Call for Papers

The sixth International Conference on E-Learning and Games (Edutainment 2011)

Workshop on the Application of Social Network and Cloud Computing to e-Learning

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

Social network and cloud computing are riding a wave of momentum fueled by tremendous masses and computing powers, respectively. Made up of individuals, a social network may tie one or more specific types of interdependency, such as common interest, or relationships of knowledge. Leveraging this network to education has been obviously the talk of the e-learning community. On the other hand, cloud computing has enabled a prompt on-demand access through a shared pool of configurable computing resources which an e-learning application may pertain to. The future of the application of social network and cloud computing to e-Learning is full of possibility and chance to shape the world of e-learning. This workshop provides a forum, with paper presentations as well as interactive sessions, to explore this application by tapping their full potential.

Workshop Organizers
Ray Yueh-Min Huang, National Cheng Kung University
Chin-Feng Lai, National I-Lan University

Topics of the workshop
1. Social network and its influence to learner behavior
2. Collaborative learning on social network
3. m-Learning and u-Learning on social network
4. Game-based learning on social network
5. Game-based learning by cloud computing
6. Perspective of e-Learning under cloudalized environment
7. Collaborative game-based learning by cloud computing

Paper submissions
– Maximum length: 5 pages
– Language: English, Submission guidelines
– Online submission via email to Prof. Ray Yueh-Min Huang (huang@mail.ncku.edu.tw)

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