

2018 CALL FOR PAPERS



2018 CONFERENCE AMSTERDAM

June 25 - 29, 2018 • Renaissance Amsterdam Hotel
Final Submissions Due: April 9, 2018



aace.org/conf/edmedia



Why Attend EdMedia + Innovate Learning?

EdMedia + Innovate Learning 2018

EdMedia + Innovate Learning, the premier international conference in the field since 1987, spans all disciplines and levels of education attracting researchers and practitioners in the field from 70+ countries. This annual conference offers a forum for the discussion and exchange of research, development, and applications on all topics related to Innovation and Education.

EdMedia + Innovate Learning is an international conference organized by the Association for the Advancement of Computing in Education (AACE).

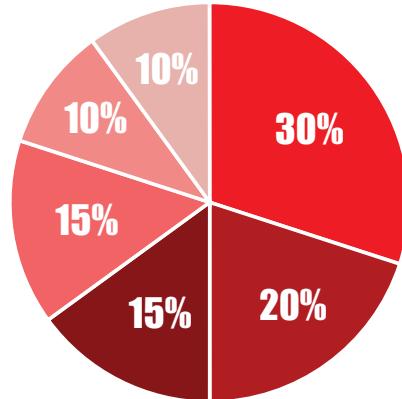
We invite you to attend EdMedia + Innovate Learning and submit proposals for papers, workshops, posters and innovative showcases. The Conference Review Policy requires that each proposal will be peer-reviewed by for inclusion in the conference program and proceedings available on LearnTechLib—The Learning and Technology Library.

Who Attends?

Anyone can attend and submit proposals to present at conference. The conference is designed to engage:

- Educators in ALL disciplines
- Researchers
- Educational administrators
- Teachers
- Curriculum developers
- Technology & education companies
- Anyone with an interest in educational media and technology

- **Researchers**
- **Developers**
- **School Teachers**
- **Innovation Interest**
- **Corporate**
- **Administrators**



We welcome attendees from around the world each year!

Get Connected



Visit the AACE Blog, for announcements, resources, and ideas from your colleagues at EdMedia and all our AACE Conferences.

aace.org/review

You can also find AACE on Facebook and follow us on Twitter!



2018 Conference At A Glance

Dates:
June 25-29, 2018

Host City:
**Amsterdam,
The Netherlands**

This is the
**30th Annual EdMedia
Conference**

Venue

Renaissance Amsterdam Hotel will serve as the conference venue and official accommodations for attendees. Special discounted hotel rates have been secured for conference participants at the conference hotel. Hotel rates are approximately €199 per night for single rooms.



Travel

 **AIR:** Amsterdam Airport Schiphol, is located 20 minutes from Amsterdam city and approximately 9 miles southwest of the center of Amsterdam in Haarlemmermeer municipality. This is an international airport connecting to many notable European airports. It is the home base for many intercontinental airlines.

GROUND: Amsterdam Airport Schiphol has many ground transportation options including train, bus, hotel shuttle service, and taxi.

Registration Benefits

- 30+ years of AACE journal archives
- Access to all Regular Conference Sessions including Keynotes
- Proceedings Access
- FREE Wifi in Conference Areas
- Access to online virtual sessions
- Receptions, Refreshment Breaks, and Much More!...

See all registration benefits and rates at:
www.aace.org/conf/edmedia/registration/



Social Events

We pack as much fun as possible into our time together! Some of the top events include:

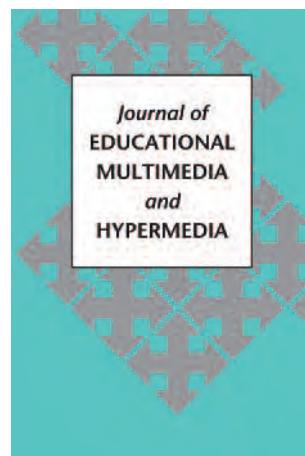
- **Newcomer Welcome:** A fast-paced interactive event. A great way to meet fellow first-time attendees and get acquainted with the conference.
- **Welcome & Closing Parties:** We begin and end the conference with a party, including food, drinks, a photo booth, live music, and more!
- **Posters/Demonstrations:** Mingle with your colleagues as you check out the latest research and developments on display.
- **Local Social Outings:** To make the most of our host cities, we plan one or more local excursions or outings each year. This has included river cruises, canyon hikes, private tours, dinners, and more!



