1st D4Learning International Conference: Innovations in Digital Learning for Inclusion (D4L)

November 17 - 20, 2015 - Aalborg, Denmark

Important Dates

Submission Deadlines: June 15 (1st call) 2015,
July 15 (2nd Call) 2015,
August 15 (Last Call), 2015
Author Notification: September 15, 2015
**Camera Ready and Registration: September 30, 2015**

D4Learning 2015, the International Conference on Innovations in Digital Learning for Inclusion (D4L), aims at becoming a biannual forum and meeting place for presenting and discussing:

New digital/educational practices;
New digital/educational environments;
New and innovative educational strategies
Design of teaching/learning for inclusion.
Institutional policies with respect to the challenge of inclusion.

The proceedings will be published by Aalborg University Press.
Location: Aalborg, Denmark

Co-Organizers
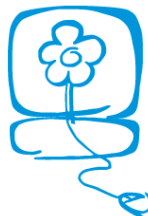
Conference Chair	**Elsebeth Korsgaard Sorensen** Aalborg University, Denmark
Conference Co-Chair	**Alan Tait** The Open University, United Kingdom
	Antonio Moreira Teixeira Universidade Aberta, Portugal
Conference Director	**Md. Saifuddin Khalid** Aalborg University, Denmark
Programme Chair	**Elsebeth Korsgaard Sorensen** Aalborg University, Denmark
Programme Co-Chair	**Alan Tait** The Open University, United Kingdom
Keynotes	**Terry Anderson** Athabasca University, Canada
	Alan Bruce Director of Universal Learning Systems, Ireland
	Alan Tait The Open University, United Kingdom

SCOPE/CALL

The **1st D4Learning International Conference: Innovations in Digital Learning for Inclusion (D4L)** is an international conference, organized by the D4Learning Research group (http://d4learning.aau.dk), Aalborg University. It is held in collaboration with the European Distance and e-Learning Network (EDEN), and EDEN conference series of Open Classroom with focus on distance education and new technologies in school level education and training. The D4L conference serves as a forum for the discussion and exchange of information on the research, development, and applications on all topics related to the use of digital technology for inclusion.

The D4L International Conference on Innovations with Digital Learning aims at becoming a biannual meeting place for presenting and discussing new educational environments, affordances of digital tools for including education through digital technology, and best practices and case studies on innovative technology-based learning strategies or pedagogies to achieve this goal. The D4L conference on digital innovation learning through digital technology aims to give an overview of the state of the art as well as upcoming trends, and to promote discussion about the pedagogical potential of new learning and educational technologies in the academic, educational and corporate world.

D4L spans across disciplines and levels of education. We invite you to attend D4L and submit proposals for papers, panels, roundtables, tutorials, workshops, posters/demonstrations, corporate showcases/demos. The conference review policies requires that each proposal will be **peer-reviewed** for inclusion in the conference program, **conference proceedings** and, potentially, in **four journals affiliated with the conference**. All accepted papers will be published in the conference proceeding, which will be published by Aalborg University Press, and in the form of an e-Book. For inclusion in proceedings and being considered for publishing in journals the registration and presentation of each paper is mandatory.

D4L seeks papers reporting research work, academic or business case-studies, on topics indicated below in the section "Conference Areas". Papers describing advanced prototypes, systems, tools and techniques and general survey papers indicating future directions are also encouraged. Both

technological and social-oriented papers are accepted. All papers must describe original work, not previously published or submitted to another conference. Accepted papers, presented at the conference by one of the authors, will be published in the Proceedings of D4Learning conferences under an ISBN, and will be submitted for indexation by Thomson Reuters Conference Proceedings Citation Index (ISI), INSPEC, DBLP, EI (Elsevier Index) and Scopus. The proceedings will be published by Aalborg University Press. Acceptance will be based on the quality, relevance and originality. Submitted manuscripts can be a regular paper, concept paper, work-in-progress paper, and literature reviews. There will be both oral and poster sessions.

Research, Phd-work, case studies and commercial presentations of technologies intended to support processes of inclusion are envisioned. Special sessions dedicated to school practitioners (leadership and teachers), including teaching/learning contexts with challenges of inclusion of kids with difficulties of attention into the classroom will be established. Companies interested in presenting their products/methodologies for inclusion or researchers interested in holding a tutorial, workshop or special session are invited to contact the conference secretariat or visit the conference website (http://d4l.aau.dk).

PRESENTATION CATEGORIES

The Technical Program includes a wide range of interesting and useful activities designed to facilitate the exchange of ideas and information.

