

2016 ICCSE conference

Invited Session on: New Information Technology and Applications in Social Education and Local Community

There is a surge of IT application in social education and community fields recent years. Up-to-date Information technologies make it available to help people to learn easily, conveniently and even lived happily in local community. AR (augmented Reality) and 3D technology let people have immersive experiments to learn and play; Big data make individual learning in a personal way into reality; Indoor-location technology make items interact with persons around them; social media allow people to share ideas and learning materials freely and quickly, etc. All these practices can be used to broadcast knowledge and local culture via enhance users learning and entertainment experiences.

This session will be a good opportunity for researchers and engineers to share and present their latest researches, new discoveries and what they are concerned themselves with in theory and practice of both social education and community. Topics are included but not limited to:

- Analytic approaches, Theories and Concepts: Innovations in pedagogic theories, learning sciences, conceptual models of knowledge sharing and social learning and education, local community development etc.
- Applications and Practices: Methods and system development to fulfill in social education organizations or local community, such as museum, library, campus, local city/town/village, etc., Applications and practices to develop social education and community based on new technologies such as AR, VR, GPS, open source, web and mobile communication, big data analysis, etc.

Session Chair:

Wei Zhou (wzhou@bjtu.edu.cn)

Session Co-Chairs:

Binyue Cui (binyuec@heuet.edu.cn)