Partner Publication



EdMedia + Innovate Learning is sponsored in part by the Journal of Educational Multimedia and Hypermedia (JEMH.)
aace.org/pubs/jemh





Submitting A Proposal

Information for Presenters

- All official communication will be with the contact author listed on the paper. Contact authors are responsible for communicating with any co-presenters of that session.
- At least one author must register and pay the registration fee in order to confirm accepted papers for presentation. If multiple authors wish to attend, all must register individually.
- The conference will secure basic equipment needs for presenters. In-room laptops are provided for all Full and Brief Papers, Symposia, and Workshops. Free wireless internet is made available on all conference-designated floors. We recommend presenters and attendees also bring their own laptop, tablet, or device.



Review Policy

Conference submissions are double-blind peer-reviewed by at least two reviewers who are members the conference's international Program Committee of experts in fields specifically matching the conference topics. Papers are subject to a double-blind peer review by at least 3 reviewers. Reviewers are required to provide the author with comments intended to improve the content, style, and other issues which should improve the quality of the article.

If the review results are not clear, at least two members of the Program Committee decide whether a paper can be accepted or not, and in which presentation category.

Submission evaluation criteria:

- Potential value/impact of research or developments
- Relevance to conference
- Originality
- Style: Clarity, Length, Originality, Etc.
- Acceptance rate: The acceptance rate for AACE conferences is 25-39%.

Submission Categories

- Full Paper: Research
- Full Paper: Practice Based
- Brief Paper
- Workshop
- Poster
- Innovative Showcase
- Symposia
- Virtual Paper

For the complete list of presentation categories and their submissions requirements, please see aace.org/conf/edmedia/presentation-types/.

Submit all proposals at:
conf.aace.org/edmedia/submission

All proposals must be submitted by uploading Rich Text Format (.RTF) or MS Word (.DOC or .DOCx) file formats using the online form. No hard copy paper, faxed, or e-mail submissions will be accepted. Please send your proposal only ONE time.



Paper Awards

All accepted and presented papers will be considered for Outstanding Paper Awards within several categories.



Important Dates

Please always refer to aace.org/conf/edmedia/deadlines for the most up-to-date deadlines and dates.

- First call proposals due: **January 30, 2018**
- First call authors notified: **February 28, 2018**
- Second/Final call proposals due: **April 6, 2018**
- Second/Final call authors notified: **April 27, 2018**
- Early registration and confirmation: **May 14, 2018**

Conference Topics

Advanced Technologies for Learning and Teaching

Cloud computing
Collaborative technologies
E-publishing/digital libraries
Learning management systems and environments
Learning portfolios
Mobile teaching and learning technologies
Shared online video
Social networks
Social Software (podcasting, wikis, blogs, etc.)
Videoconferencing

Assessment and Research

Alternative and innovative assessment methods
Assessment practices in cross-cultural and international research
Best practices in assessment
Performance and outcome assessment

Educational Policy, Reform, and Innovation

Contextualized innovation (accessibility, scalability, usability, & sustainability)
Education reform with technology
Government initiatives and programs
Policy issues and trends
Quality assurance and accreditation
Teacher education and technology integration

Evaluation and Quality Improvement Advances

Best practices in evaluation
Course, program, project, and other forms of evaluation
Data analytics
E-learning benchmarks and standards
Evaluating for quality improvement

Global Networks, Partnerships, and Exchanges

Global competencies and perspectives
Global courses, programs, degrees, and initiatives
Global learning barriers, challenges, and concerns
Global learning communities
Global learning partnerships and innovations
Global studies and education

Innovative Approaches to Learning and Learning Environments

Augmented reality
Authentic, contextualized, and real-world learning
Case, Scenario, Problem, Project -based learning
Collaborative learning
Communities of practice
Electronic Performance Support Systems (EPSS)
Game-based learning
Learner-centered, and self-directed learning
Learning communities
Learning management and support systems
Lifelong, informal, and nontraditional learning
On-demand and just-in-time learning
Participatory learning and media
Personalized learning environments
Simulations for learning
Virtual reality learning environments

Open Education

Free and open source software
Learning portals
Localization of content and knowledge
Online language learning
Open access publishing
Open courses, open learning, and open educational resources
Open education copyright and other legal issues
Open educational projects, partnerships, and consortia
Open teaching
Participatory/contributory communities

Technologies for Socially Responsive Learning

Digital divide issues, initiatives, and cases
Digital and social media for engaging youth about cultures
Diversity
Education for sustainable development
Environmental education
Ethical, cultural, historical, and social issues in technology use
Learning technologies for transformational change
Rural community learning and technology
Technology solutions for marginalized populations
Technology uses in cross-cultural and multicultural contexts

Virtual and Distance Education

Blended learning
E-learning/E-training
Flexible learning
Innovative online learning and educational programming
Mobile and ubiquitous learning
Online learning environments

Proceedings & Publication

Accepted and presented papers are published in the conference proceedings and internationally distributed via LearnTechLib — The Learning and Technology Library, (LearnTechLib.org).

