

## **Social Media for Ubiquitous Learning and Adaptive Tutoring**

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### **Aims:**

Rapid growth of social media has led to an increasing number of social media services, such as Facebook, Second Life, Twitter, and WhatsApp. These tools facilitate a socially connected Web, where everyone can interact and publish to each other, create online communities, and share multimedia content. We thus have a social and participatory Web, in which users are not just content consumers but also content producers, often in a collaborative manner. At the same time, with the fast growing popularity of Massively Open Online Courses (MOOCs), which have emerged from the convergence of distance education and the increasing accessibility of the Internet, university education may reach virtually unlimited number of learners throughout the world. In view of the above, effectively improving the use of such educational resources by relying on social media services becomes an interesting and important issue for learners, tutors, and courseware providers.

In this special issue, we solicit high quality papers that cover the technical issues and systems that apply social media services on ubiquitous learning and/or adaptive tutoring. We are also interested in papers that provide an overview and discuss future directions of social media enabled learning and tutoring services. The topics of interests include, but are not limited to:

- Ubiquitous learning with social media technologies
- Adaptive and intelligent tutoring with social media services
- Courseware engineering with social media
- Web 2.0 technologies for multimedia learning and tutoring
- Collaborative learning in social networks
- Game-based learning through social media
- Personalized learning within social networks
- Social learning environments
- Social networks analysis and mining to support multimedia learning
- Multimedia content processing in social learning environments
- Multimedia-enabled learning in social networks
- Multimedia question-answering services
- Mobile social learning environments

### **Submission:**

Each paper for submission should contain no more than 6,500 words in length. Author instructions can be found at the [Author Resources](#) of [IEEE Multimedia](#). Prospective authors should submit their papers online at <https://mc.manuscriptcentral.com/mm-cs>.

### **Schedule (tentative):**

Deadline for paper submission:	<b>October 1, 2014</b>
Completion of first review:	<b>December 15, 2014</b>
Revision due:	<b>January 31, 2015</b>
Final decision:	<b>March 15, 2015</b>