

# EDULEARN<sup>18</sup>

10TH INTERNATIONAL CONFERENCE  
ON EDUCATION AND NEW LEARNING  
TECHNOLOGIES

PALMA (SPAIN)  
2ND - 4TH OF JULY, 2018



## CONFERENCE PROCEEDINGS



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**Published by**  
IATED Academy  
iated.org

**EDULEARN18 Proceedings**  
10th International Conference on Education and New Learning Technologies  
July 2nd-4th, 2018 — Palma, Spain

**Edited by**  
L. Gómez Chova, A. López Martínez, I. Candel Torres  
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**ISBN: 978-84-09-02709-5**  
**ISSN: 2340-1117**  
**Depósito Legal: V-1578-2018**

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## CONFERENCE SESSIONS

### ORAL SESSIONS, 2nd July 2018

Immersive Learning & Virtual Reality  
Peer Learning and Teaching  
21st Century Skills (1)  
Students' Wellness and Wellbeing  
Quality and Excellence in Teacher Training  
English as a Foreign Language (1)  
Mobile Learning  
ICT in Education  
Active Learning (1)

Virtual Reality in Education  
Flipped Learning  
Workplace Learning (1)  
Joint and Dual Degrees  
Teacher Training Experiences  
Professional Development of Foreign Language Teachers  
Programming and Coding Skills (1)  
Technology Enhanced Learning (1)  
Active and Game-Based Learning

Augmented Reality in Education  
Learning by Doing & Experiential Learning  
Workplace Learning (2)  
University-Industry Collaboration  
ICT Skills among Teachers (1)  
Health Education Technologies  
Programming and Coding Skills (2)  
Educational Games Design  
Active Learning (2)

Social Media and Social Networks in Education  
Project, Problem and Inquiry-Based Learning  
Entrepreneurship Education  
International Collaboration Experiences  
ICT Skills among Teachers (2)  
Engineering Education  
Learning Space Design  
Digital Skills & Media Literacy  
Dropout Prevention & Students' Motivation

### POSTER SESSIONS, 2nd July 2018

Emerging Technologies in Education

Pedagogical Innovations and New Educational Trends

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Emerging Technologies in Education  
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## **ORAL SESSIONS, 3rd July 2018**

e-Learning Experiences (1)  
Videos for Learning  
Special Education (1)  
Language Learning Education  
Cultural Diversity & Inclusion (1)  
Curriculum Design in Engineering  
Learning Analytics (1)  
Tutoring & Mentoring  
Writing Skills and Performance

Learning Management Systems (LMS)  
Serious Games  
Special Education (2)  
Technology Enhanced Learning (2)  
Pre-Service Teacher Education  
Language Learning: from ESP to EMI  
Learning Analytics (2)  
e-Assessment  
Quality Assurance and Accreditation in Higher Education

Personalized Learning  
Blended Learning  
Teacher Training in Special Education  
STEM Education (1)  
Professional Development of Teachers  
Language Learning Technologies  
Informal Learning  
New technologies in Assessment  
Leadership and Management in Education

Massive Open Online Courses (MOOC)  
Flipped Classroom  
Special Needs and Inclusive Education  
Maths and Statistics in Higher Education  
Creativity in Education  
English as a Foreign Language (2)  
Gamification & Game-Based Learning  
Assessment of Student Learning (1)  
Management in Higher Education

e-Learning Experiences (2)  
Effective Teaching Practices  
Cultural Diversity & Inclusion (2)  
STEM Education (2)  
Soft Skills Development  
Business and Accounting Education  
21st Century Skills (2)  
Assessment of Student Learning (2)  
Sustainability Education

