

## Call for Papers

### *Workshop on the Impact of Pen and Touch Technology on Education (WIPTTE 2013)*

**March 21-23, 2013**  
**Pepperdine University, Los Angeles**  
**<http://www.wiptte.org>**

Dear Colleague,

The 2013 Workshop on the Impact of Pen and Touch Technology in Education (now WIPTTE, formerly WIPTE) seeks papers that report on the impact of pen and touch interfaces across K-16 educational settings, including both formal and informal learning environments. WIPTTE2013 will take place March 21-23, 2013, at Pepperdine University's West Los Angeles campus. The conference will also feature a strand on research in pen and touch interfaces.

- **Submissions Due: November 30, 2012**

The deadline to submit an initial paper, poster, or presentation is November 30, 2012, with final submissions due January 15, 2013 (see [Call for Papers Guidelines](#)).

We are in perhaps the most exciting and demanding era of educational change. These changes include entirely new interfaces for expression and communication. Pen and touch computing are among these new interfaces. WIPTTE 2013 will feature applications and research that are integral to realizing promising and often extraordinary advances in learning and education.

Applications of ink-based computing, primarily originating in Windows tablet operating systems but more recently extending to the broader family of commercially available tablet and surface devices, have demonstrated several advantages over traditional keyboard/mouse interfaces in promoting student learning and effective educational practice, producing a new landscape for such interfaces to alter the use of technology to enable effective collaboration and learning experiences. WIPTTE2013 provides an excellent opportunity to present and share innovative applications and research. The conference is intended to leverage a shared passion for the potential educational use of pen and touch-based computing so that educators and researchers alike may benefit from and contribute to new emerging interfaces.

The organizing committee seeks full paper, short paper and posters submissions in each of two categories. In addition to a formal presentation slot, all presenters will be invited to present a poster to permit great exposure and interactivity. Additionally, individuals interested in presenting ongoing work in a poster session format only are welcome to submit a one page description (see submission instructions).

1. ***Technology in Practice Strand:*** Full papers will 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 will present works-in-progress with preliminary results and will summarize key elements of expected impact in the future.

In this strand, we especially invite K12 and university faculty to submit paper proposals

that reflect experience in formal classroom and informal educational settings.

2. ***Emerging Technology Research Strand***. Full papers in this category will focus on research efforts that may help shape pen and touch applications in the future. These papers generally will 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 will present imaginative research prospectuses or detail the early stages of new investigations.

The primary focus of WIPTTE2013 is to understand, share and expand the impact of pen and touch interfaces on learning and education. Any contributions that share this focus are welcome submissions in either the Technology in Practice or the Emerging Technology Research Strands.

**Saturday sessions: special invitation for K12 teachers**. In order to accommodate the growing number of K12 school teachers engaged in tablet and touch computing, the Saturday session of the workshop, 23 March, will feature interactive sessions and presentations by teachers, students and researchers. Teachers are strongly encouraged to submit papers and/or posters.

**Review and topics**. All submissions will be peer reviewed. Contributions are welcome to define "Education" broadly to include in-class experiences as well as learning activities that occur outside the classroom. Potential topics appear below for each strand, though the summaries are intended to serve as examples and are not comprehensive.

Successful submissions in the **Technology in Practice** 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

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

Successful submissions in the **Emerging Technology Research** strand may highlight investigations into the social, cognitive, haptic, or motivational dynamics associated with pen and touch interfaces. Others may highlight development of software systems that recognize symbol and touch patterns in ways that may advance the design of learning or educational settings. Typically papers in this strand will include an empirical component, but the committee also welcomes compelling theoretical papers that, with other contributions, help the community chart a promising future.