands.* (marco.kalz@ou.nl)

Wolfgang Greller, *Open Universiteit Nederland, The Netherlands* (wolfgang.greller@ou.nl)

Fridolin Wild, *The Open University, UK.* (f.wild@open.ac.uk)

Uta Schwertel, *IMC AG, Germany.* (uta.schwertel@im-c.de)

Jan Pawlowski, *University of Jyväskylä, Finland .* (jan.pawlowski@jyu.fi)

2. Description:

The special track “Tools and resources for Lifelong Learning (TORELL). Personal Environments, Widgets and Connectors to support learning and open education” takes place at the “International Conference on Interactive Computer Aided Learning 2010” in Hasselt, Belgium.

For the interdisciplinary TORELL we ask for contributions on web services, connectors and other techniques that can be used as widgets to support lifelong learning and open education.

Nowadays, Internet users take advantage of personal environments where they can integrate various web services such as YouTube, Delicious, RSS feeds. Personal environments like iGoogle, Netvibes or Pageflakes act like a container where users can add their most favorite Web2.0 services, rather than browsing to each of them separately. A personal environment presents the Web2.0 services in a condensed view so that the users do not have to browse to each of the services separately. Web services can easily be plugged into the personal environment by using a widget standard. A widget also called gadget, badge, module, webjit, capsule, snippet, app, portlet, mini or flake can have many shapes and sizes and runs on different platforms as web or desktop widgets. Especially, web widgets have a broad application area; they can be applied in social networking software like Facebook and LinkedIn but also in Elgg, Content Management Systems like Drupal, and blogging software like Wordpress. Widgets are often based on technologies like text mining, semantic web, ontologies, natural language processing, and other data mining techniques. They support the exchange of ideas, exploration of content, the annotation and connection of learners and open educational resources (OER). They are suitable to train certain competences, visualize certain domain knowledge, or combine information from different information providers in a single widget.

We ask for contributions that focus on, but are not limited to, one of the following TOPICS:

- Widgets or web services that support communities of learners (e.g. OER communities)
- Best practices and working examples with educational widgets
- Conceptual studies on developing educational widgets
- Widgets for formal or non-formal learning
- Widgets for knowledge sharing in cooperate environments
- Social Media applications and OER
- Educational Mashups with OER
- New technology and tools for widget development
- Recommender systems for widgets
- Widgets for mobile devices
- Current and future developments concerning technology and pedagogy for widgets
- Remote authoring scenarios
- Folksonomies and Social Metadata
- Demonstration of prototypes

3. Important Dates:

Submission deadline (8 pages): 30 June 2010

Notification of acceptance: 21 July 2010

Camera-ready paper submission: 30 August 2010

ICL 2009 conference: 15-17 September 2010

4. Notification of Acceptance and Publishing

Accepted papers will be published within the ICL conference proceedings. At least one author has to register within 2 weeks after the notification of acceptance to be included into the conference programme (3. Aug. 2010). Authors fee is applicable only once per paper!

5. Projects involved

This special track is jointly organized by the project LTfLL (Language Technologies for Lifelong Learning) and OpenScout (Skill based scouting of open user-generated and community-improved content for management education and training).