Call for Papers on GALL

The Sixth International Conference on E-Learning and Games

Workshop on Game-Assisted Language Learning (GALL)

Conference Venue: Howard International House Taipei, Taiwan
Conference Date: September 7~9, 2011

The goal of this game-assisted language learning (GALL) workshop is to provide an interactive forum where researchers, educators, professors, graduate students, and interested colleagues from all over the world to discuss, share, and distribute knowledge on the latest research and developments of GALL. It is expected that this workshop will help GALL stakeholders of all languages (e.g., English, Chinese, French, Japanese, etc.) to enrich meaningful academic exchanges and collaboration, as well as offer new ideas and directions for future research and development.

The GALL Workshop Organizer
Vincent Ru-Chu Shih, Assistant Professor, National Pingtung University of Science and Technology, Taiwan

Topics of the Workshop
◆ Promoting language learning through Games
◆ Emerging game-based applications for GALL
◆ Technology-enhanced game-based language learning
◆ Digital content for GALL
◆ Theoretical foundations of GALL
◆ Assessment and evaluation of GALL

Paper submissions
– Length: 5 pages
– Language: English, Submission guidelines
– Email to Dr. Vincent Ru-Chu Shih (vinceinks@yahoo.com.tw or vincent@mail.npust.edu.tw)

Important Dates
– Author Notification: June 10, 2011
– Camera-Ready Version: June 15, 2011
– Conference Date: September 7~9, 2011