

ECEL 2020

18th European Conference on eLearning

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Mini Track on Recommendation Systems in e-Learning

Mini Track Chair: Prof. Asmaa Retbi, Mohammed V University, Rabat, Morocco



With the amount of significant information available in e-learning platforms, it is not always obvious for a learner to seek educational resources that are suitable for their specific profile and needs. Recommendation systems have emerged in this field to help solve this problem and to allow the learner to fit into the online learning environment. Several forms of online learning can be accommodated for learners, including: Traditional learning platforms, Social learning environments, Mooc, Mobile learning, Serious game, etc.

Each of these learning environments has its own particularities and characteristics. Therefore, to build a recommendation system, it is crucial to have a clear insight into the learning environment and its requirements in order to be in a position to propose a recommendation model that is relevant and adapted to the learners' needs.

This mini-track is an opportunity to discuss current trends and challenges of recommendation systems in e-learning. All types of contributions: state of the art, case study, theory, and empirical research, are welcome. Suggested topics will include but not limited to:

- Social learning analytics
- Learning community detection
- E-learning recommendation algorithm
- E-learning recommendation model
- Evaluation metrics and studies of e-learning recommender systems
- Learner profiling and/or modeling



Prof. Dr. Asmaa Retbi is an Associate Professor at the Department of Computer Science, Mohammadia School of Engineers (EMI), Mohammed V University in Rabat, Morocco. She is also a member of the RIME "Networking, Modeling and e-Learning" research Team since 2010. She received her Ph.D. in Computer Science from EMI, Mohammed V University, and Computer science engineering degree from Institut National des Postes et Télécommunications, Rabat, Morocco. Her main research areas are related to technology-enhanced learning like social learning, game-based learning, recommender systems in eLearning, mECEL 2020 First CFPobile serious game modeling.

Submission details

In the first instance a 300 word abstract is required, to be received by the **8th April 2020**. Please read the guidelines at <http://www.academic-conferences.org/policies/abstract-guidelines-for-papers/>

Submissions must be made using the online submission form at:

<http://www.academic-conferences.org/conferences/ecel/ecel-abstract-submission/>

If you have any questions about this track please email the mini track chair: retbi@emi.ac.ma

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