



1st International Conference on e-Learning e-Education and Online Training

Technical Programme



Bethesda Marriott

Bethesda, MD, USA

18 - 20 September 2014



Sponsors

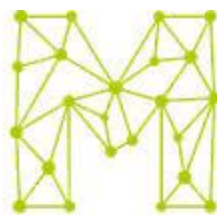
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Welcome to eLEOT 2014, the First International Conference on e-Learning, e-Education and Online Training! The 2014 eLEOT conference will be held on August 18-20, 2014 at the Bethesda Marriott Hotel in Bethesda, Maryland, USA. This conference has been in the works for many years, with its original date set for 2010. After a few delays, some changes in aims, location, and circumstances, we are finally ready to kick off! This year's goal is a simple one: presenting a cross-section of educational technologies and practices that spans over multiple disciplines.

Although this is our first edition of eLEOT, we received 76 submissions which shows how relevant as well as innovative distance education is. Such great amount of works resulted in 26 papers to be presented and the conference and one pre-conference workshop. eLEOT is structured around one main track, which will include the majority of the presentations. We also included two special tracks. Since we accepted works from three continents, not all will be able to join us. For this reason we feature an online track. This conference will always try to accommodate presenters from anywhere, using technology not only as a subject to discuss but also as a mean of delivery. The second special track is dedicated to students. The particularity of this track is that it is not explicitly isolated to its own time slot and room, but instead it is intertwined with the main track. This means that students presenting at eLEOT will always be given the possibility of presenting their work not only to their peers, but also to the general audience in joint sessions with established researchers and practitioners.

eLEOT is honored to feature John “Pathfinder” Lester as Keynote speaker. He is a true pioneer of online education, evangelist of virtual worlds, and constantly working as a connector between research and practice. His past experiences range from Linden Lab (Second Life), to Massachusetts General Hospital and Harvard Medical School, leading him to his current position as Chief Learning Officer at ReactionGrid. We are also extremely excited about our plenary TechTalk guest, MediaSoft, S.r.l.. This group has become one of Italy's premier private endeavors in bridging the gap between industry and academia in the area of distance education. As the TechTalk is aimed at “looking under the hood” of technological solutions, MediaSoft offers the perfect palette for audiences of all levels of expertise. They also represent our first industry sponsor, which is supporting the Best Student Paper award.

All of this would not have been possible without the Technical Program Committee, chaired by Alberto Bucciero. He successfully assisted 30 exceptional members of the Committee who were powering this conference from 4 different continents, representing both academia and industry. The Organizing Committee is grateful to each member of the Technical Program Committee, and I am grateful to each member of the Organizing Committee for their tireless support of this idea that is finally a reality. I would like to also thank the European Alliance for Innovation (EAI) as our primary sponsor and organizer, with a special mention of Sinziana Vieriu, who kept us all sane, synchronized, and (somewhat) on schedule. At last, I would like to thank all the presenters, who are the true protagonists of this event.

We look forward to meeting you at eLEOT 2014 in Washington, DC!

Giovanni Vincenti
General Chair

John "Pathfinder" Lester

- Keynote Speaker -

Augmented Mind: The Evolution of Learning Tools from Language to Immersive Reality

Innovative educators are constantly facing the challenge of matching pedagogical goals with complementary technological tools. Unfortunately, given the wide range of technologies and devices that vie for consumer attention, the right choices are not always clear and are typically obscured by media hype. In this presentation, John Lester will describe how focusing on the way the human mind interacts with the world and other human beings can help identify the right tools for the right jobs. From a mind-augmentation perspective combining constructivist and behaviorist approaches, John will explore web based tools ideal for knowledge management, augmented reality based self-animated autonomous agents, and finally the unique (and sometimes over-hyped) affordances of perceptually immersive multiuser 3d virtual worlds for collaborative learning.

Biography

John "Pathfinder" Lester is currently the **Chief Learning Officer at ReactionGrid**, a software company developing 3D simulations and multiuser virtual world platforms. His primary focus is on collaborative learning and instructional design, working with academic and business clients to develop immersive education environments.

From 2005-2010, John worked at **Linden Lab**, the creators of Second Life. At Linden Lab he led the development of the education and healthcare markets while evangelizing the innovative use of virtual worlds in research, training and distance education.



Previously, John worked at **Massachusetts General Hospital** and **Harvard Medical School**, creating online medical education and patient support communities while exploring the underlying neuroscience behind how people communicate and collaborate effectively.

John has a background in neuroscience research and a deep interest in how to best design and use virtual world technology to enhance education, build collaborative communities and augment the human mind. His areas of expertise also include knowledge management, business development and project management.

