

Social Computing and Social Knowledge for e-Learning

Special Issue of *IEEE Trans. on Learning Technologies*

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Aims

New Web technologies and especially social networks enable users to share and discuss common interests and provide infrastructures for integrating various user experiences: synchronous and asynchronous communication, game-playing, sharing links and files. Social networks, such as Facebook and Twitter capture vast amounts of implicit knowledge, common beliefs, preferences, and experiences, that could be potentially empower users to learn from each other and together. The trend of using social networks and social media to deliver and exchange knowledge could bring a new era of teaching and learning. Unlike a traditional e-learning paradigm with pre-defined curriculum and standard textbooks, social knowledge could be aggregated on demand, just in time, and in context of engaging challenges from social networks, making learning more exciting, social and, game-like experience. Therefore, the use of social computing techniques and social knowledge for e-learning must be further investigated. This special issue focuses on technologies and experiences of using social networks in e-learning.

Scope of Special Issue

- Collaborative Learning on Social Networks
- e-Campus on Virtual World Systems
- Gamification of Educational Applications and Websites
- Learning Management Systems Based on Social Networking Sites
- Micro-blogging Service for Discussion Board over Social Networks
- Mining Social Learning Data
- Motivating Participations and Contributions in Social Learning
- Open Social Learning
- Peer Review for e-Learning Assessment over Social Networks
- Personalized Recommendations for Social Learning
- PoD Casting of e-Learning Contents Based on Social Preferences
- Scaling of e-Learning Community over Social Networks
- Searching and Registry of Learning Objects over Social Networks
- Secure e-Portfolio in Social Networks
- Social Games for e-Learning
- Social Media for e-Learning
- Tools for Social Knowledge Sharing
- Trust and Reputation in Social Learning
- Visualization of e-Learning Social Networks

Submission

Each paper submitted will be reviewed by a committee including experts in the areas of learning technologies and social computing. Papers submitted (or invited and re-submitted) to this special issue need to follow the guidelines of IEEE Transactions on Learning Technologies at <http://www.computer.org/portal/pages/transactions/tlt/mc/author.html>. The Manuscript Central at <https://mc.manuscriptcentral.com/tlt-cs> provides instructions about formatting and length. All paper submissions will have to be submitted through the Manuscript Central. For additional information, please contact Timothy K. Shih at timothykshih@gmail.com.

Important Dates

Full Paper Submission Due: June 1st
Notification of Early Rejection: June 15, 2013
Notification of Acceptance, Rejection, or Revision: September 1, 2013
Revision Due: October 1, 2013
Notification of Final Acceptance: November 1, 2013
Final Revision Due: December 1, 2013