



# **FOR PAPER**

## CALL | ICOBL 2019

### International Conference on Online and Blended Learning

"Innovation in Online-Blended Learning: Implementation, Implication and Emerging Technology"

ICOBL 2019 aims to bring together researchers, scientists, engineers, scholars and students to exchange and share their experiences, new ideas, and research results

challenges encountered and the solutions adopted. The conference will be held every year to make it an ideal platform for people to share views and experiences in

about all aspects of Online and Blended Learning, and discuss the practical

ICOBL 2019 covers all topics in online and blended learning including,

#### SPEAKERS:



**David Stein** Ohio State University, United States of America



Elizabeth Hartnell-Young University of Melbourne, Australia



**Wu-Yuin Hwang** Taiwan



Zoraini Wati Abas National Central University, Wawasan Open University, Malaysia



Nurkhamid Yogyakarta State University Open University Indonesia



Tian Belawati

#### but not limited to: **New Technology**

- E-Teaching
- New Media and Internet for Education

Online, Blended Learning and related areas.

- Technology Enhanced Learning
- · Big Data in eLearning: The Future of eLearning Industry
- · Virtual Reality

#### **Teaching and Learning**

- Innovative Learning using Online and Blended Learning
- · Character Issues in Online and Blended Learning
- Strategies for Online and Blended Learning
- Instructional Technology for Online and Blended Learning
- Assessment for Online and Blended Learning
- · Models of Online and Blended Learning
- Analytics and Evaluation of Online and Blended Learning Environment
- Interactive Online and Blended Learning Solutions
- · Content Development for Online and Blended Learning
- Enriching Learning Experience with Online and Blended Learning
- · Experiences in Online an Blended Learning
- Organizational Frameworks for Online and Blended Learning
- Improved Flexibility of Learning Processes
- · Innovation in Distance Learning

#### **Engineering**

- Machine Learning
- Wearable Devices
- Digital and Open Educational Resources Digital Technology for Education
- Computer-Mediated Learning
- Mobile Technology

#### **Creative Learning**

- · Game-based Learning
- Adaptive and Personalized Learning
- Multimedia Application in Education

**VENUE:** Digital Library Building Universitas Negeri Yogyakarta Yogyakarta, Indonesia

Paper accepted and presented at ICOBL 2019 has the opportunity to be published in the open IOP Conference Series published by IOP Publishing (Indexed by Scopus).

If authors have any queries on submissions, please contact: Herman Dwi Surjono (hermansurjono@uny.ac.id), Ratna Wardani (ratna@uny.ac.id), Retna Hidayah (retna.hidayah@uny.ac.id) or ICOBL 2019 Co-Chair e-mail (icobl@uny.ac.id)

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http://icobl.uny.ac.id

