



The 16th edition the International Conference on Cognition and Exploratory Learning in Digital Age (CELDA 2019) was held in Cagliari, Italy from 7 to 9 November 2019.

This conference was organized by the International Association for Development of the Information Society and co-organized by University of Cagliari, Faculty of Engineering and Architecture, Cagliari, Italy.

Co-Organized by



The CELDA conference tries to address the foremost issues of concern within 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. This event covered both technological as well as pedagogical issues related to these developments. Main topics have been identified. However innovative contributions that do not easily fit into these areas were also considered as long as they were directly related to the overall theme of the conference – cognition and exploratory learning in the digital age.



The CELDA 2019 Conference received 87 submissions from more than 25 countries. Each submission was 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, 48 were accepted as full papers for an acceptance rate of 55%; 15 were accepted as short papers and 1 was accepted as reflection paper.

Authors of the best published papers in the proceedings of CELDA 2019 were invited to publish extended versions of their papers in:



- A book from Springer

In addition to the papers' presentation, the conference also included one keynote presentation given by Dr. Baltasar Fernández Manjón, Director of the e-Learning Research Group e-UCM, Complutense University of Madrid (UCM), Spain.



Keynote Presentation:

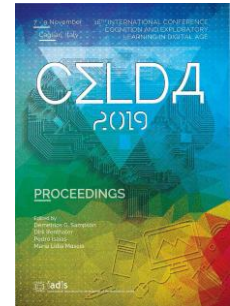
“GAME LEARNING ANALYTICS FOR EVIDENCE-BASED SERIOUS GAMES”



by Dr. Baltasar Fernández Manjón, Director of the e-Learning Research Group e-UCM, Complutense University of Madrid (UCM), Spain

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