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 soft computing methodologies
- Authentication mechanisms
- Automatic FAQ reply methods
- Broadband and wireless communication tools
- Collaboration writing tools: wikis, blogs, websites, etc.
- Collaborative and social learning in virtual worlds
- Collaborative learning, distributed cognition and collective intelligence
- Computer supported collaboration tools
- Culture and art practice communities
- Data mining for e-learning system
- Design, model and framework of e-learning systems
- Designing devices, interfaces, and content for educational purposes
- Designing meaning in new media: podcasts, digital video, digital imaging, etc.
- 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 Management Systems
- Learning resource deployment, organization and management
- Metacognition in new learning processes and new technological environments
- Mixed virtual world and classroom learning
- Multi-agent educational systems
- Multimedia streaming technology
- Multimodal content
- New learning and teaching activities
- New learning supported by new technologies: challenges and successes
- New network infrastructures
- Open source tools
- Pedagogical issues
- 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
- Social networking technologies
- 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
- Tutoring in distance learning arts
- 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