This Proceedings serves as a major source document indicating the current state of teacher education and information technology. Each conference registrant will receive permanent online access to the proceedings.



LearnTechLib.org
The Learning and Technology Library

Submission Categories

Submissions must be made online at: conf.aace.org/edmedia/submission

FULL PAPERS: RESEARCH

Presentation time: 25 minutes

Submission proposal length: 6-10 pages

Proceedings length: 10 pages maximum

AV equipment provided: PC, Projector, Wi-Fi

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics.

FULL PAPERS: PRACTICE BASED

Presentation time: 25 minutes

Submission proposal length: 6-15 pages

AV equipment provided: PC, Projector, Wi-Fi

Proceedings length: 15 pages maximum

Papers present reports of significant work or integrative reviews in research, development, applications, and societal issues related to all aspects of the conference topics..

BRIEF PAPERS

Presentation time: 15 minutes

Submission proposal length: 4-6 pages

Proceedings length: 6 pages maximum

AV equipment provided: PC, Projector, Wi-Fi

These papers are brief, more condensed presentations or work-in-progress projects.

The submission should clearly indicate:

- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation; and
- Relevant URLs or literature references.

PECHA KUCHA

Presentation time: 20 seconds x 20 slides = 6 minutes 40 seconds

Proposal submission length: 2-6 pages

Proceedings length: 2-6 pages maximum

PechaKucha 20x20 is a simple presentation format where the presenter is limiting to showing 20 slides, each presented for 20 seconds. The images advance automatically while presenter speaks alongside the slides. Presentations should focus on innovative ideas, creative project processes, and/or developed project outcomes. These presentations should rely heavily on images instead of text.

All 20 slides are required with submission and will be double blind reviewed for acceptance at the conference.

POSTERS

Presentation time: 2 hours

Proposal submission length: 2-6 pages

Proceedings length: 4-6 pages maximum

AV equipment provided: 4'x8' poster board, 6' table, 2 chairs, Wi-Fi
Electrical power available upon request.

Poster sessions enable researchers and non-commercial developers to demonstrate and discuss their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

Poster/Demonstration proposals must include:

- Description of the planned Poster; should emphasize the problem, what was done, and why the work is important

Poster presenters will be required to arrange for their own systems software and hardware.

INNOVATIVE SHOWCASE

Presentation time: 30 minutes

Proposal submission length: 1-2 paragraphs

Proceedings length: 150 words, (published only in online conference schedule at AcademicExperts.org)

Demonstrate and discuss your company's products, services, developments, applications and research, inform the audience of your future directions, gain feedback, and establish contacts.

Scheduled concurrently only with other presentations; Presentationrooms generally accommodate 50 – 150 people, theatre-style.

SYMPOSIA

Presentation time: 2 hours

Proposal submission length: 1-3 pages

Proceedings length: 4-6 pages maximum for each paper

AV equipment provided: PC, Projector, Wi-Fi

A Symposium is a collection of Full and/or Brief Papers on a theme that has been coordinated and led by the symposium's leader(s). Each Symposium that is accepted will be allocated two adjacent hour-long slots in the conference program.

The Symposium leader should provide an abstract briefly describing the symposium and a submission file with the following sections:

- 1) introduction that links the theme to the literature and its significance for the field of information technology and education, around 150 word abstracts of each paper,
- 2) list of paper titles and authors, with their organizations, and countries in the order they will be presented and indicating which will be presented the first and second hours, and
- 3) outline of how the symposium will be organized.

After acceptance, the Symposium coordinator will be asked to invite Symposium authors to submit their papers to a specific web site. Until then, authors should NOT submit their individual papers for the Symposium.

Contributing authors may choose to publish their papers in the Proceedings as a Full or Brief Paper. The Symposium abstract will only appear in the conference Abstracts book.

WORKSHOPS

Presentation time: 3.5 or 7 hours

Proposal submission length: 1-3 pages

Proceedings length: no pages

AV equipment provided: Instructor PC, Projector, Screen, Wi-Fi

Workshops are intended to enhance the skills and broaden the perspective of their attendees. They should be designed to introduce a rigorous framework for learning a new area or to provide advanced technical training in an area. Submissions will be selected on the basis of the instructors' qualifications for teaching the proposed Workshop and their contribution to the overall conference program.

