Cognition and Exploratory Learning in Digital Age (CELDA 2004)

IADIS INTERNATIONAL CONFERENCE

With Lisbon, Portugal, as the scenery, we welcomed the First International Conference on Cognition and Exploratory Learning in Digital Age, during December 15- 17, 2004.
This conference was endorsed by IEEE Technical Committee on Learning Technology.

Endorsed by:

TECHNICAL COMMITTEE IEEE LT LEARNING TECHNOLOGY

The theme of the CELDA 2004 conference addressed the main issues concerning the evolving learning processes and supporting pedagogies and applications in the digital age. There had been advances in both cognitive psychology and computing that have affected the educational arena. The convergence of these two disciplines is increasing at a fast pace and affecting academia and professional practice in many ways. Paradigms such as just-in-time learning, constructivism, student-centered learning and collaborative approaches have emerged and are being supported by technological advancements such as simulations, virtual reality and multi-agents systems. These developments have created both opportunities and areas of serious concerns.

The following areas were object of paper and poster submissions: Acquisition of expertise; assessing progress of learning in complex domains; assessment of exploratory learning approaches; assessment of exploratory technologies; Cognition in education; collaborative learning; educational psychology; exploratory technologies (such as simulations, VR, i-TV and so on); just-in-time and learning-on-demand; learner communities and peer-support; learning communities & web service technologies; pedagogical issues related with learning objects; learning paradigms in academia; learning paradigms in corporate sector; life-long learning; student-centered learning; technology and mental models; technology, learning and expertise; virtual university.

The IADIS CELDA 2004 edition received 207 submissions from more than 30 countries. Each submission has been reviewed in a double-blind review process by at least two independent reviewers to ensure quality and maintain high standards. Out of the papers submitted, 47 were accepted as full papers for an acceptance rate of 35%; 34 were accepted as short papers and 14 were accepted as posters.

Authors of the best published papers in the conference proceedings were selected to publish extended versions of their papers in:

- **Cognition and Exploratory Learning in Digital Age",**
  Eds: Kinshuk and Demetrios G Sampson, in Innovations in Education and Teaching International Journal, Taylor & Francis, ISSN 1470-3300 (online), Vol. 43, Issue 2, February 2006.

Keynote Presentation:

"ADVANCES IN COGNITION, LEARNING AND PERFORMANCE IN THE DIGITAL AGE "

by Professor J. Michael Spector, Florida State University, USA

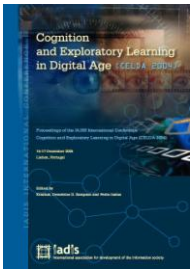
Invited Talk:

"TECHNOLOGY-ENHANCED LEARNING: THE EUROPEAN RESEARCH AGENDA "
by Dr Marco Marsella, European Commission, DG Information Society, Directorate E, Unit E3 TeL

Tutorial:

"DESIGN PATTERNS FOR ADVANCED LEARNING MANAGEMENT SYSTEMS "

by Professor Symeon Retalis, University of Piraeus, Greece



The Proceedings were both published in Book (ISBN: 972-98947-7-9) and CD-ROM (ISBN: 972-99353-3-5) by IADIS Press.

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