Workshop on E-Learning

National Computer Symposium (NCS) 2019 National Quemoy University, Kinmen,

Taiwan November 14-15, 2019

Conference Website: http://ncs2019.nqu.edu.tw/

The main theme of the E-Learning Workshop of NCS 2019 is "Big Education: Scalable, Sustainable, and Creative Learning in Authentic Contexts". In this century, scalability, sustainability, and creativity are critical components of any learning programs, particularly learning curricula changes a lot with advanced technology. Scalability is usually defined as an ability of learning programs to be adapted in a wide variety of contexts and sustainability refers to an ability of learning programs to remain in use for long term, while creativity generally refers to the production of novel and useful ideas; in education, creativity is to foster learners to use knowledge, imagination, and judgment to solve problems in an innovative, high quality, and appropriate manner. So the workshop will cover various aspects of pedagogical principles, designs, ergonomics and technological issues related the main theme. The workshop of this year will especially focus on advanced E-learning that facilitates healthy, happy and fun learning in authentic learning environments or ecosystems with wearable devices, IOT, cloud service, deep learning or other advanced pedagogical and technological tools. Therefore, the workshop encourages experts to develop novel and imaginative ideas to explore and meet the needs of these above-mentioned rapidly expanding and exciting fields of research. To this end, topics of interests include but not limit to the following:

Wearable technology/IOT for learning/interaction
Neural science and technology for learning
Healthy and happy learning
Context-based and ubiquitous learning
Social learning technology/service
Simulation/Animation and computer vision
Cloud based technologies for learning
Virtual Reality/ Augmented Reality in education
Big data
Authentic Edutainment theory and design
Pedagogical issue for interaction design
Business/Management/Marketing Education
Agricultural Education and Extension

Smart edutainment technology
Affective learning
Collaboration for learning/interaction
Robots for learning/interaction
MOOCs & Flipped classroom
Sensor technology for learning/interaction
Open Educational Resources
Smart learning environments
Learning analytics
Game-based learning
Pedagogical models for collaboration
Knowledge Management/Creation
Sustainable Leaning for Sustainability

Pedagogical strategies/Philosophies/ epistemologies for Happy/Healthy/Fun e-Learning
Design and developments for Happy/Healthy/Fun e -Learning
Sustainable and scalable theory for Happy/Healthy/Fun e-Learning
Creativity design for Happy/Healthy/Fun e-Learning
Learning theories and approaches for collaborative e-Learning