John is currently focused on virtual world research and development using **Unity3d**, **Opensimulator** and **Jibe**. His active research interests include designing immersive multiuser VR environments using the **Oculus Rift** and creating AI-based avatars that communicate via natural language using **ChatScript**.

John lives and works in Montreal, Canada and frequently gives professional presentations on best practices for virtual world development. His favorite hobbies include caring for his dogs, horology and cryptocurrencies.

Stefano Santo Sabato

- Plenary Techtalk Speaker -

Stefano Santo Sabato is currently serving as **CTO** for **MediaSoft**(www.mediasoftonline.com), an Italian cutting-edge company operating in Information and Communication Technology specialized in the design and implementation of solutions based on new communication channels and digital media and mostly involved in Collaborative Virtual Environments and in Internet of Things fields.

He received a master's degree in computer engineering after graduating from the University of Lecce and earned the PhD in Information Engineering defending the thesis "*OPENWEBTALK: a structured approach to generate 3D collaborative experiences*" in the same academia.



His research activity has focused on the design of service oriented architectures and collaborative virtual environments with particular interest in virtual collaborative learning management systems.

Until 2009 he carried out his research in **GSA-Lab**(Graphics and Software Architectures Laboratory), which he co-founded, strictly collaborating with **HOC** (Hypermedia Open Center) of the Electronic and Information Department in the Polytechnics of Milan.

Now he collaborates with various companies as a senior software architect and as coordinator of agile development teams in projects related to CVEs, Virtual Presence, 3D simulations, Internet of Things. He is a member of the **Digital Agenda Task Force**, a unit created by the Italian Prime Minister Enrico Letta to lead the development of the Digital Strategy, being involved in the "Digital Identity" initiative.

He is also expert of embedded system also being able to code firmware for microcontrollers.

In his free time he plays guitar and also enjoy by doing music arrangements.



Agenda Thursday, September 18

15:00 Registration & Coffee

15:45 Opening of conference workshops, Introduction and Welcome

16:00 Workshop: “**Hands-On Play and Redesign of a Leadership Game from Analog to Digital**”
– Daniel Bliton, Jamie Catania, Aimee Norwood, Trey Reyher

18:00 End of Program

Agenda Friday, September 19

8:30 Registration

9:30 Opening of conference, Introduction and Welcome

9:45 **Keynote: Augmented Mind: The Evolution of Learning Tools from Language to Immersive Reality - John "Pathfinder" Lester, ReactionGrid**

10:45 Coffee Break

11:30 **Session 1: Default track**

- **Segmented and Interactive Modules for Teaching Secure Coding: A Pilot Study** – Sagar Raina, Siddharth Kaza, Blair Taylor
- **Inter-University International Collaboration for an Online Course: A Case Study**– Dudley Turner, Claudia Igrude, John O'Connor
- **Virtual, Immersive, Translational, Applied Learning: The VITAL Project** – Charles S. Layne, Lisa Alastuey, Amber M. Chelette, Anne Ogborn, Prashant Mutgekar, Brian K. McFarlin

13:00 Lunch Break

14:30 **Plenary Tech Talk: “Augmented reality as a tool to enhance learning of art and history” - Stefano Santo Sabato, Mediasoft**

15:30 **Session 2: Default track**

- **An innovative educational format based on a mixed reality environment: a case study and benefit evaluation** – Alessandro Fiore, Luca Mainetti, Roberto Vergallo
- **Smart e-Learning as a Student-Centered Biotechnical System** – Vladimir Uskov, Andrey Lyamin, Lubov Lisitsyna, Bhuvana Sekar



· **The PoSE Project: an innovative approach to promote healthy postures in schoolchildren** – Ilaria Bortone, Alberto Argentiero, Nadia Agnello, Valentina Denetto, Cosimo Neglia, Marco Benvenuto

17:00 Coffee Break

17:30 **Session 3: Student track**

· **Building a Mobile Collaborative Learning Environment for the Identification and Classification of Real World Objects**, Otto Borchert

· **Social Collaborative e-Learning in Higher Education: Exploring the Role of Informal Learning** - Francis Otto, Shirley Williams

· **A Qualitative Exploration of the EU Digital Competence (DIGCOMP) framework: a case study within Healthcare Education**, George Evangelinos, Debbie Holley

19:00 End of Program

20:30 Social Event at Agio www.agiobethesda.com

Agenda Saturday, September 19

8:30 Registration

9:00 Introduction and announcements

9:30 **Session 4: Default track**

· **Scripted Animation towards Scalable Content Creation for eLearning: a Quality Analysis** – Nicoletta Adamo-Villani, Jian Cui, Voicu Popescu

· **E-Learning Repository System for Sharing Learning Resources Among Saudi Universities** – Ayidh Alanazi, Maysam Abbod