## **POSTER SESSIONS, 3rd July 2018**

Experiences in Education

Global Issues in Education and Research

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Sustainability Education

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Experiences in Education

Global Issues in Education and Research

## **VIRTUAL SESSIONS**

21st Century Skills  
Academic Research Projects  
Augmented Reality  
Barriers to Learning  
Blended Learning  
Collaboration Projects and Networks  
Computer Supported Collaboration  
Curriculum Design and Development  
Design Thinking and Creativity  
Diversity Issues, Women and Minorities  
E-content Management and Development  
e-Learning Projects and Experiences  
Early Childhood and Preschool Education  
Educating the Educators  
Education and Globalization  
Educational Management  
Educational Software & Serious Games  
Educational Trends and Best Practice Contributions  
Emerging Technologies in Education  
Enhancing Learning and the Undergraduate Experience  
Entrepreneurship Curriculum  
Ethical Issues in Education  
Evaluation and Assessment  
Evaluation and Assessment of Student Learning  
Experiences in Research  
Flipped Learning  
Game Based Learning  
Higher and Further Education  
Higher Education Area: The Bologna Declaration and ECTS Experiences  
Impact of Education on Development  
Informal learning  
Language Learning Innovations  
Leadership in Education  
Learning and Teaching Methodologies  
Learning by doing & Experiential Learning  
Learning Management Systems (LMS)  
Lifelong Learning  
Links between Education and Research  
Massive Open Online Courses (MOOCs)  
Mobile and Tablet Technologies  
Mobile Learning  
Multicultural Education  
Neuroscience in Education  
New Learning/Teaching Models  
Online/Virtual Laboratories  
Organizational, Legal, Policy and Financial Issues  
Pre-service and In-service Teacher Experiences  
Primary and Secondary Education  
Problem and Project-Based Learning  
Professional Development of Teachers  
Quality Assurance and Accreditation  
Social & Digital Media in Education  
Special Education & Inclusive Learning  
STEM in Education  
Student Support in Education  
Team-Based and Collaborative Learning  
Technology-Enhanced Learning  
The Impact of Web Technologies on Education  
Training Educational Staff  
Transferring Skills and Disciplines  
University-Industry Cooperation  
Virtual Learning Environments (VLEs)  
Virtual Reality and 3D Applications  
Vocational Training  
Web 2.0 and Social Networking  
Workplace Training and Employability Issues

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21st Century Skills  
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Virtual Reality and 3D Applications  
Vocational Training  
Web 2.0 and Social Networking  
Workplace Training and Employability Issues

