(Call For Papers/Participation)  

4-6 December 2000  
Palmerston North, New Zealand  
http://lttf.ieee.org/iwalt2000/  

Sponsored by  
IEEE Learning Technology Task Force  
IEEE Computer Society (approval pending)  

Supported by  
Microsoft Research  
IEEE Learning Technology Standard Committee  
Distance Education Association of New Zealand  

Background  
The International Workshop on Advanced Learning Technologies (IWALT 2000) will bring together researchers, academics, and industry practitioners who are involved or interested in the design and development of advanced and emerging learning technologies. Understanding of the challenges faced in providing technology tools to support learning processes and ease the creation of instruction material will help build a direction for further research and implementation work.  

Topics of Interest  
The focus of the workshop is on the design and development issues of advanced learning technologies. The topics of interest for the workshop include but are not limited to:  
- Architecture of learning technology systems  
- Advanced uses of multimedia and hypermedia  
- Integrated learning environments  
- Application of artificial intelligence tools in learning technology  
- Application of metadata  
- Agents technology  
- Practical uses of authoring tools  
- Virtual reality  
- Teaching/learning strategies  
- Collaborative learning/groupware  
- Adaptive and intelligent applications  
- Internet based systems  
- Application of instructional design theories  
- Evaluation of learning technology systems  

The workshop will focus on where the research in advanced learning technology is heading and what are the implementation challenges in the real-world situations.  

Important Deadlines  
Friday 2 June 2000  
Paper submission  
Monday 3 July 2000  
Paper acceptance notification  
Friday 8 July 2000  
Panel proposals  
Friday 28 July 2000  
Panel acceptance notification  
Friday 28 July 2000  
Final paper submission  

IWALT 2000 Committee Members  
General Chair  
Chris Jesshope, Massey University, New Zealand  
Program Chair  
Kinshuk, Massey University, New Zealand  
Panel Chair  
Toshio Okamoto, University of Electronics and Communications, Tokyo, Japan
Program Committee
Alfred Bork, University of California, USA
Rosa Maria Bottino, Consiglio Nazionale delle Ricerche, Genova, Italy
Radu Cotet, University of Namur, Belgium
Roger Hartley, University of Leeds, United Kingdom
Andrew Higgins, Distance Education Association of New Zealand
Chris Jesshope, Massey University, Palmerston North, New Zealand
Judy Kay, University of Sydney, Australia
Ray Kemp, Massey University, Palmerston North, New Zealand
Piet Kommers, University of Twente, The Netherlands
Robert Luke, University of Lethbridge, Alberta, Canada
Claire McLachlan-Smith, University of Auckland, New Zealand
David Merrill, Utah State University, Logan, USA
Tanja Mitrovic, University of Canterbury, New Zealand
Riichiro Mizoguchi, Osaka University, Japan
Ivonne Nicolescu, Freie Universitaet, Berlin, Germany
Ashok Patel, De Montfort University, Leicester, United Kingdom
Jim Schoening, IEEE Learning Technology Standards Committee Chair, USA
Alex Shafarenko, University of Surrey, United Kingdom
Katherine Sinita, Intl Res. and Trng Ctr of Info. Tech. and Systems, Kiev, Ukraine
Andrew Skrynnyk-Chambers, Massey University, Palmerston North, New Zealand
Terry Stewart, Massey University, Palmerston North, New Zealand
Daniel D. Suthers, University of Hawaii, USA
Philip Uys, Massey University, Palmerston North, New Zealand

Paper Submissions
Papers should be no longer than 5 pages including all tables, figures, and references but excluding a cover page. Over-length papers may be rejected without review. While preparing manuscripts, the authors are required to follow IEEE Computer Society Press guidelines, which are available at:
http://www.computer.org/cspress/instruct.htm

All papers should be submitted electronically. PDF and Word formats are preferred (optionally zipped), but other formats may also be accepted at the discretion of the Program Chair. If you have any query for submission, please contact Program Chair. The cover page of the paper should contain following information:
- Title of the paper
- Author names with affiliation, postal and email addresses, phone and fax numbers
- Name and email of contact author
- Abstract of no more than 200 words

The papers should be submitted to: Program Chair: Kinshuk (kinshuk@massey.ac.nz)

Review
All submissions will be reviewed on the basis of relevance, originality, significance, soundness and clarity. Three referees will review each submission.

Proceedings
Papers accepted for presentation at IWALT 2000 will appear in proceedings, published by IEEE Computer Society Press, which will be distributed during the workshop. Extended versions of some of the accepted papers will be invited for an special issue of Educational Technology & Society (ISSN 1436-4522) journal.

Panel Submissions
Proposals for panel discussions (preferably with the details of proposed panelists) in specific areas of advance learning technologies should be submitted to: Panel Chair: Toshio Okamoto (okamoto@ai.is.uec.ac.jp)

Exhibits
The workshop will provide a unique opportunity for software vendors, courseware developers, and commercial research projects to display products and technological solutions in the different areas of learning technologies. To discuss the options, please contact: General Chair: Chris Jesshope (C.R.Jesshope@Massey.ac.nz)