Editor-in-Chief: Borko Furht

Call for Papers

Multimedia Tools and Applications

Special Issue on Multimedia tools and applications for Education and Learning systems

Multimedia is defined as any combination of text, graphic, sound, video and animation. Multimedia can be delivered to user via electronic or digital manipulated means. With the advancement of technology in this world, we can see that the world that we live in is changing rapidly and the field of education are one of the field that are growing to be much better. The old day education where the learning environment are passive is long gone. We can see that the use of multimedia in education has grown a lot in this recent year and is looking to expend ever further in the future. Teacher primarily required resources in order to help students to understand better about the topic that they are learning. By enabling teacher to have access in multimedia learning resource, which help to support constructive concept development, allowing the teacher to be more focus to teaching the subject while working to help the students to understand the topic individually. The development of multimedia also help to ease learning by enabling students not to just learn in just school but also at home. This will potentially help students to improve their learning skills. With the help of multimedia elements, which is text, graphic, video, sound
and animation, it can create an interactive learning environment that can help teacher and students teaching and learning.

Many successful computer-based educational systems have been developed and empirically tested in science and technology domains. A number of these systems are designed to be intelligent in analyzing and understanding learner input and adapting to the students' level of knowledge. Science and technology domains are well defined and can be described using formal representation. However, deeper understanding of the concepts and principles, and developing problem solving skills such as inquiry and discovery skills in science and technology domains, make the design and implementation of learning environments quite challenging. Students often have difficulties learning these skills; thus, scaffolding mechanisms become an important component of these systems. Furthermore, science knowledge and achievement is a core prerequisite for careers in engineering and technology. Hence, these skills are vital to the well being and continued advancement of society.

This special issue focuses on multimedia tools and applications for education and learning systems. The purpose of this SI is to provide a forum for researchers and practitioners to exchange ideas and progress in related areas. Topics of interests include, but are not limited to:

- Systems, Design and Technologies
- practices and cases in education
- systems and technologies in education
- applications and integration of education
learning evaluation and content

campus information systems

learning technologies, standards and systems

mobile learning

computer aided assessments

virtual learning environments

multimedia in learning

Learning platforms

Course design

Assertive and assistive educational technology

Computer-aided assessment

Learning content management systems

AV-communication and other media

Digital classrooms

Blended learning

Collaborative on-line learning

Meta data standards

Submitted papers should present original, unpublished work, relevant to one of the topics of the Special Issue. All submitted papers will be evaluated on the basis of relevance, significance of contribution, technical quality, scholarship, and quality of presentation, by at least three independent reviewers. It is the policy of the journal that no submission, or substantially overlapping submission, be published or be under review at
another journal or conference at any time during the review process. Please select the article type containing "1147T" when submitting.

Important Dates

Manuscript Due: August 30, 2019

First Round of Reviews: 20/10, 2019

Final Decision: 30/11, 2019

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