<b>COMPOSITION OF SHORT STORIES TO REDUCE SEXIST ATTITUDES AND JUSTIFICATION OF GENDER VIOLENCE</b>	10749
<i>A. Jimenez Sanchez, E. Vayas Ruiz</i>	
<b>SENSORIAL EXPERIENCE APPLIED TO PRODUCT DESIGN TEACHING</b>	10759
<i>M. de Oliveira Santos, M. dos Santos Forcato, A. Guadagnin Dalberto</i>	
<b>THE EFFECT OF GAMIFYING PHYSICS IN STUDENT MOTIVATION, ENGAGEMENT AND PERFORMANCE</b>	10763
<i>C. Amado, L. Roleda</i>	
<b>IMPROVING STUDENT ENGAGEMENT IN A FLIPPED CLASSROOM</b>	10773
<i>M. Chapman, U. Hassein</i>	
<b>A SYSTEMATIC REVIEW ON THE EFFECTIVENESS OF BUSINESS SIMULATION GAMES AND LEARNING PERFORMANCE</b>	10774
<i>S. Capelo-Badillo, A.B. Hernández-Lara, E. Serradell-López</i>	
<b>THERE IS NO ONE RIGHT ANSWER: APPLYING TRANSFORMATIVE LEARNING THEORY TO REDUCE BIG DATA ANXIETY AMONG ADVERTISING STUDENTS</b>	10781
<i>A. Eckman</i>	
<b>PROPRIOCEPTION, THE LITTLE KNOWN HUMAN'S SIXTH SENSE, AT THE RESCUE OF SCIENCE AND TECHNOLOGY LEARNING</b>	10786
<i>A. Blondin</i>	
<b>USING SCIENTIFIC COMMUNICATION AND EDUCOMMUNICATION PRACTICES IN WEB 2.0 TO PRODUCE CULTURAL VIRAL CONTENT: AN EXPERIENCE PAPER</b>	10791
<i>H. Arellano, D. Vasquez, M. Vasquez</i>	
<b>THE INCLUSION OF AUGMENTED REALITY IN HIGHER EDUCATION AS A TEACHING RESOURCE: DENTAL CATALOG RAO</b>	10799
<i>F. Leyva Picazzo, S.G. Flores Aguilar, G.R. Capetillo Hernández, L. Tiburcio Morteo, I. Esquivel Gámez, R. Cordoba Del Valle</i>	
<b>SIMPLIFIED METHODS OF TRANSFORMING FUNCTIONAL MODELS INTO OBJECT ONES AND THEIR APPLICATION IN THE EDUCATIONAL PROCESS</b>	10804
<i>B. Pozdneev, P. Ovchinnikov, E. Obuhova, M. Sutyagin, A. Levchenko, D. Popov, V. Sharovатов</i>	
<b>IDENTIFICATION OF SIMULATED HEALTH MANAGEMENT EDUCATION METHODOLOGIES</b>	10812
<i>I. Edwards</i>	
<b>ELECTRONIC EDUCATIONAL PLATFORMS IN FOREIGN LANGUAGE TEACHING OF POSTGRADUATES</b>	10813
<i>A. Kovaleva, O. Anchugova, D. Kurmanova, M. Tkacheva, D. Zarifullina</i>	
<b>LINKING TEACHING AND RESEARCH WITHIN UNDERGRADUATE PROGRAMMES: UK EVIDENCE</b>	10819
<i>A. Michael</i>	
<b>MYGRAMMARLAB ANALYTICS FOR INDIVIDUAL TRACKING OF FOREIGN LANGUAGE TEACHING</b>	10828
<i>A. Kovaleva, O. Anchugova, M. Tkacheva, D. Kurmanova, D. Zarifullina</i>	
<b>IMPLEMENTING VIRTUAL PROGRAMMING LAB ON AN ENGINEERING SCHOOL</b>	10834
<i>J.M. Cardoso, A. Vieira de Castro, R. Barroso, A. Rocha, R. Marques</i>	
<b>EXPLORING THE FUNCTIONALITY OF LEARNING ANALYTICS IN FLIPPED LESSONS WITH INTEGRATED VIDEO IN AN UNDERGRADUATE MATHEMATICS COURSE</b>	10835
<i>M.T. Gastardo</i>	
<b>ROBOTICS KINEMATIC EDUCATION THROUGH SIMSCAPE MULTIBODY SIMULATION AND EXPERIMENTAL EVALUATION WITH LEGO MINDSTORMS EV3</b>	10842
<i>G. Loreto-Gomez, S. Gonzalez-Garcia, J. Rodriguez-Arce, L.P. Vazquez-Lopez, H. Estrada-Mendoza, F.J. Perez-Romero</i>	
<b>RE-EVALUATION OF THE STATUS QUO OF AUSTRIAN INDUSTRIAL ENGINEERING AND MANAGEMENT STUDY PROGRAMS: EMPIRICAL RESULTS AND KEY INSIGHTS</b>	10848
<i>B.M. Zunk, S. Swobodnik, U. Bauer</i>	
<b>PRE-SERVICE EARLY CHILDHOOD TEACHER'S IMAGE OF 'GOOD TEACHING' AND QUALITY OF TEACHER</b>	10853
<i>S. Jeong, J.J. Youn</i>	
<b>USE OF DIGITAL CONCEPT CARTOONS AND DIGITAL CONCEPT MAPS FOR ELIMINATION OF MISCONCEPTIONS IN SECONDARY SCHOOL MATHEMATICS COURSE: EXAMINATION OF OPINIONS OF TEACHERS</b>	10858
<i>B. Gökkurt Özdemir, H. Yıldız-Durak, F.G. Karaoğlan Yılmaz, R. Yılmaz</i>	

