

Preface

ICL2017 was the 20th 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. This conference is at the same time the annual conference of the “International Society of Engineering Pedagogy (IGIP).”

ICL2017 has been organized in cooperation with the Óbuda University from September 27 to 29, 2017, in Budapest, Hungary.

This year’s theme of the conference was “Teaching and Learning in a Digital World.”

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

- **Dale A. Martin**, CEO of Siemens Hungary,
- **Michael K. J. Milligan**, ABET Executive Director and CEO, USA,
- **András Benedek**, Professor of Education at Budapest University of Technology and Economics, and DSc of the Hungarian Academy of Sciences, and
- **Greet Langie**, Vice-Dean of the Faculty of Engineering Technology at KU Leuven, Belgium.

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

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

- the impact of globalization on all areas of human life,
- the exponential acceleration of the developments in technology as well as of the global markets and the necessity of flexibility and agility in education, and
- the necessity of a closer cooperation between the industry, academia, and governmental organizations, especially in Engineering 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,
- Game-based Learning,
- Computer-aided Language Learning (CALL),
- Entrepreneurship in Engineering Education,
- Real-world Experiences and Pilot Projects, and
- Ubiquitous Learning Environments, Platforms, and Authoring Tools.

The following submission types were accepted:

- Full Paper, Short Paper,
- Work in Progress, Poster,
- Special Sessions, and
- Roundtable Discussions, Workshops, Tutorials.

All contributions were subject to a double-blind review. The review process was very competitive. We had to review 569 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 190 submissions for presentation.

Our conference had again more than 270 participants from 47 countries from all continents.

ICL2018 will be held in Kos Island, Greece, and ICL2019 in Bangkok, Thailand.

Michael E. Auer
ICL General Chair

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