· **Computer Animation for Learning Building Construction Management: A Comparative Study of First Person versus Third Person View** – Hazar Dib, Nicoletta Adamo-Villani, Jun Yu

11:30 **Session 5: Default track**

· **From Planning to Launching MOOCs: Guidelines and Tips from GeorgetownX** – Dedra Demaree, Anna Kruse, Susan Pennestri, Janet Russell, Theresa Schlafly, Yianna Vovides

· **Experiential and Transformative Learning in an Informal Online Learning Environment: An Approach to Initiate Sustainable Changes** – Nichole Boutte-Heiniluoma, Efua Akoma, Jacquelyn Petrovic



· **Lecturers' Attitude to Social Network Media: Implication for Accessibility and Usability Need in Open and Distance Education** - Funke Susan Apata

13:30 Lunch Break

15:00 **Best Student Paper award**

15:30 **Session 6: Online track**

· **Introducing Online Learning in a small organization. The Case of the Diplomatic Institute of the Italian Ministry of Foreign Affairs** – Stefano Baldi

· **Virtual labs improve students performance in a classroom** – Rakhi Radhamani, Hemalatha Sasidharakurup, Gopika Sujatha, Bipin Nair, Krishnashree Achuthan, Shyam Diwakar

· **Guess the Score, fostering collective intelligence in the class** – Josep M. Monguet, Jaime Meza

· **Legal risk management: a best practice for e-Learning legal issues** – Carlo Bucciero

· **A Way of Supporting Non-Arabic Speakers in Identifying Arabic Letters and Reading Arabic Script in an E-Learning System** – Ahmed Mosa, Katsuhiko Kakehi

· **From the First Generation of Distance Learning to Personal Learning Environments: an Overall Look** – Andrea Santo-Sabato, Marta Vernaleone

17:00 Closing notes

17:30 End of Program

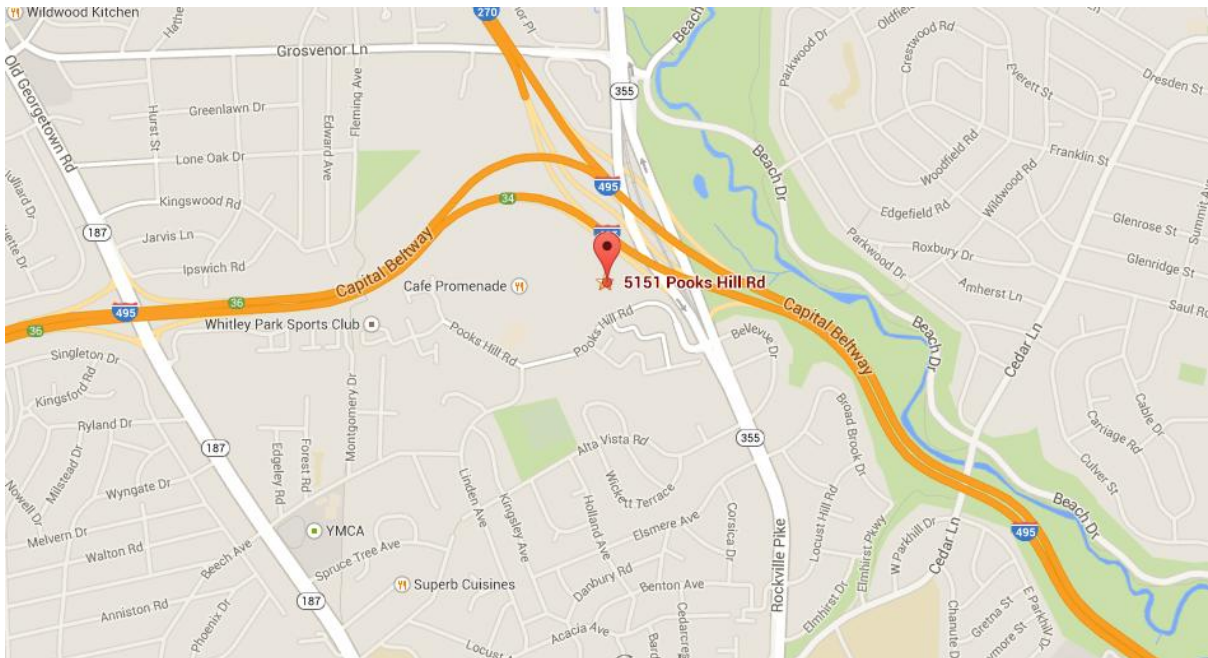
Social dinner

Time: Friday, September 19th, at 20:30PM

Location:

Restaurant Agio , www.agiobethesda.com

5151 Pooks Hill Rd. Bethesda, MD 20814



*The image on the cover of this program is by Jonathan, and is available at <https://www.flickr.com/photos/iceninejon/1956393838/>