Note: An instructor PC, projector, screen and WI-FI will be provided for the room. Due to the extra expense required, a lab of computers cannot be furnished. If your Workshop is hands-on, please state what equipment you will bring or that participants should BYOL-Bring Your Own Laptop.

Workshop proposals must include:

- Clear description of the objectives
- Intended audience (experience level and prerequisites)
- Proposed length (3.5 hours or 7 hours)
- 200-word abstract
- 1-page topical outline of the content
- Summary of the instructor's qualifications

Submission Categories

Submissions must be made online at: conf.aace.org/edmedia/submission

New for 2018!

Best Papers by Country Sessions

Featured every conference day will be a 'Best Papers by Country' session in which countries present their best national work in the field of Learning and Technology.

These daily 'Best Papers by Country' sessions give all conference participants an opportunity to connect with a variety of countries and organizations in the field. To make that possible, EdMedia + Innovate Learning is partnering with research and practitioner organizations on a national level worldwide. These organizations review the papers in their home countries and select the only the best three papers to be represented at EdMedia + Innovate Learning.

Selected paper authors and their organizations are highlighted in the program and receive a special recognition award.



Would your organization/country like to be included in the 2019 Amsterdam Conference Best Papers by Country program?
Please contact conf@aace.org

Virtual Presentations

All virtual and on-location sessions are accessible to all conference registrants via

Academic Experts

Virtual Presentations

In consideration of presenters who may be unable to attend in person due to funding or time constraints, Virtual Presentations have been added to the program with the same validity (publication, certification, etc.) as the face-to-face (F2F) conference and with the capability to interact with session participants.

Why a Virtual Presentation?

- Saves money. No travel, accommodation, or restaurant costs.
- Saves time. No travel time or out-of-office time required.
- Allows you to participate on your own schedule.
- Same validity as the face-to-face (F2F) conference.
- Paper published in LearnTechLib Digital Library Proceedings.
- Publish and share all supporting media. (paper, PPT, audio, etc.)
- Capability to interact with your session's participants (async) prior to, during, and after the event.
- Participate in all conference session discussions (async).
- Viewing of keynote and invited speaker talks.
- Virtual presentations are green and reduce your carbon footprint.

Virtual Registration Includes

- Paper published in LearnTechLib Digital Library Proceedings.
- Capability to interact with your session's participants (async) prior to, during and after the event.
- Technical support for online presentation platform.
- Access to Keynote & Invited Speaker talks, papers, and PPTs.
- Access to all conference session discussions (async).
- Viewing of recorded Keynote and Invited Speaker talks.
- Free, permanent online access to conference Proceedings via LearnTechLib (LearnTechLib.org).



VIRTUAL PAPERS

Presentation time: 30 minutes

Proposal submission length: 4-6 pages

Proceedings length: 6 pages maximum

Virtual Paper sessions enable research, developers, and practitioners to present and asynchronously discuss, via the conference website and online Discussion board, their latest results and developments in progress in order to gain feedback and to establish contact with similar projects.

These papers are brief, more condensed presentations or work-in-progress projects. These sessions also may be new extensions to existing projects, newly initiated projects, and/or projects underway that include opportunities for additional partners.

Virtual Paper proposals must include:

- Description of the planned Paper should emphasize the problem, what was done, and why the work is important.

The submission should clearly indicate:

- What is going to be shown or demonstrated or offered;
- The major aspects;
- The context or motivation;
- Relevant URLs or literature references.

To be included in the Final Program, accepted Virtual Presenters must register by the confirmation deadline and submit their PPT or PPTX (without audio or video) presentation file. All presentation files will be reviewed.

Accepted virtual submission authors will be able to record optional audio for their PPT slides. This recording is encouraged but not required.

For more information on presentation types, see:
aace.org/conf/edmedia/presentation-types/

NOTE: This schedule is tentative and subject to change.

Please always refer to aace.org/conf/edmedia/overview/ for the most up-to-date schedule.

