

exp.at'15

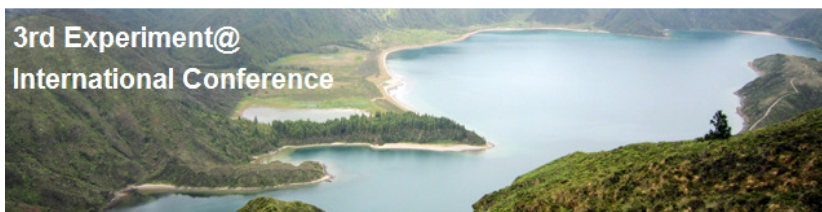
Online Experimentation

2 - 4 June 2015

Ponta Delgada, São Miguel Island, Azores,
Portugal

<http://www.fe.up.pt/exp.at2015>

3rd Experiment@
International Conference



CALL FOR PAPERS

exp.at'15 will be held at University of Azores (Ponta Delgada, São Miguel Island, Azores, Portugal, (<http://www.visitazores.com/en>) and it is a joint organization of the University of Porto and the University of Coimbra with the collaboration of the University of Azores and with the technical support of IEEE.

exp.at'15 will continue the biannual event dedicated to Online Experimentation (OE), contributing to extend the world capabilities in this particular area and to develop collaborative work in emergent technologies. OE comprises remote and virtual experimentation as identifiable and accessible objects and their virtual representations in the Internet of Things structure and is aided by emergent technologies as those supporting remote experiments, 2D or 3D virtual experiments, augmented reality experiments and their interaction with sensorial devices, live videos and other tools, such as interactive videos and serious games, which promote user immersion in virtual environments recreating the real experience.

exp.at'15 provides a three-day (with a pre- and a post-conference days) forum of discussion and collaboration between academics, researchers, web designers, K-12 teachers and industry, trying to bridge the gap between academic applications and results as well as real world needs and experiences. It offers to the participants an opportunity to present their recent work and experience reports, and to take part in open discussions, in plenary and parallel technical sessions, workshops, exhibition sessions, discussion tables and thematic visits in a singular and beautiful region.

exp.at'15 will include the Special Track **OER'15** "Online Experimentation in Research", the Special Track **OEEE'15** "Online Experimentation in Science and Engineering Education" and thematic workshops and technical visits to laboratories on the pre- and post-conference days.

TOPICS OF INTEREST (not limited to):

- Online Experimentation
- Remote Monitoring
- Remote Sensing
- Remote & Virtual Labs
- Online Learning Systems
- Serious Games
- Haptic Interfaces
- Augmented Reality
- Virtual Reality
- Collaborative Tools
- Intelligent Learning Systems
- Intelligent Systems
- Intelligent Web-based Learning
- Web Design
- Mobile Computing
- Communication Systems

IMPORTANT DATES:

Submission of demos:	January (18) 31 , 2015	Camera-ready due:	April 15, 2015
Submission of full papers:	January (18) 31 , 2015	Pre-conference Activities:	June 1, 2015
Notification of acceptance:	February 28, 2015	Conference dates:	June 2-4, 2015
Early Author registration:	March 31, 2015	Post-conference Activities:	June 5, 2015

CONFERENCE LANGUAGE, REVIEW PROCESS AND PUBLICATIONS:

The language of the Conference is English. The articles will be under double blind peer review process. Accepted papers will be published in electronic format and will be submitted for acceptance into the IEEE *Xplore*® paper database. IEEE *Xplore*® will index accepted papers meeting IEEE requirements of content and format. A number of selected, high-quality, papers will be invited for publication in international journals.

General Chairs:

Alberto Cardoso, University of Coimbra, PT
Maria Teresa Restivo, University of Porto, PT

Program Chairs:

Gustavo Alves, Polytechnic of Porto, PT
Hélia Guerra, University of Azores, PT
Luís Mendes Gomes, University of Azores, PT
Manuel Castro, UNED, ES