



ACM Workshop on Educational Multimedia and Multimedia Education (EMME 2007)

September 28, 2007, Augsburg, Germany
(in conjunction with ACM Multimedia 2007)



Synopsis: The question about how multimedia can really make learning more exploratory and enjoyable is as yet unanswered. We are just beginning to understand the real contribution of multimedia to education. In addition, new trends, such as multimedia on handheld devices or advanced approaches for the automatic analysis of multimodal signals, offer novel and exciting opportunities for teaching and learning. The growing pervasiveness of multimedia on any computing device also increases the relevance of knowledge about multimedia for computer scientists and software engineers. However, the significance of multimedia for the future of computing is generally not reflected in current curricula.

Topics: The goal of this workshop is thus to identify current and evolving trends, specify open problems, and discover challenges and prospects for new research in the broad topic of multimedia-based education. In particular, we invite submissions in one of the following areas:

- **Multimedia education**, i.e. submissions which identify key issues and best practices for teaching multimedia, take a look into the future of multimedia education, etc.
- **Educational multimedia applications**, i.e. work on educational multimedia applications and systems that promote learning. Potential topics include but are not limited to:
 - Repurposing and reuse of educational multimedia material
 - Authoring and content creation process
 - Classroom note taking and whiteboard analysis
 - Automated analysis of participant interactions in lectures and discussion
 - Indexing and multimedia information retrieval for educational uses
 - Intelligent search and navigation in e-learning portalsas well as contributions on any kind of educational-related technology where multimedia is involved
- **Emerging trends**, i.e. papers on novel technologies and emerging trends in computing that offer new and exciting possibilities for multimedia-based learning. Potential areas of interest include:
 - Semantic Computing
 - Human-Computer Interaction
 - Mobile and Ubiquitous ComputingWe explicitly encourage researchers from these and other communities to contribute to this workshop by submitting their research related to educational multimedia material and applications.

Submissions: Contributions should be in PDF and no more than 10 pages in ACM format (shorter submissions are welcome as well). Accepted papers will be published in the workshop proceedings as well as the ACM Digital Library and considered for publication in a related journal.

Workshop Chairs

Gerald Friedland
International Computer Science
Institute, Berkeley, CA, USA
Wolfgang Hürst
Albert-Ludwigs-University
Freiburg, Germany
Lars Knipping
Berlin University of
Technology, Germany

Important Dates

Deadline: June 1, 2007
(11:59pm, Eastern Time)
Notification: July 9, 2007
Final Version: July 23, 2007
Workshop: September 28, 2007

Program Organizer

Max Mühlhäuser
TU Darmstadt, Germany