



THE 2ND ACM CHAPTER INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY,
LANGUAGE AND TECHNICAL COMMUNICATION

ETLTC2020

JANUARY 27-31st, 2020, Aizuwakamatsu, JAPAN

Webpage: <https://www.acmchapterseminarjapan.com/etltchome2020>

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Objective: The 2nd ACM Chapter International conference on Educational Technology, Language and Technical Communication (ETLTC2020) is a major international conference that aims to bring together students, educators and practitioners working with different educational technologies in academia and industry. This conference also focuses on how information design and technical communication genres act as affordance towards using such technology, both for learning, and creating user/customer-centered interface.

Major topics included but not limited to the following (Check detailed CFP):

<https://www.acmchapterseminarjapan.com/cfp2020>

Computer Assisted Language Learning (CALL) – (A) Language Learning Environments and CALL. (B) Ubiquitous Language Learning (C) Intercultural Language Learning through ICT (D) Worldwide Collaborative CALL (E) CALL & Multidisciplinarity for Targeting Learners' Needs
Educational Technology in Academia and Industry – (A) Education in Context (B) Education as Professional Field (C) Curricular Evolution (D) Learner Orientation (E) Integrating Educational Technologies (F) International Higher Education

Information Design and ELearning – (A) ELearning Evaluation (B) ELearning tools and Systems (C) ELearning Content Development (D) Electronic Publishing Tools for ELearning (E) ELearning Systems

Technical Communication – (A) Structured Authoring and Information Modeling (B) Making Content Intelligent with Metadata (C) Content Generation (D) User-generated Content (E) Dynamic Content Delivery

Professional Communication – (A) Cross-cultural and Global Communication (B) Organizational Communication & Workplace Culture

Special Track: ICT, Design, Smart City & Society – Proposal submission on various issues such as smart city networks, big data analysis, IoT, intelligent systems, machine learning/deep learning, perception, cognitive science etc. are welcome.

Venue: UBIC, iLabs and CALL Labs (**University of Aizu Campus**) – 10 minutes taxi ride from the Aizuwakamatsu Station (<https://www.u-aizu.ac.jp/en/access/>)

Paper Submission Procedure: <http://edas.info/N26250> (submission link)

<https://www.acmchapterseminarjapan.com/submission>

Electronic version of full paper (ACM format, A4 up to 10-page standard including figures and tables) complete with authors' affiliations should be submitted. All accepted papers would be published in the ACM chapter proceedings with ISSN number, and selected full research papers will be published in ACM-ICPS and archived in ACM Digital Library. Selected papers will be recommended for post-conference publication in Science Citation Index Expanded, EI, or Scopus journals.

Paper Length: (1) Full Research Papers (6-10 pages) (2) Short Papers (4 pages) and (3) Extended Abstracts (1 page with reference)

Paper Content: (1) Research (2) Tutorial (3) Teaching Experience (4) Project Experience (5) Software Review (6) Teaching/Research Position Paper

Papers rejected on full and short paper category could still be considered for publication in the extended abstracts category (editor's decision)

Important Dates:

Full Paper Submission (First Draft): 10th November 2019

Reviewer Comments Due (Acceptance/Rejection): 1st December 2019

Early Bird Registration Deadline: 25th December 2020 (<https://edas.info/r26250>)

Conference: 27-31st January 2020

Camera Ready Paper Due (Final Version): 15th February 2020

Paper Published in ACM Proceedings: 1st April 2020

Sponsors: Univ. of Aizu, ACM Chapter on ELearning & Tech. Communication

Supporters: Japan Technical Communicators Association (JTCA); Karlsruhe University of Applied Sciences (HSKA), Germany; University of Monterrey, Mexico