<b>EXAMINATION OF RELATIONSHIP BETWEEN SOCIAL NETWORK USAGE PURPOSES AND NOMOPHOBIC BEHAVIOR LEVELS OF SECONDARY SCHOOL STUDENTS USING SMARTPHONE</b>	10867
<i>F.G. Karaođlan Yılmaz, R. Yılmaz, H. Yildiz-Durak</i>	
<b>BENEFITS OF TRANSFERRING PRINCIPLES OF ROMAN JURISTS TO CONTEMPORARY LAW EDUCATION</b>	10871
<i>E. Sütken</i>	
<b>A PLATFORM FOR PERSONALIZED LEARNING PATHS</b>	10872
<i>M. Pinto</i>	
<b>THE ROLE OF THE INTERIOR DESIGN TO PLAN A HAPPY HOME WITH A LOW BUDGET – SHEIKH ZAYED HOUSING PROGRAMME (AJMAN)</b>	10877
<i>G. Elsayed Ali Elsamanoudy, T. Eldanaf, O. Eltemnah, A. Azmy, D. Abdulaziz</i>	
<b>SUGGESTIONS OF STUDENTS ON ACADEMIC TUTORIALS</b>	10887
<i>L. Esteban-Salvador, A. Gargallo-Castel, J. Pérez Sanz</i>	
<b>IN SILICO LAB: AN INNOVATIVE USE OF BIOINFORMATICS TOOL FOR MOLECULAR BIOLOGY TEACHING AND LEARNING</b>	10891
<i>R. del Gaudio</i>	
<b>VISUAL AND LINGUISTIC WAYS OF EXPRESSION OF THE INDIVIDUAL’S SELF-CONSCIOUSNESS IN THE PRESENT-DAY MEDIA DISCOURSE SPACE AND THEIR EFFECTS ON THE YOUNGER GENERATION</b>	10892
<i>A. Guslyakova, N. Guslyakova, O. Vatkova</i>	
<b>HEART MOBILE LEARNING</b>	10899
<i>M. Arrigo, F. Cappello, F. Di Paola, M. Farella, G. Lo Bosco, D. Saguto, F. Sannasardo</i>	
<b>A COMPETENCES MAP ON SUSTAINABILITY IN HIGHER EDUCATION. TRANSVERSAL ETHICAL TRAINING FOR STUDENTS</b>	10906
<i>J. Martín Lucas, B.M. Gutiérrez Pérez, M.J. Hernández Serrano, J.M. Muñoz Rodríguez, A. Barrón Ruiz, D. Caballero Franco, S. Serrate González, R.A. Campos Ortuño</i>	
<b>FROM BLENDED TO FLIPPED LEARNING. AN INNOVATION MODEL OF TEACHING TRAJECTORIES IN THE UNIVERSITY</b>	10913
<i>J. Martín Lucas, B.M. Gutiérrez Pérez, D. Caballero Franco, S. Serrate González, R.A. Campos Ortuño, M.J. Hernández Serrano, J.M. Muñoz Rodríguez, A. Barrón Ruiz</i>	
<b>RESEARCH METHODOLOGIES IN ARCHITECTURE PROGRAMS IN COVENANT UNIVERSITY, OTA, NIGERIA</b>	10921
<i>O. Babalola, E. Ibem, B. Adewale, O. Ediae, F. Jegede, W. Eke, O. Adeluoye</i>	
<b>EDUCATING GLOBAL CITIZENS WITH THE HELP OF A MOOC</b>	10933
<i>A. Kameas, B. Quarta, V. Maratou</i>	
<b>ONLINE GRADING PLATFORMS, IMPROVE QUALITY AND EFFICIENCY OF GRADING!</b>	10943
<i>M. Bode, J. Ross, I. Tsapara</i>	
<b>EDUCATIONAL ROBOTICS THROUGH THE USE OF REMOTE LABORATORIES</b>	10944
<i>L. Renteria, C. Orozco, J. Jinez, B. Suquilanda, M. Rodriguez</i>	
<b>WOMEN IN HIGHER EDUCATION: GENDER DIFFERENCES IN CAREER CHOICES</b>	10951
<i>G. Sart, H.F. Sezgin, E. Saridođan</i>	
<b>THE IMPLICATIONS OF HIGHER EDUCATION POLICIES AND STRATEGIES TO IMPROVE RESEARCH AND INNOVATION</b>	10952
<i>G. Sart, H.F. Sezgin, E. Saridogan</i>	
<b>CROSSCULTURAL ASPECTS IN LEARNING ENGLISH FOR SPECIFIC PURPOSES</b>	10953
<i>N. Zhabo, M. Avdonina, I. Likhacheva</i>	
<b>FACILITATING COLLABORATIVE PRACTICE BETWEEN PROFESSIONAL STAFF AND FACULTY TO ENHANCE THE STUDENT EXPERIENCE</b>	10961
<i>L. Smith</i>	
<b>IMPLEMENTING ENLIVENED LABORATORIES WITHIN EUROPEAN SECONDARY STEM CLASSROOMS</b>	10962
<i>E. Mavrotheris, M. Meletiou-Mavrotheris, I.E. Lasica</i>	
<b>ENHANCING STUDENTS’ READING EXPERIENCE THROUGH TEACHER EMPOWERMENT: THE LIVING BOOK - AUGMENTING READING FOR LIFE PROJECT</b>	10967
<i>M. Meletiou-Mavrotheris, I.E. Lasica, C. Dimopoulos, C. Varnava Vasou</i>	
<b>BETTER PARTNERSHIPS FOR BETTER SKILLS AND EMPLOYABILITY IN AIR TRANSPORT</b>	10977
<i>S.E. Zaharia, A.P. Pavel, C. Hirceag</i>	



