The International Journal of Distance Education Technologies (IJDET) is a forum for researchers and practitioners to disseminate practical solutions to the automation of open and distance learning. Targeted to academic researchers and engineers who work with distance learning programs and software systems, as well as general users of distance education technologies and methods, IJDET discusses computational methods, algorithms, implemented prototype systems, and applications of open and distance learning. All manuscripts submitted to the journal are peer-reviewed according to the procedure consisting of initial review, peer review, and recommendation.

**Topics Covered:**
- Application of soft computing methodologies
- Authentication mechanisms
- Automatic FAQ reply methods
- Broadband and wireless communication tools
- Collaboration writing tools
- Collaborative and social learning in virtual worlds
- Computer supported collaboration tools
- Culture and art practice
- Data mining for e-learning systems
- Designing models and interfaces
- Distance learning for culture and arts
- Evaluation technologies
- Formative and summative assessment
- From hierarchical to lateral knowledge flows, teaching-learning relationships
- Improving culture and art by distance learning methodologies
- Instructional Design
- Intelligent and adaptive learning
- Intelligent tutoring
- Interaction and behavior patterns
- Learning resource deployment, organization and management
- Metacognition in new learning processes and new technological environments
- Mixed virtual world and classroom learning
- Multimodal content
- New learning and teaching activities
- Open source tools
- Peer to peer learning; learners as teachers
- Personalized learning
- Quality-of-services issues
- Real-time protocols
- Recommendation system for e-learning
- Serious Games
- Situated learning
- Smartphone App for education
- Social learning
- Supporting learner diversity
- Technological approaches, their limitations, and how to overcome them
- Technology enhanced learning
- Technology in the service of the humanities and social sciences
- Ubiquitous learning
- Usability and human-computer-interaction in virtual worlds
- Virtual learning space design and architecture
- Virtual worlds and mobile learning
- Virtual worlds and serious games for distance education
- Web 2.0 tools for culture and art improvement
- Worldwide L0 management

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