

CALL FOR PAPERS

10th Innovative Learning Environments 2017

Adult Education Policy and Practice:

Gamification, Entrepreneurship Education, and Education Policies

Dates & Location: October 12-13, 2017 in Nicosia, Cyprus

Overview

We invite you to participate in the **international conference 10th Innovative Learning Environments 2017**, focusing on the theme of **Adult Education Policy and Practice: Gamification, Entrepreneurship Education, and Education Policies**. The conference will be held on **October 12-13, 2017** in Nicosia, Cyprus. The conference is organized by the **Cyprus Ministry of Education and Culture (European & International Affairs Office)**, the international research and development center **CARDET** (Centre for the Advancement of Research and Development in Educational Technology), and the **International Council for Educational Media**.

CARDET is the leading non-profit center in the region with global expertise in developing and disseminating knowledge and best practices in education and elearning. The Ministry of Education and Culture of the Republic of Cyprus, is the responsible public authority for Adult Education. The International Council for Educational Media is an international organization that brings together global expertise in the field of educational technology. The ILE annual international conference is an interdisciplinary forum that provides opportunities for scholars, educators, researchers, designers, media producers, policy makers, and practitioners to meet and discuss issues that relate to policy and practice of education and innovative learning. This year, the 10th annual ILE conference will explore themes addressed by two Erasmus+ projects, namely **EntrInnO** and **DIMA**, as described in further detail below. So far we have secured participation from organizations from **12 European countries** who will attend and present their work.

Conference Theme

The theme of the international conference is **“Adult Education Policy and Practice: Gamification, Entrepreneurship Education, and Education Policies”**.

The first day of the conference will focus on the practice component of **Adult Education Practices**, and its theme will focus on **Games and Entrepreneurship Education**, as supported within the framework of the Erasmus+ project **EntrInnO: Online Game for Entrepreneurship and Innovation** (<http://www.entrinno.org>).

The second day of the conference will focus on **Adult Education Policies and Strategies**, as supported within the framework of the Erasmus+ project **DIMA: A Toolkit for Developing, Implementing and Monitoring Adult Education Strategies** (<http://dima-project.eu>).

Policies and strategies are essential for ensuring that education reaches all EU citizens, so that they are equipped with the knowledge and skills that they need in order to succeed in life. Gamification of education and training is a recent development that has huge potential for the real world, offering authentic problem-solving opportunities for learners of all ages. Entrepreneurship is one of the key priorities of the European Commission, and it is a priority for all partners supporting the two aforementioned Erasmus+ projects. During the ILE2017 conference, we will explore the various applications of games in education and training, entrepreneurship education, and adult education issues with a focus on policies and strategies. Within the framework of ILE2017, and the two Erasmus+ projects supporting the conference, ENTRINNO and DIMA, we invite papers that focus on, but not limited to, the following:

- Games and gamification in education and training
- Game design perspectives
- Learning design for educational games
- Entrepreneurship education case studies
- Policy perspectives on entrepreneurship education
- The entrepreneurial learner
- Mobile learning applications across contexts
- Learning design for adult education (theory and practice)
- Distance education and online environments for adult education
- Adult education around the world
- Challenges and opportunities in adult education
- Impact evaluation and cost-effectiveness of education programs
- Policy perspectives on adult education
- Research and evaluation methods in adult education

We encourage the submission of a variety of papers and work including, but not limited to, empirical research, case studies, classroom implementations, action research, case studies with applications of games and mobile learning, theoretical discussions, and critical reviews of literature.

Call for Papers

This is the first call for papers for the ILE2017 conference. Submissions will be evaluated on the basis of an extended abstract, which should be composed of the title of the paper, author name(s), address(es), e-mail address(es), telephone number(s), and a text of no **more than 500 words**. The abstract should be written in English, and should be submitted through the "Submit your Abstract" link on the conference website (<http://cardet.org/ile2017/>) **by June 20, 2017**. Please make sure that in your submission you indicate the presentation format in which you are interested. Should you be interested in more than one format, please indicate them in order of preference. When submitting a paper please **indicate for which of the 2 sub-themes you are interested** in:

- **Practice: Gamification, mobile learning and/or entrepreneurship education.**
- **Policy: Developing policies and strategies for Adult education**

Presentation formats are:

- **Individual paper.** Paper presentation should consist of a 20-minute presentation followed by 10 minutes for questions and discussion.
- **Symposium.** A symposium should consist of up to four individual papers with a common theme. The thematic panel should not exceed 75 minutes, preferably with 4-5 papers. The proposal for the thematic panel should consist of a description of the general topic and the different perspectives from which it will be approached, as well as its relevance to the conference.

- **Poster presentations.** Poster session will be held as part of a reception. During this scheduled session, authors will be required to stay with their poster and discuss their work one-on-one with other conference participants.

All presentation rooms will be equipped with a video projector. Depending on the format and type of paper being submitted, the proposals will be reviewed by at least two reviewers based on the following criteria:

- Overall quality and scientific originality
- Significance for theory, practice, and policy
- Theoretical framework and conceptual rationale
- Clarity of definition of research questions and objectives
- Research method and design
- Presentation and interpretation of results (practical and theoretical relevance)
- Organization, structure, and language of the submission
- Relevance to the conference theme

Publication opportunities and Instructions to Authors

Accepted papers will be published in the conference proceedings, and a book to be published by **CARDET Press** in open access format. Selected papers will be included in a special issue of the peer-reviewed scholarly journal, **Educational Media International, published by Taylor and Francis**. Full papers should be formatted using the instructions for authors to be provided after acceptance of the submitted abstract. For additional information on the conference, please contact Dr. Charalambos Vrasidas at ILE2017@cardet.org

Registration

Celebrating **10 years of the international Innovative Learning Environments**, we are offering this conference at **no cost to participants**, since both days of the conference are supported by the Erasmus+ program. **Registration is free**. However, space is limited and you need to register by August 30, 2017 at <http://www.cardet.org/ile2017>

Important Dates

Description	Date
Submission of Abstracts	20/6/2017
Notification of Acceptance	10/7/2017
Registration (FREE)	30/8/2017
Full paper submission	30/8/2017
Conference Dates	12-13/10/2017

About Cyprus

We are doing our best to ensure that the conference will be an enjoyable experience for all participants. Cyprus is a beautiful Mediterranean island in the south-east cornerstone of Europe. Nicosia, the host city, deserves a visit for its mediaeval walls, its narrow streets and its many taverns, where you can find delicious traditional Cypriot food and wine. It is a rather small city of 200,000 people with hot summer days but cool evenings, excellent services, infrastructure, and organization. The city is 30 minutes away from some of the best beaches in the world and only about an hour away from some of the oldest surviving wall and floor mosaics in the world. You will find it easier to fly to Larnaka International Airport, which is 30 minutes away from Nicosia and the Conference venue. The only other option is to fly to Pafos International Airport, which is 1.5 hours away. Additional travel information will be made available in the coming weeks. We are looking forward to meeting you all in Cyprus. For more information on the island, please visit <http://www.visitcyprus.com>.