# USE OF DIGITAL CONCEPT CARTOONS AND DIGITAL CONCEPT MAPS FOR ELIMINATION OF MISCONCEPTIONS IN SECONDARY SCHOOL MATHEMATICS COURSE: EXAMINATION OF OPINIONS OF TEACHERS

B. Gökkurt Özdemir, H. Yildiz-Durak, F.G. Karaođlan Yılmaz, R. Yılmaz

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## Abstract

The use of technology in education gains importance day by day. In this case, the learning opportunities and student-teacher roles are changing and the learning environment is becoming rich. Within this change, it is important to reveal opinions of teachers about the use of digital concept cartoons (DCC) and digital concept maps (DCM) in mathematics course, which draw students' interest and which are more interesting teaching materials. In this context, the aim of the research is to reveal the opinions of teachers about the use of DCCs and DCMs in mathematics courses for the elimination of misconceptions seen in students. Qualitative method was used in the research. The application was performed with five different mathematics teachers in four different secondary school mathematics courses for six weeks during the spring semester of 2016-2017 academic year. As a result of the research, it was seen that teachers generally had positive opinions about the use of these tools when their opinions were examined.

Keywords: Mathematics education, Elimination of misconceptions, Digital concept cartoons, Digital concept maps, Secondary school students.

## 1 INTRODUCTION

Conceptual learning enables to completely understand a concept and to learn concepts by associating them with each other (Baki, 2008). Concepts in mathematics are a very basic component of teaching and learning process (Zaslavsky & Shir, 2005). Because all the concepts in mathematics are associated with each other, each new concept is another association that is established on previous one. Thus, it can be said that the role of conceptual learning in mathematics is important. The misunderstanding of concepts by students negatively affects the substantive learning of students and reduces the yield in teaching process. It is seen that students have many misconceptions especially in mathematics courses where abstract concepts are predominant (Altıparmak & Palabiyık, 2017; Dađlı, 2010; Gürel & Okur, 2016; Kaya, 2015; Kocakaya-Baysal, 2010).

Elimination of misconceptions is important for an effective mathematics teaching. Because misconceptions lead students to mislearn by negatively affecting their learning (Hewson & Hewson, 1984). For this reason, it can be said that it is necessary to use materials for the elimination of misconceptions in learning environments. These materials should enable students to actively participate in learning process and to express their ideas easily. In order to achieve this, teaching methods and materials that are different from traditional understanding and that facilitate students' learning and provide permanent and long-term learning should be used in activities used in mathematics teaching process (Cardellini, 2004). At this point, the use of concept cartoons and concept maps is one of good examples which can be given in elimination of misconceptions.

The use of technology in in-class activities gains importance day by day, bringing a new digital dimension (Kordaki & Psomos, 2014). It is especially important to reveal opinions of teachers about the use of DCCs and DCMs which are interesting teaching materials that draw students' interest, in mathematics courses. In this regard, the purpose of the research is to reveal the opinions of teachers about the use of DCCs and DCMs in mathematics courses in direction of their experiences. It is thought that this study is important in terms of setting an example for the studies conducted in this field in learning environments nowadays when technology integration is supported.