Monday, June 25, 2018

Registration	8:00 AM – 4:30 PM
Workshop 1: "Making With Kids in Europe- To Foster Digital Literacy, to Make a Better World, and to Build a New Entrepreneurship Education"	9:30 AM – 1:00 PM
Workshop 2: "Supporting Groups in Research-Based Learning Processes With Digital Tools"	9:30 AM – 1:00 PM
Lunch	1:00 PM – 2:30 PM
General Session & Keynote	2:30 PM – 4:00 PM
EdMedia 2018 Welcome to Amsterdam Social	4:00 PM – 6:00 PM

Tuesday, June 26, 2018

Registration	8:00 AM – 5:00 PM
Newcomer Welcome	8:30 AM- 9:00 AM
Welcome Breakfast.....	8:30 AM – 9:30 AM
General Session & Keynote	9:30 AM – 10:30 AM
Concurrent Sessions.....	10:45 AM – 11:45 AM
Concurrent Sessions	12:00 PM – 1:00 PM
Lunch with Innovators	1:00 PM – 2:15 PM
Meet Germany: Three best papers selected by the German Consortium Digital University North Rhine-Westphalia.....	2:15 PM – 3:15 PM
SIG Meeting: Emerging Tech. for Learning & Teaching	1:15 PM – 2:15 PM
Concurrent Sessions	2:15 PM – 3:15 PM
Concurrent Sessions	3:30 PM – 4:30 PM
Beverage Break	4:30 PM – 4:45 PM
Poster Demonstrations & Innovators Showcase	5:30 PM – 7:30 PM
Graduate Student Night Out.....	8:00 PM – 10:00 PM
VIP Innovators Invited Reception	8:00 PM – 10:00PM

Wednesday, June 27, 2018

Registration	8:00 AM – 5:00 PM
"Good Morning" Breakfast	8:30 AM – 9:30 AM
General Session, Paper Awards & Keynote	9:30 AM – 10:30 AM
Meet Ireland: Three best papers selected by the Irish National Institute for Digital Learning.....	10:45 AM – 11:45 AM
Concurrent Sessions	10:45 AM – 11:45 PM
Concurrent Sessions	12:00 PM – 1:00 PM
Lunch with Innovators	1:00 PM – 2:15 PM
Meet Austria: Three best papers by the Austrian Forum New Media – E-Learning Association Austria	2:15 PM – 3:15 PM
SIG Meeting: Learning Design	1:15 PM – 2:15 PM
Concurrent Sessions	2:15 PM – 3:15 PM
Concurrent Sessions	3:30 PM – 4:30 PM
Beverage Break	4:30 PM – 4:45 PM
Concurrent Sessions	4:45 PM – 5:45 PM
EdMedia + Innovate Learning 2018 Party	7:30 PM – 10:30 PM

Thursday, June 28, 2018

Registration	8:00 AM – 6:00 PM
"Good Morning" Breakfast	8:30 AM – 9:30 AM
General Session, Poster Awards & Keynote	9:30 AM – 10:30 AM
Concurrent Sessions.....	10:45 AM – 11:45 AM
Concurrent Sessions	12:00 PM – 1:00 PM
Lunch	1:00 PM – 2:15 PM
Meet Finland:Three best papers selected by the Finnish Interactive Technology in Education – conference (ITK)	2:15 PM – 3:15 PM
SIG Meeting: Emerging Scholars/Grad Students.....	1:15 PM – 2:15 PM
Concurrent Sessions	2:15 PM – 3:15 PM
Concurrent Sessions	3:30 PM – 4:30 PM
Beverage Break	4:30 PM – 4:45 PM
Concurrent Sessions	4:45 PM – 5:45 PM
Amsterdam Canal Dinner Cruise	7:00 PM – 9:00 PM
Graduate Student Night Out.....	8:00 PM – 10:00 PM

Friday, June 29, 2018

Registration	8:00 AM – 3:00 PM
"Good Morning" Breakfast	8:30 AM – 9:30 AM
General Session, Poster Awards & Keynote	9:30 AM – 10:30 AM
Meet The Netherlands: Three best papers selected by the Division ICT of the Netherlands Educational Research Association	10:45 AM – 11:45 AM
Concurrent Sessions.....	10:45 AM – 11:45 PM
Concurrent Sessions	12:00 PM – 1:00 PM
Lunch	1:00 PM – 2:15 PM
Concurrent Sessions	2:15 PM – 3:15 PM
Closing Reception	3:30 PM – 4:30 PM

Summertime in AMSTERDAM



With its picturesque canal network, rich history and vibrant cultural scene, the capital of the Netherlands is one of the world's most unique city destinations.