- Keynotes
- Invited Panels/Speakers
- Full papers
- Posters/ Short Paper
- Doctoral Consortia (Full Papers)
- Showcases & Demonstrations
- Workshops

CONFERENCE AREAS AND SUB-THEMES

1. **Digital technology for learning and inclusion/exclusion**
   - Digital tools supporting focus of attention
   - Tools promoting inclusion through educational communication and collaboration supporting
   - Digital environments for inclusion through the support of learner/teacher awareness
   - Digital tools for supporting classroom management
   - Digital tools for supporting development of learner empowerment
   - Digital tools for supporting learning authenticity
   - The potential of digital tech to alter power structures

2. **Teaching/learning methods & methodologies with digital technology, supporting learning and learner development**
   - Collaborative learning
   - Blended learning
   - Game-Based learning
   - Teacher/designer competence development
   - Teacher/learner roles
   - Mentoring/tutoring
   - Communities of practice
   - Project based learning
   - Ethical issues

3. **Social contexts and learning environments**
   - Social media for supporting the process of inclusion
   - Inclusive community building
   - Collaborative knowledge building and sharing
   - Interdisciplinary teaching/learning with societal stakeholders
   - Innovative learning designs (e.g. across disciplins and stakeholder interests)
   - The impact of educational cultures on teaching/learning for inclusion

4. **Case studies and applications of digital technology for learning and inclusion**
   - Critical success factors for learning inclusion
   - Cases of international collaboration
   - Learning designs for innovative teacher education
   - Cases of successful learning designs/e-learning for inclusion

5. **Pervasive/ubiquitous and mobile technologies for inclusion**
   - Cloud-based learning/teaching/assessment
   - Context-situated learning/teaching
   - Mobile teaching/learning for inclusion
   - Virtual classrooms

POTENTIAL PUBLISHERS OF SELECTED PAPERS
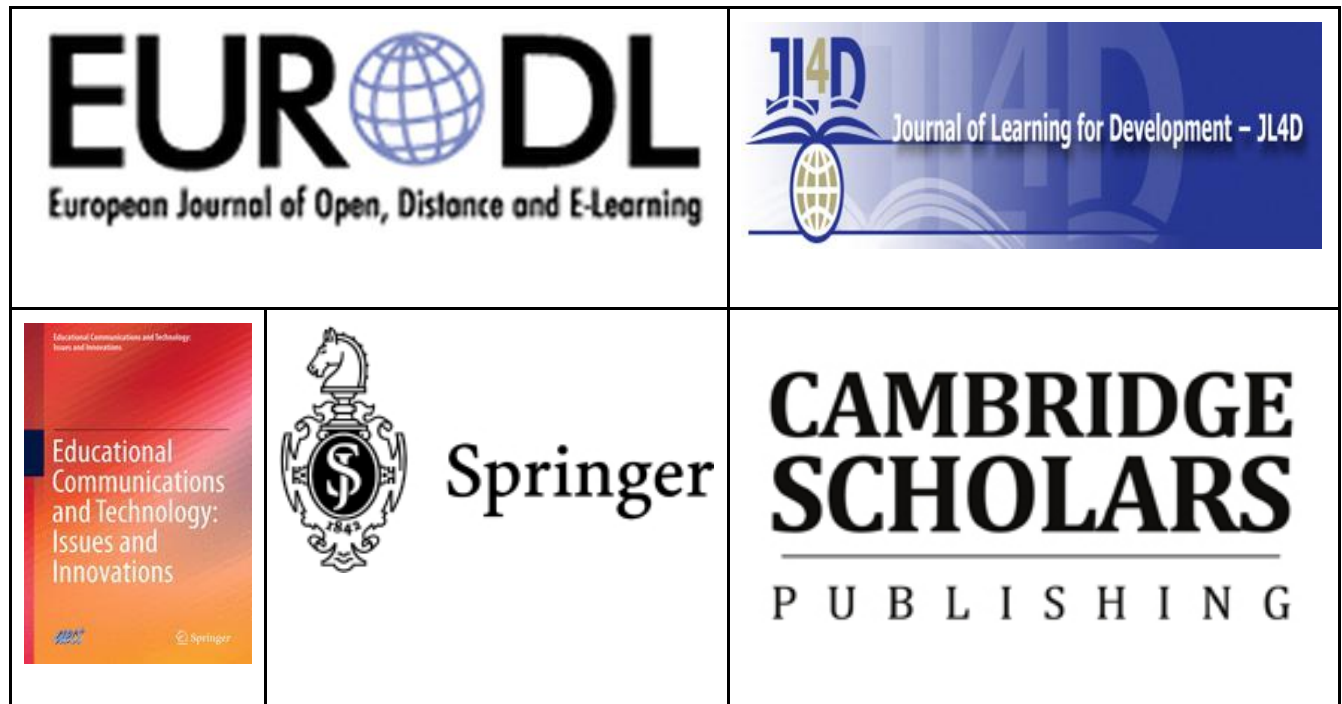
CONTACT

Inquiries in relation to the conference should be sent to d4l@learning.aau.dk