### Venue

The conference will be held in the Parliament (Seimas) Palace of the Republic of Lithuania and hosted by the Vilnius University in cooperation with Lithuanian Computer Society.

### Accommodation

Several hotels and hostels will be suggested.

### Social activities

- Guided tour through the Parliament Palace
- Sightseeing tour
- Conference dinner



# More information on a conference website:

http://www.ifip2015.mii.vu.lt

### **Conference Contact**

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# **International Programme Committee**

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# **National Organising Committee,**

Vilnius University

Valentina Dagienė (co-chair) Inga Žilinskienė (co-chair) Tatjana Jevsikova Anita Juškevičienė Eimantas Pėlikis Elena Sutkutė Simona Feiferytė

## Important dates

**25<sup>th</sup> January** All contributions deadline

**15<sup>th</sup> April** Notification of acceptance

**15<sup>th</sup> May** Early bird

1<sup>st</sup> to 3<sup>rd</sup> July Conference dates



# International Federation for Information Processing

IFIP TC3 Working group 3.1 "Informatics and Digital Technologies in School Education"

**IFIP Working Conference** 

# A New Culture of Learning: Computing and Next Generations

July 1 – 3, 2015, Vilnius, Lithuania



Conference website

http://www.ifip2015.mii.vu.lt











# A New Culture of Learning: Computing and Next Generations

## **IFIP Working Conference**

IFIP TC3 education has a tradition of organising exciting conferences which stimulate discussion, foster the exchange of ideas and knowledge, and generate more informed understanding of the issues of Informatics and digital technologies in education.

This is a Working Conference focusing on developing new directions for learning and teaching in e-Education and Informatics in school and higher education in an increasingly globalized world.

Key questions that we expect to discuss at the conference are:

- O What do we want the next generations to learn?
- What do we propose as new developments in Informatics (Computing, Computer science) teaching and e-Education?
- How can we support a sustainable education for all children in a digitalized world?
- How can we influence teaching and learning at school by improving Computer Engineering Education / Informatics Education?
- How can we research changes that are happening and provide evidence to support future developments?

These questions and others that may be generated should be examined in relation to past experiences and future expectations.

# **Participants**

The conference aims to bring together teachers, researchers, education policy makers, and administrators, involved in digital technologies and Informatics teaching or using digital technologies in teaching and learning.

We also invite doctoral students, newly qualified teachers and young people to contribute their perspectives.

### Conference themes

Themes of the conference include:

- New approaches to learning (collaboration, informalisation, personalisation of learning)
  - o Distance education
  - E-learning
  - Flipped classrooms
  - Gamification
  - o MOOCs
  - Digital traces and assessment
- II. Challenges for teachers/learners and other stakeholders
  - National curricula and approaches to establishment of Informatics in schools
  - Digital literacy
  - Digital Fluency
  - o Digital media education
  - o Informatics teacher training and competencies
  - Computational thinking
  - Computing for all
- III. Promoting and supporting Informatics education
  - The contribution of Informatics to a solid general education
  - Approaches for creative learning in Informatics
  - The practice of teaching Informatics
  - Informatics education research
  - The use of technology in Informatics teaching and learning
  - Exams in Informatics and assessing Informatics competencies
  - Informatics topics in schools beyond programming and algorithms
- IV. Researching educational change
  - Methodological challenges and solutions
  - Theoretical perspectives
  - o Building knowledge
  - Identifying research priorities

### Conference activities

Full papers, describing unpublished, original research related to one of the themes or subthemes of the conference (max. 10 pages) are invited.

Short papers (max 5 pages) describing novel didactical approaches, methods, tools, findings, interpretations, explanations, or other contributions presented in a solid scientific framework, including empirical evaluation are most welcome.

Proposals for panels, adversarial debates, workshops and specific focus groups are encouraged as conference contributions.

All submissions will be refereed according to international standards. Submission guidelines as well as evaluation criteria will be available on the conference website.

### **Publication**

A book of abstracts, including paper abstracts, details of panels, workshops, focus groups and adversarial debates, will be published and made available to conference attendees.

Selected papers will be published in a special edition of the internationally refereed journal "Education and Information Technologies", ISSN: 1360-235.

Additionally, extended versions of selected papers on Computer Engineering Education topic will be considered for publication in a special issue "Computer Engineering Education" of the International Journal of Engineering Education, ISSN 0949-149X.