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## SESSION OVERVIEW FOR SUNDAY, 1ST OF JULY, 2018

16:00	<b>Pre-Conference Workshop: Google for Education Train the Trainer (Main Hall - Third Floor)</b> 16:00 - 20:00
18:00	

## SESSION OVERVIEW FOR MONDAY, 2ND OF JULY, 2018

M1	M2	E1	E2	E3	E4	H1	H2	H3	Interactive	Poster Area
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08:00	<b>Registration (Main Hall - Third Floor)</b> 08:15 - 08:45
08:30	
09:00	<b>Welcome Speech &amp; Plenary Session (Auditorium - Ground Floor)</b> 08:45 - 10:30
09:30	
10:00	
10:30	<b>Coffee Break (Main Hall - Third Floor)</b>

	10:30 - 11:00											
11:00	<b>Immersive Learning &amp; Virtual Reality</b> 11:00 - 12:15	<b>Peer Learning and Teaching</b> 11:00 - 12:15	<b>21st Century Skills (1)</b> 11:00 - 12:15	<b>Students' Wellness and Wellbeing</b> 11:00 - 12:15	<b>Quality and Excellence in Teacher Training</b> 11:00 - 12:15	<b>English as a Foreign Language (1)</b> 11:00 - 12:15	<b>Mobile Learning</b> 11:00 - 12:15	<b>ICT in Education</b> 11:00 - 12:15	<b>Active Learning (1)</b> 11:00 - 12:15	<b>Meet The Keynote</b> 11:00 - 12:15	<b>Emerging Technologies in Education</b> 11:00 - 13:45	
11:30												
12:00												
12:30	<b>Virtual Reality in Education</b> 12:30 - 13:45	<b>Flipped Learning</b> 12:30 - 13:45	<b>Workplace Learning (1)</b> 12:30 - 13:45	<b>Joint and Dual Degrees</b> 12:30 - 13:45	<b>Teacher Training Experiences</b> 12:30 - 13:45	<b>Professional Development of Foreign Language Teachers</b> 12:30 - 13:45	<b>Programming and Coding Skills (1)</b> 12:30 - 13:45	<b>Technology Enhanced Learning (1)</b> 12:30 - 13:45	<b>Active and Game-Based Learning</b> 12:30 - 13:45	<b>Peer Instruction Workshop</b> 12:30 - 13:45		
13:00												
13:30												
14:00	<b>Conference Lunch (Ground Floor)</b> 13:45 - 15:00											
14:30	<b>Conference Lunch (Ground Floor)</b> 13:45 - 15:00											
15:00	<b>Augmented Reality in Education</b> 15:00 - 16:45	<b>Learning by Doing &amp; Experiential Learning</b> 15:00 - 16:45	<b>Workplace Learning (2)</b> 15:00 - 16:45	<b>University-Industry Collaboration</b> 15:00 - 16:45	<b>ICT Skills among Teachers (1)</b> 15:00 - 16:45	<b>Health Education Technologies</b> 15:00 - 16:45	<b>Programming and Coding Skills (2)</b> 15:00 - 16:45	<b>Educational Games Design</b> 15:00 - 16:45	<b>Active Learning (2)</b> 15:00 - 16:45	<b>Why 'grit' is not great</b> 15:00 - 16:45		<b>Pedagogical Innovations and New Educational Trends</b> 15:00 - 19:00
15:30												
16:00												
16:30	<b>Coffee Break (Main Hall - Third Floor)</b> 16:45 - 17:15											
17:00	<b>Coffee Break (Main Hall - Third Floor)</b> 16:45 - 17:15											
17:30	<b>Social Media and Social Networks in Education</b> 17:15 - 19:00	<b>Project, Problem and Inquiry-Based Learning</b> 17:15 - 19:00	<b>Entrepreneurship Education</b> 17:15 - 19:00	<b>International Collaboration Experiences</b> 17:15 - 19:00	<b>ICT Skills among Teachers (2)</b> 17:15 - 19:00	<b>Engineering Education</b> 17:15 - 19:00	<b>Learning Space Design</b> 17:15 - 19:00	<b>Digital Skills &amp; Media Literacy</b> 17:15 - 19:00	<b>Dropout Prevention &amp; Students' Motivation</b> 17:15 - 19:00	<b>YouTube University-Rockstar Recording Studio</b> 17:15 - 18:15		
18:00												
18:30										<b>The Google Amazing</b>		

