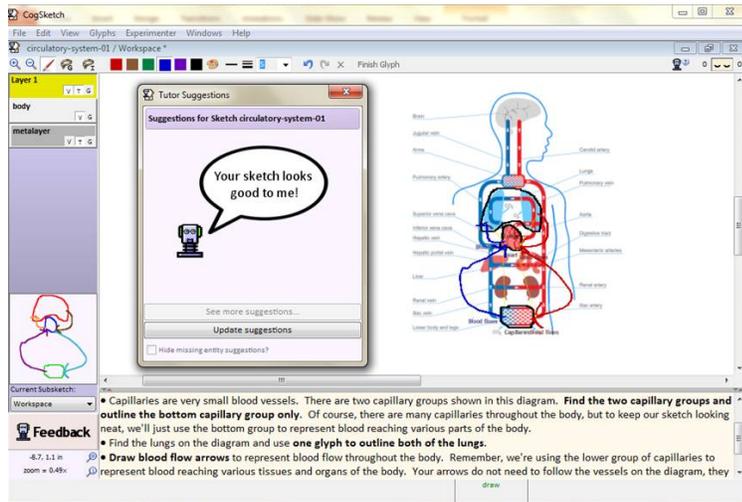




# CPTTE 2017 Call for Papers



## Conference on Pen and Touch Technology in Education October 12-14, 2017 • Northwestern University • Evanston, IL

We invite educators, administrators and researchers in the pen and touch technology space to submit their work to CPTTE 2017. This year the conference will be held at [Northwestern University](http://www.northwestern.edu), Evanston, IL from October 12 through October 14, chaired by [Dr. Kenneth Forbus](http://www.northwestern.edu).

## Important Dates:

- Deadline for Full Papers: April 30, 2017
- Deadline for You-Try-It Proposals: April 30, 2017
- Deadline for Short Papers: April 30, 2017
- Deadline for Poster Abstracts: June 30, 2017
- Deadline for Previously Published Papers: June 30, 2017

## Submissions

The organizing committee seeks full paper, short paper, and poster submissions in the following categories:

- **Technology Research Strand:** Full papers in this category focus on research efforts that will help shape pen and touch applications in the future. These papers generally include a literature synthesis and an investigative approach that may include pilot studies, case studies, or theory-building that facilitates or charts future educational uses. Short papers present imaginative research prospectuses or detail the early stages of new investigations.
- **Applied Technology Strand:** Full papers present mature or relatively mature deployments and furnish evidence of claims of student impact on learning. Submissions should include quantitative and/or qualitative data that highlight positive outcomes or challenges. Short papers present work-in-progress with preliminary results and summarize key elements of expected future impact. In this strand, we especially invite pre-K through 12 and university faculty and students to submit papers that reflect experience in formal classroom and informal educational settings. Many CPTTE attendees have been from primary and secondary schools, looking to learn about future directions and current possibilities.
- **You-Try-It “Hands-On” Strand:** You-Try-It submissions complement the overall program of the workshop. Demonstrations show novel, interesting, and important concepts or systems pertaining to pen and touch technologies that impact education. We invite submissions related to educational technologies that heavily employ either pen or touch modalities. Authors are encouraged to submit a brief video showing the system in action as part of their submission. All submissions should allow participants at the workshop to have a hands-on experience in trying out your demonstration. Tablets are supplied by the organizers. These are longer sessions, usually one hour or more.
- **Previously Published Strand:** With the goal of making CPTTE a forum for all important work on pen and touch in education, we seek submissions of talks covering pen and touch technology relevant to education based on papers previously published in peer-reviewed conferences or journals. The paper itself will not be republished but the authors will be given an invited speaker listing in the program.

In addition to a formal presentation slot, all presenters will be invited to present a poster to permit greater exposure and interactivity. Individuals interested in presenting on-going work in a poster session format only are welcome to submit a one page description (see submission instructions).

All submissions will be peer reviewed. Proceedings will be published in the Springer Lecture Notes in Computer Science (LNCS) series. (To be confirmed)

## Topics of Interest

Contributors are welcome to define Education broadly to include in-class experiences as well as learning activities that occur outside the classroom.

Successful submissions in the Technology Research strand may highlight investigations in one or more of the following areas:

- social or motivational dynamics associated with pen and touch interfaces

- understanding sketches to understand student reasoning and improve learning
- multimodal interfaces for sketching
- novel pen-based interaction techniques
- sketch parsing, classification, and recognition
- usability studies of sketch-based systems
- studies of the impact of sketching on creativity and design
- multi-touch interfaces and applications

Papers in this strand often include an empirical component, but the committee also welcomes compelling demonstrations and theoretical papers that can help the community realize a promising future.

Successful submissions in the Applied Technology strand will typically consider impact in one or more of the following areas:

- student or teacher attitudes
- learning outcomes
- classroom social and instructional dynamics
- variations of classroom flipping strategies
- student retention and/or attendance
- homework submissions and collaboration systems
- recruiting teachers and/or students
- teacher efficiency and workload management

Although we expect many technology evaluations to be largely positive, we recognize the value of also sharing what has not worked. Therefore, the evaluation component may include positive outcomes, negative outcomes, or a mixture of the two.