



Supporting Learning through Intelligent and  
Socially Informed Technology

<http://hcs.science.uva.nl/AIED2005/>

## Call for Interactive Events

The Interactive Events at AIED2005 aim at providing interactive hands-on and discussion sessions to experience innovative instructional software and hardware deploying advanced technologies and exemplifying various models for intelligent learning, authoring and teaching support. We invite proposals for Interactive Events at AI-ED2005, which intend to demonstrate large- or small-scale prototypes or full fetched educational systems. Each Interactive Event can be also connected to another contribution at the conference, such as a full paper, poster, young researcher's track paper or workshop paper. The written material of each Interactive Events will be published together in one volume as supplementary proceeding and will be made available online to all conference participants. Accepted Interactive Events will also produce a one page abstract to be included in the main conference proceedings.

The proposals will be selected based on the level of interactivity and the level of novelty of the issues discussed and the tools demonstrated.

### Proposal Format and Submission

Proposals and camera-ready versions must be submitted electronically via the AIED2005 paper submission system (<http://hcs.science.uva.nl/AIED2005/submission.html>). Proposals for Interactive Events should be no more than 4 pages. Submission should include the information requested below and follow the general guidelines for format and submission.

If you intend to submit a proposal for an interactive event you are encouraged to send before hand a brief indication of the intended event.

#### 1. Contact Information:

- Title of the interactive event
- Names, affiliations and contacts of the organizers (including emails, phone and URL)
- Contact person (including appropriate contact email and phone)

#### 2. General Description of the Interactive Event:

- General description of the interactive event (max 500 words)
- Goal of the event (what will the participants learn and what skills will they gain; experimental data collection)

- Target group of the event
  - Prerequisite knowledge and skills needed to participate in the event
  - Description of the innovative tool(s), methods and technologies demonstrated during the interactive event (max 500 words)
  - Extended description of the working scenario/use case, flow of events, discussions, evaluations, roles of organizers and participants
  - Description of the materials and tools (SW/ HW) used during the interactive event
  - Discussion plan
  - List of papers/posters submitted to the main conference or YRT related to the Interactive event
3. Detailed description of the Technical Requirements to run the Interactive Event:
- Duration of the event, number of repetitive sessions within one slot or during the conference
  - Max number of participants per session (if applicable)
  - Working settings - group or individual work
  - Evaluation and experimental equipment (e.g. video, logging, etc.) if needed
  - Working platform (e.g. PC/notebook, hand-held computer, mobile phone, etc.) and room equipment (e.g. Internet, A/V, etc.)

#### **Important Dates**

- March 14th, 2005 - IE proposals submission
- April 8th, 2005 - notification of acceptance
- April 29th, 2005 - camera-ready IE summary, one page (to be published in the main conference proceedings)
- May 20th, 2005 - camera-ready description of IE, four pages (to be published in the supplementary proceedings)

#### **Questions and further Information**

Contact the Interactive Events chair Lora Aroyo, e-mail: [l.m.aroyo@tue.nl](mailto:l.m.aroyo@tue.nl)