

# Preface

ICL2016 was the 19th edition of the International Conference on Interactive Collaborative Learning. This interdisciplinary conference aims to focus on the exchange of relevant trends and research results as well as the presentation of practical experiences in Interactive Collaborative Learning and Engineering Pedagogy.

ICL2016 has been organized in cooperation with the University of Ulster from 21 to 23 September 2016, in Belfast, UK.

Again, outstanding scientists from around the world accepted the invitation for keynote speeches:

- Alaa K. Ashmawy, Dean School of Engineering, American University of Dubai - Vice-President International Federation of Engineering Education Societies (IFEES)
- Marie Céline Loibl, Federal Ministry of Science, Research and Economy Austria -Head of Sparkling Science Program
- Rachel Schroeder, Airbus S.A.S. and Airbus Group - Head of Employment Marketing
- Stephen Lu, David Packard Chair in Manufacturing Engineering, University of Southern California, Los Angeles, CA, USA - Head of iPodia Alliance

Since its beginning, this conference is devoted to new approaches in learning with a focus to collaborative learning and engineering education.

We are currently witnessing a significant transformation in the development of education. There are two essential and challenging elements of this transformation process that have to be tackled in education:

- the impact of globalisation on all areas of human life, and
- the exponential acceleration of the developments in technology as well as of the global markets and the necessity of flexibility and agility in education

Therefore the following main themes have been discussed in detail:

- Collaborative Learning
- Project-based Learning
- New Pedagogies with a focus on Engineering Pedagogy
- K-12 and Pre-university programs
- Learning Culture, Diversity & Ethics
- Lifelong Learning and Academic-Industry Partnerships
- Mobile Learning Environments Applications
- New Learning Models and Applications
- Online Environments and Laboratories
- Computer-aided Language Learning (CALL)
- Real World Experiences and Pilot Projects
- Ubiquitous Learning Environments, Platforms and Authoring Tools

The following submission types were accepted:

- Full Paper, Short Paper
- Work in Progress, Poster
- Special Sessions
- Round Table Discussions, Workshops, Tutorials

All contributions were subject to a double-blind review. The review process was very competitive. We had to review near 400 papers. A team of about 150 reviewers did this terrific job. My special thanks go to all of them.

Due to the time and conference schedule restrictions we could finally accept only the best 130 submissions for presentation.

Our conference had again more than 180 participants from 43 countries from all continents.

ICL2017 will be held in Budapest, Hungary and ICL2018 in Rhodes, Greece.

Michael E. Auer  
ICL General Chair

Interactive Collaborative Learning

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