Preface

The world our children and grandchildren play in is different in many ways than anything that has ever come before. Smart phones integrate hi-quality media capture devices with social networking, such as YouTube, Facebook, Wikipedia and Flickr. These services themselves are abandoning their allegiance to stationary computers and re-aligning themselves toward mobile devices like iPhone, Android, e-readers and low-price netbook computers. Social media applications are also becoming a new communication and networking platform in many sectors including business, entertainment and education. This conference, therefore, will focus on a new line of research and practice, a focus that highlights both social and technological innovation in order to enhance the ubiquity of learning experiences, experiences that take place across a variety of educational contexts.

Since 2002, the IEEE Conference on Wireless, Mobile, and Ubiquitous Technologies in Education (WMUTE, formerly WMTE) has invited scientific contributions that promote a new line of research that highlights both pedagogical and technological innovations to support individual and collaborative learning using these new technologies. WMUTE 2012 is the seventh international event, following the previous WMTE/WMUTE conferences held in 2002 (Växjö, Sweden), 2004 (Taipei, Taiwan), 2005 (Tokushima, Japan), 2006 (Athens, Greece), 2008 (Beijing, China) and 2010 (Kaohsiung, Taiwan). This conference will bring into light relevant results connected to current research efforts in this field. Moreover, we expect the rich discussions that will take place during the different sessions will help attendees to identify and define future challenges for supporting novel educational practices using pervasive and ubiquitous technologies.

These proceedings will consist of a collection of full, short, poster and workshop papers presented at WMUTE 2012. Each paper has been reviewed by at least three members of the program committee. The program committee received 62 submissions from four continents including the following countries; Canada, Chile, China, Croatia, Finland, Germany, Hong Kong, Iran, Israel, Italy, Japan, Korea, Netherlands, New Zealand, Norway, Singapore, Spain, Sweden, Taiwan, United Kingdom, United States, Vietnam. Only 8 of these 62 contributions have been accepted as full papers; thus resulting on an acceptance rate for full papers equal to 28.6%. We thank all the members of the international program committee for their substantial efforts and insightful comments while reviewing all the submitted papers.

WMUTE 2012 will be jointly convened with the 4th IEEE International Conference on Digital Game and Intelligent Toy Enhanced Learning in Takamatsu, Japan. The conjunction of these two events will allow members of these two communities to interact and exchange ideas with each other. We believe that this conference will be thought provoking for all participants and play a key role in fostering a larger community of researchers and practitioners in these two fields.

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