



LCT 2024

11TH INTERNATIONAL CONFERENCE ON LEARNING AND COLLABORATION TECHNOLOGIES

Jointly held under one management and one registration with HCI International 2024

<https://2024.hci.international/lct>

HCI International 2024

29 June - 4 July 2024
Washington Hilton Hotel,
Washington DC, USA

Chairs

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In the today's knowledge society, learning and collaboration are two fundamental and strictly interrelated aspects of knowledge acquisition and creation. Learning technology is the broad range of communication, information and related technologies that can be used to support learning, teaching, and assessment, often in a collaborative way. Collaboration technology, on the other hand, is targeted to support individuals working in teams, towards a common goal, which may be an educational one, by providing tools that aid communication, the management of activities as well as the process of problem solving. In this context, interactive technologies do not only affect and improve the existing educational system, but become a transformative force that can generate radically new ways of knowing, learning and collaborating.

The LCT conference, affiliated to HCI International conference, addresses theoretical foundations, design and implementation, as well as effectiveness and impact issues related to interactive technologies for learning and collaboration, including design methodologies, developments and tools, theoretical models, learning design or learning experience (LX) design, as well as technology adoption and use in formal, non-formal and informal educational contexts.

The related topics include, but are not limited to:

- XR, Embodied and Immersive Learning
- Wearable Technologies, Mobile learning and Ubiquitous Technologies for Learning
- Serious Games and Gamification
- Educational Robotics
- Educational Chatbots
- Human-Computer Interfaces and Technology Support for Collaboration and Learning
- Cultural Issues in LCT
- Theoretical Perspectives on Learning and Collaboration Technologies
- Children with Special Needs, Elderly People, Digital Divide and Gender Discrepancies in LCT
- Collaborative Learning in Online Environments/ CSCL
- Design, Methodology and Architecture of Collaborative Learning Systems
- Sense of Community and Relationship Building in LCT
- Smart Cities and LCT
- Maker Culture and Learning through Design
- Learning design or learning experience (LX) design theory and practice

Conference proceedings published by



Submission deadlines are available at the HCI 2024 website:

<http://2024.hci.international/submissions>