There's a never ending selection of things to do in Amsterdam at any time, in any weather, but never is Amsterdam more alive than in the summer, when the city's streets, canals and parks transform into a buzzing kaleidoscope of activity. Enjoy countless festivals, urban beaches, picnics in the park, outdoor cinema & art, and cool drinks on sunny terraces. Amsterdam is teeming with things to do in the summer. And, on a bright sunny day, the best place to be is outside!

There's a festival happening every weekend! You could say that Amsterdam is a little bit festival mad. More than 300 festivals take place each year in and around the city – the bulk of these happening in the summer months. So no matter when you visit, there's bound to be something going on. From huge dance music events to foodie festivals and cultural carnivals, Amsterdam's festival agenda spans all tastes and genres.

See the view from above on one of MANY terraces! For a city which is pretty cold a lot of the time, Amsterdam really does do a good line in al fresco drinking and dining. As soon as the sun comes out, Amsterdam's bars and restaurants take things outdoors, and locals and visitors alike flock to enjoy a drink in the sunshine. From bohemian beaches to swish rooftops, Amsterdam is brimming with fantastic terraces to enjoy the tastes and sights of the city.

Enjoy theatre in the park for free! From May to September, an open air-theatre in the middle of the Vondelpark hosts performances of dance, music, cabaret, comedy and children's events every Friday, Saturday and Sunday.

You can have a beach holiday in Amsterdam! It may not be the first place you think of when you envision a beach holiday, but just half an hour from Amsterdam by train are the popular beach resorts of Bloemendaal aan Zee and Zandvoort aan Zee. Many of the city's recreational areas like Sloterplas, Amsterdamse Bos, Gasperplas and het Twiske have ample spots for swimming as well (some with showers and changing rooms too), or head to one of the city's many urban beaches such as Blijburg or Roest on a hot day.

Grab a bike and build your own adventure! There are over 800,000 bicycles in Amsterdam. That's more bikes than people! Cycling in Amsterdam is a way of life, made easier by the city's unbeatable network of cycle routes and flat landscape. Amsterdam regularly comes out on top in lists of the world's most cycle-friendly cities, and there's no finer way to explore the city's streets, canals, museums and many other attractions all using your pedal power. Cycling in Amsterdam is safe, enjoyable and invigorating - so join the locals and hop on your bike!

Craving culture? Amsterdam is home to world-famous art and historical museums and attractions. Museumplein is the cultural beating heart of Amsterdam and is home to the Rijksmuseum, the Van Gogh Museum and the Stedelijk Museum of Modern Art. The leafy 19th century district of Oud-Zuid is an art lover's utopia, and the open square between the buildings pulses with activity all day; with open-air exhibitions, markets and a large paddling pool to dip your toes into on warmer days.

You'll have no problem packing your days in Amsterdam with fun, food, art, and local culture. For more ideas on how to plan your trip and join us, please see ace.org/conf/edmedia and www.iamsterdam.com.

Membership Options



• NEW! FREE Membership Through Your University Library

- If your university or institution already has an active LearnTechLib subscription, you get free membership!
- If your library is not subscribed, recommend them and start saving!

Does Your Library Subscribe?
Search & sign up!

Check for your institution at
membership.aace.org/inst/

**Recommend Your Library
to Subscribe!**

Use our recommendation form at
learntechlib.org/recommend-form/

• Professional & Student Membership

- Gain professional recognition by participating in AACE sponsored international conferences
- Enhance your knowledge and professional skills through interaction with colleagues from around the world
- Learn from colleagues' research and studies by receiving AACE's well-respected journals and books
- Receive discounts on multiple journal subscriptions, and conference registration fees

Professional Membership: \$125

Student Membership: \$45

• Professional Membership PLUS LearnTechLib – The Learning and Technology Library

AACE Professional Membership PLUS LearnTechLib includes all the benefits mentioned above PLUS, instead of one AACE journal subscription, receive via LearnTechLib all AACE journals and thousands of additional peer-reviewed journal articles, conference papers and presentations, videos, webinars, and much more!

**Professional Membership
+ LearnTechLib: \$175**

**Student Membership
+ LearnTechLib: : \$75**

• Select Your Membership Journals

• Professional & Student Memberships include a subscription to 1 AACE Journal
(All journal subscriptions are digital. See list of journals below.)

Journal Title(s)

- International Journal on E-Learning (IJEL)
- Journal of Educational Multimedia and Hypermedia (JEMH)
- Journal of Computers in Math and Science Teaching (JCMST)

- Journal of Interactive Learning Research (JILR)
- Journal of Technology and Teacher Education (JTATE)
- Journal of Online Learning Research (JOLR) Already FREE with membership