INTRODUCTION:

Mobile technologies have been used as educational tools for some years and the research area of mobile learning has emerged as field in its own right. With millions of people using mobile devices across the world both at fixed locations and on the move, it is critical to see how these can be used to support effective learning, in formal, non-formal and informal situations. Seamless learning experiences enable us to extend our learning across contexts, so that we can learn 'on the go' in coffee shops, at the bus stop or when waiting for a friend. Mobile devices, including smartphones, tablets, ultrabooks, e-book readers or simple mp3 players, can all be utilised as learning resources – but do we have a good understanding of how people interact with these devices to learn – and to learn what/how? Do our increasingly "connected" lives mean we have ever richer opportunities to learn and if so, how is this changing the way in which we experience "education" throughout our lives? Do we need new pedagogies to explain our increasingly mobile learning experiences?

OBJECTIVE OF THE SPECIAL ISSUE:

This Special Issue is intended to gather in one place significant research findings that result from merging together the two key areas of human-computer interaction and mobile learning.  It is expected that contributions will focus on the design, evaluation, and use of innovative mobile technologies for learning and supporting learning, at all stages of formal education and also taking into account informal learning experiences such as leisure learning or incidental learning. This Special Issue will also consider new or emerging theories, methods, and interaction designs related to HCI and mobile learning. Submitted papers should refer to mature work and have a good understanding of both the HCI and pedagogical theories upon which the work is based. All appropriate methods of data capture/analysis are welcome, including quantitative, qualitative and mixed methods.

RECOMMENDED TOPICS:

Topics to be discussed in this special issue include (but are not limited to) the following:

- Mobile learning in and across formal, non-formal and informal settings
- Seamless vs. seamful mobile learning experiences
- Use of mobile devices for learning in indoor and/or outdoor settings
- Mobile learning and/or support for learning, with learners of different ages and at different educational levels
- Theories and models relating to educational mobile HCI and/or mobile learning
- Mobile interaction design for education/learning activities
- Design challenges for educational mobile HCI and/or mobile learning
- Peer learning/peer support using mobile devices
- Mobile Augmented Reality for learning

- Innovative approaches to learning using current and emerging mobile technologies
- Challenges for mobile learning in developing countries or across cultures
- Open and distance education with mobile devices
- Interaction design and usability for mobile learning
- Interoperability and standards for mobile learning
- Mobile learning with ubiquitous and/or ambient technologies
- User centred design tools and methods for mobile learning systems
- Evaluation and usability of mobile learning systems

## SUBMISSION PROCEDURE:

Researchers and practitioners are invited to submit papers by email to the guest editors (elizabeth.fitzgerald@open.ac.uk and ann.jones@open.ac.uk), for this special theme issue on **Mobile Learning and Educational Mobile HCI**, on or before **31 August 2013**.

All submissions must be **original** and **may not be under review** by another publication.
Interested authors should consult the journal's guidelines for manuscript submissions at:
http://www.igi-global.com/journals/guidelines-for-submission.aspx (web) or
http://www.igi-global.com/development/author_info/guidelines submission.pdf (PDF).

All submitted papers will be reviewed on a double-blind, peer review basis.
Papers must follow APA style for reference citations.

## ABOUT THE INTERNATIONAL JOURNAL OF MOBILE HUMAN COMPUTER INTERACTION (IJMHCI)

The primary objective of IJMHCI is to provide comprehensive coverage and understanding of the issues associated with the design, evaluation, and use of mobile technologies. The journal focuses on human-computer interaction related innovation and research in the design, evaluation, and use of innovative handheld, mobile, and wearable technologies in order to broaden the overall body of knowledge regarding such issues. It also considers issues associated with the social and/or organizational impacts of such technologies. This journal is an official publication of the Information Resources Management Association.
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