

# ***Interactive Learning Technologies 2014***

Hyatt Regency Reston Hotel  
Reston, Virginia – August 13-15, 2014

## **CALL FOR PAPERS**

Abstracts for presentations from knowledgeable professionals in industry, government, military, public education and academia are solicited to provide presentations which would be part of a comprehensive conference program on the latest interactive technologies as they are being applied to training, education and job performance improvement, including ways to implement technology, descriptions of education and technical skills applications, e-learning, enterprise management, and instructional systems design, together with knowledge management systems.

The submissions should be in the form of individual presentations or panel discussions. Topics of interest include:

### **Mobile Computing**

- Using effective e-Learning and engaging distance learning for the enterprise
- Pervasive computing devices and other ubiquitous computing technologies — from laptops to tablet PCs to PDAs to smartphones
- Virtualization, Process Migration, Thin-client Computing, Network Mobility
- Utilization of Mobile Enterprise Servers
- Mobile Computing's Impact on Workforce Productivity
- Mobile Enterprise Asset Management Systems
- Low Cost Computers
- Wearable computing and networking
- User interfaces and systems design
- Mobile Authoring Tools

### **Knowledge Management Systems**

- Learning Management Systems (LMS)
- LMS Interaction with other Enterprise Resource Planning Systems (ERP)
- LMS Interoperability standards (SCORM, AICC, IMS, IEEE)
- Talent Management Systems
- Knowledge Management (KM) systems for operations improvement
- Purchasing KM systems vs outsourcing (ASPs)
- Implementing/Managing the Knowledge Management System

### **Instructional Systems Design**

- Blended Learning strategies
- Strategies to address remote learners
- Implementing Accessibility into e-Learning
- Authoring tools
- Evaluation processes and assessment techniques
- ISD for the Enterprise and Performance Improvement
- Prototyping in the development process
- Business cases for learning measurement
- Acquiring metrics and developing budgets
- Good Practice for Cyber Security
- Web-Based Learning Systems Development

### **Gaming and Simulation**

- Online Games
- Agent-Based gaming, Avatars, and Distributed environments
- Game-based Learning
- Simulations and Games for Strategy and Policy Planning
- Military Applications
- Simulations Utilizing Problem Solving Tools
- Customizable, Computer-based Interactive Simulations
- Simulation gaming for Management Training

### **Training Applications**

- Training in Virtual Worlds
- Return on Investment (ROI) and Improved Productivity
- Integrated Enterprise Learning and Performance Improvement
- e-Learning, e-Training and Executive Training
- Age friendly environments
- Case Studies and Best Practices
- Content and Technology Interoperability Issues
- Creating New Learning Organizations
- Cloud Computing and its Impact & Application
- Impact & Use of Social Media Platforms
- Communities of Practice

### **Key Dates to Note**

Deadline for Abstract Submissions: **March 28, 2014**

Notification of Speaker Acceptance: **April, 2014**

Proceeding Materials (paper/slides) Due: **July 18 2014**

Conference Dates: **August 13-15, 2014**

**WWW.SALT.ORG**

## **Presenters and Attendees would include the following:**

- Chief Learning Officers
- Directors of e-Learning
- Directors of Training and Development
- Directors of Distance Education Programs
- Military and Industrial Trainers
- Academic Professionals
- Curriculum Developers
- Instructional Designers
- Instructional Systems Developers
- Instructional Technologists
- e-Learning Developers
- Human Performance Technology Professionals
- Government Professionals and Managers
- Management and Training Consultants
- Hardware and Software Systems Manufacturers
- e-learning Project Managers
- Heads of Distance Learning
- Education/Training Facilitators
- Performance Support Professionals
- Compliance Training Managers

## **Abstracts**

Please submit abstract(s) of your proposed presentation(s) (up to 100 words per topic suggested). Abstracts will be considered for an individual presentation, or as a participant in a panel discussion. Abstract submissions should be received by *March 28, 2014*. If your abstract is accepted, you are required to submit a paper and/or ppt slides by *July 18, 2014* to be included in the Conference Proceedings. Authors of accepted papers are expected to attend the conference, present their work to their peers, and transfer copyright. Primary speakers receive a complimentary registration to the conference. Co-speakers will be required to pay a discounted conference registration fee of \$350 to attend the conference.

In addition, relevant biographical information about the author(s) should be included with the abstract submission so it can be posted on the SALT® web site. Accepted speakers will have their biographies included on the SALT® conference web site as well as a photo if this material is provided to SALT®.

## **How to Submit**

Submit on-line at <http://www.salt.org/dc/washingtonP.asp?pn=call> or email your abstract to DCprogram14@salt.org and include with the abstract the author's name, title, organization, address, phone number, email address, biography and photo.

If you have any questions, please call John Fox at 540-347-0055 / Fax: 540-349-3169 Email: DCprogram14@salt.org. The conference presentation sessions will be on Wednesday, Thursday, and Friday, August 13-15, 2014.

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The *Interactive Learning Technologies Conference* is sponsored by the Society for Applied Learning Technology® (SALT®), and managed by Learning Technology Institute® (LTI®), 50 Culpeper Street, Warrenton, VA 20186  
Phone: (540) 347-0055 / Fax: (540) 349-3169 / Email: DCprogram14@salt.org / Web site: WWW.SALT.ORG