IEEE TALE2020

ONLINE
8–11 Dec. 2020

An International Conference on Engineering, Technology and Education

2ND ROUND CFP

https://tale2020.org/

The IEEE Education Society and TALE 2020 Organizing Committee have been closely monitoring developments related to the ongoing COVID-19 pandemic, with the safety and wellbeing of all conference participants being our foremost priority. In light of the guidance and recommendations of the relevant international and national health organizations, we have made the decision to switch from our plans for a face-to-face event in Takamatsu, Japan to a _fully online_ conference format. **Importantly, the dates of the conference will remain the same, and all papers that are accepted, registered, and presented will still be published in the proceedings that will be submitted for inclusion in IEEE Xplore.** The specific online platform(s) that will be used to host the conference will be announced in the coming weeks.

OVERVIEW

The theme of this year's conference is "_Embarking on a new era of learning with transformative technologies_." The conference theme challenges us to look anew at how the potential of current and emerging technologies can and/or should be harnessed for education and learning in our ever-changing world. Over the last several decades, digital technologies have revolutionized the way we work, play and learn—arguably changing our lives for the better overall—but they have not come without their problems and challenges (e.g., environmental degradation, social inequity arising from the "digital divide," ethical and moral dilemmas brought about by artificial intelligence). Over the next ten years (2020–2029), technologies such as AI, robotics, brain–computer interfaces, and extended or cross-reality (XR) that augment human sensory abilities, cognition and performance will continue to evolve and have a transformative impact. How can we ensure this transformation is positive, **both** for and **through** learning? As these technologies increasingly blur the boundaries between human and machine, and between physical and virtual, what can we do so the technology works toward our advantage, for the betterment of all of society and of our planet? Participants of TALE 2020 are encouraged to engage with these and other questions from creative, multidimensional and interdisciplinary perspectives as we stand on the precipice of this new era of learning with transformative technologies.

CORE TRACKS

1. Engineering Education (University/College)
2. Computing and IT Education (University/College)
3. STEM Education (K-12)
4. Technology-Enhanced Learning
5. Open, Flexible and Distance Learning
6. Workplace, Community and Industry-Based Learning

SPECIAL TRACKS

1. XR and Immersive Learning Environments
2. Learning analytics for the next phase: Empowerment of learning using learning analytics
3. Preparing the workforce for Industry 4.0: Robotics, automation, and ubiquitous smart technologies in education

KEY DATES

- _Paper Submission Deadline: 17 August (Hard Deadline)_
- Notification of Acceptance: 1 Oct.
- Camera-ready submission: 8 Oct.
- Early-bird and Presenter Registration: 8 Oct.
- Conference: 8 to 11 December 2020

PAPER FORMATS

- Full (6 to 8 pages) Paper for Oral Presentation
- Short (4 to 6 pages) Paper for Oral Presentation
- Short (4 to 6 pages) Paper for Poster Presentation
- Work-in-Progress Paper (2 to 4 pages) for Poster Presentation

PAPER SUBMISSION AND REVIEW

Prospective authors are invited to prepare submissions of two (2) to eight (8) A4 pages (including tables, figures and references) in standard IEEE double-column format.
Papers will be accepted only by electronic submission through the conference website, from which guidelines and templates are available. Submissions will not be accepted via e-mail. A blind peer-review process will be used to evaluate all submitted papers.
Paper Submission System: https://www.conftool.net/tale-conference/

PUBLICATION AND INDEXING

All accepted and registered full, short and work-in-progress papers that are presented at TALE 2020 as well as all extended abstracts describing the nontraditional sessions presented at the conference will be published in the conference proceedings and submitted to the IEEE Xplore® digital library. Content loaded into Xplore is made available by IEEE to its abstracting and indexing partners, including Elsevier (Scopus, Ei Compendex), Clarivate Analytics (CPCI—part of Web of Science) and others, for potential inclusion in their respective databases.
In addition, the authors of selected papers may be invited to submit revised and expanded versions of their papers for possible publication in the IEEE Transactions on Learning Technologies (2019 JCR Impact Factor: 2.714) or another Scopus and/or Web of Science-indexed journal, subject to the relevant journal's regular editorial and peer-review policies and procedures.

CONTACT

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