## SESSION OVERVIEW FOR TUESDAY, 3RD OF JULY, 2018

	M1	M2	E1	E2	E3	E4	H1	H2	H3	Interactive	Poster Area	
08:30												
09:00	e-Learning Experiences (1) 08:30 - 10:00	Videos for Learning 08:30 - 10:00	Special Education (1) 08:30 - 10:00	Language Learning Education 08:30 - 10:00	Cultural Diversity & Inclusion (1) 08:30 - 10:00	Curriculum Design in Engineering 08:30 - 10:00	Learning Analytics (1) 08:30 - 10:00	Tutoring & Mentoring 08:30 - 10:00	Writing Skills and Performance 08:30 - 10:00	Managing OER-Based Curricula using the Collabryfy Roadmap Platform 08:30 - 10:00		
09:30												
10:00	Coffee Break (Main Hall - Third Floor) 10:00 - 10:30											
10:30	Learning Management Systems (LMS) 10:30 - 12:00	Serious Games 10:30 - 12:00	Special Education (2) 10:30 - 12:00	Technology Enhanced Learning (2) 10:30 - 12:00	Pre-Service Teacher Education 10:30 - 12:00	Language Learning: from ESP to EMI 10:30 - 12:00	Learning Analytics (2) 10:30 - 12:00	e-Assessment 10:30 - 12:00	Quality Assurance and Accreditation in Higher Education 10:30 - 12:00	Social Media Playground 10:30 - 12:00		Experiences in Education 08:30 - 13:45
11:00												
11:30												
12:00												
12:30	Personalized Learning 12:15 - 13:45	Blended Learning 12:15 - 13:45	Teacher Training in Special Education 12:15 - 13:45	STEM Education (1) 12:15 - 13:45	Professional Development of Teachers 12:15 - 13:45	Language Learning Technologies 12:15 - 13:45	Informal Learning 12:15 - 13:45	New technologies in Assessment 12:15 - 13:45	Leadership and Management in Education 12:15 - 13:45	Sensing Our World 12:15 - 13:45		
13:00												
13:30												
14:00	Conference Lunch (Ground Floor) 13:45 - 15:00											

14:30											
15:00	<b>Massive Open Online Courses (MOOC)</b> 15:00 - 16:45	<b>Flipped Classroom</b> 15:00 - 16:45	<b>Special Needs and Inclusive Education</b> 15:00 - 16:45	<b>Maths and Statistics in Higher Education</b> 15:00 - 16:45	<b>Creativity in Education</b> 15:00 - 16:45	<b>English as a Foreign Language (2)</b> 15:00 - 16:45	<b>Gamification &amp; Game-Based Learning</b> 15:00 - 16:45	<b>Assessment of Student Learning (1)</b> 15:00 - 16:45	<b>Management in Higher Education</b> 15:00 - 16:45	<b>Play to Innovate®</b> 15:00 - 16:45	<b>Global Issues in Education and Research</b> 15:00 - 19:00
15:30											
16:00											
16:30	<b>Coffee Break (Main Hall - Third Floor)</b> 16:45 - 17:15										
17:00	<b>e-Learning Experiences (2)</b> 17:15 - 19:00	<b>Effective Teaching Practices</b> 17:15 - 19:00	<b>Cultural Diversity &amp; Inclusion (2)</b> 17:15 - 19:00	<b>STEM Education (2)</b> 17:15 - 19:00	<b>Soft Skills Development</b> 17:15 - 19:00	<b>Business and Accounting Education</b> 17:15 - 19:00	<b>21st Century Skills (2)</b> 17:15 - 19:00	<b>Assessment of Student Learning (2)</b> 17:15 - 19:00	<b>Sustainability Education</b> 17:15 - 19:00	<b>The Playground</b> 17:15 - 19:00	
17:30											
18:00											
18:30											
19:00											
20:00											
21:00	<b>Closing Cocktail (Rooftop Palma - Third Floor)</b> 20:30 - 22:30										

## SESSION OVERVIEW FOR WEDNESDAY, 4TH OF JULY, 2018

09:30	<b>Palma Sightseeing Tour</b> View the brochure of this free activity 09:30 - 13:30									
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11:30