

# TALE2016

## Call for Papers



IEEE  computer society



Sponsored by the IEEE Education Society, IEEE Thailand Section, IEEE Computer Society and King Mongkut's University of Technology North Bangkok

### Date & Venue

7-9 December 2016  
Dusit Thani Bangkok Hotel  
Bangkok, Thailand



### Background

The aim of TALE 2016 is to provide a forum for academicians and professionals from various educational fields and with cross-disciplinary interests to network, share knowledge and engage in dialogue around the theme of fostering innovation and excellence in engineering education. To this end, both research and practice-oriented papers are invited that encompass all aspects of education in the engineering fields (including computing, computer science, information technology and cognate disciplines). The conference will feature traditional paper presentations, workshops, as well as keynotes by renowned educational experts and authorities.

### Topics of interest include but are not limited to:

- Accreditation and Quality Assurance
- Assessment and Evaluation
- Capstone Projects
- Computational Thinking and Problem Solving
- Computer-Based Learning and Courseware Technologies
- Continuing Education and Lifelong Learning
- Curriculum Design
- Distance, Open and Flexible Education
- Educational Games and Simulations
- Educational Policy, Leadership and Administration
- Entrepreneurship and Innovation Programs
- Ethical and Social Justice Issues (e.g., Equity, Diversity)
- Faculty/Staff Development
- Generic Skills (e.g., Communications, Teamwork)
- Industry Linkages and Partnerships
- Instructional Design
- Interdisciplinary Teaching Approaches
- Internet of Things in Education
- Introductory Engineering and Computing Courses
- K-12 Initiatives and Partnerships
- Laboratory Experiences (On-Campus, Remote and Virtual)
- Learning Analytics and Big Data
- Learning Management Systems
- Marketing and Outreach for Engineering Programs
- Mobile, Ubiquitous and Contextual Learning
- Online/E-Learning and Blended Learning
- Open Educational Resources and MOOCs
- Research Training (Undergraduate and Graduate)
- Service Learning
- Work-Based and Work-Integrated Education

 **TALE 2016 will also include a Special Track on Computing Education (see separate CfP on the conference website for details.)**

### Paper submission, review and publication

Prospective authors are invited to submit papers 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 submission guidelines and a template for papers are available. A blind peer-review process will be used to evaluate all submitted papers.

Each full registration for the conference will cover a maximum of two papers; each student registration will cover a single paper only. All accepted and registered papers that are presented at the conference will be published in the conference proceedings (CD-ROM/USB with ISBN), submitted for inclusion into the Xplore digital library, and submitted for potential indexing by other prominent scholarly databases including SCOPUS, Ei Compendex, and CPCI.

Information about submitting your paper can be found under the Authors menu item of this website (<http://www.tale-conference.org/tale2016/>).

### Important Dates

20 <sup>th</sup> Aug 2016	19 <sup>th</sup> Sept 2016	Paper Submission
20 <sup>th</sup> Sept 2016	14 <sup>th</sup> Oct 2016	Review Outcomes
20 <sup>th</sup> Oct 2016	31 <sup>st</sup> Oct 2016	Final Paper Submission
31 <sup>st</sup> Oct 2016		Early Registration Deadline

### Presentation Formats

- Full Papers: 6-8 pages
- Short Papers: 4-6 pages
- Work-In-Progress Papers: 2-4 pages
- Special Sessions, Panels and Workshops