

Distance Education Technologies (IJDET)

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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.

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- From hierarchical to lateral knowledge flows, teaching-learning relationships
- Improving culture and art by distance learning methodologies
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- Intelligent and adaptive learning
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All submissions and inquiries should be directed to the attention of:

Maiga Chang, maiga.chang@gmail.com

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EDITOR-IN-CHIEF BIO

Dr. Maiga Chang is Associate Professor in the School of Computing Information and Systems at Athabasca University, Canada. His researches mainly focus on mobile learning and ubiquitous learning, museum e-learning, game-based learning, educational robots, learning behaviour analysis, data mining, intelligent agent technology, computational intelligence in e-learning, and mobile healthcare.

He is editor in chief of *International Journal of Distance Education Technologies* (an EI journal), section editor of *Education and Science* (an SSCI Open Access journal), and advisory board member of *Journal of Computers and Applied Science Education*. He is guest editor of *Education and Technology Society* (an SSCI Open Access journal), *Multimedia Tools and Applications* (an SCI journal), *Mathematical Problems in Engineering* (an SCI journal), and *The Scientific World Journal* (an SCI journal). He has also been the guest associate editor of *IEEE Technology and Engineering Education*, guest editor of *International Review of Research in Open and Distance Learning* (an SSCI Open Access journal) and *Research and Practice in Technology Enhanced Learning* (an Open Access journal). He is now executive council member of Chinese Society for Inquiry Learning, co-chair of Asia-Pacific Region Game and Toy Enhanced Learning and Society special interest group (SIG) under the Asia-Pacific Society for Computers in Education (APSCE).

Dr. Chang also serves academic international conference events include being program co-chair of International Conference on Smart Learning Environments 2015 and Global Chinese Conference on Computers in Education 2015, track program chair of Digital Game and Intelligent Toy Enhanced Learning in IEEE International Conference on Advanced Learning Technologies 2014 and 2015, executive chair of GCCCE 2014 sub-conference on Joyful Learning and Society and ICCE 2014 sub-conference on Digital Game and Digital Toy Enhanced Learning and Society (GTEL&S), co-chair of ICCE 2013 sub-conference on Digital Game and Digital Toy Enhanced Learning and Society (GTEL&S) and GCCCE 2015 and 2013 sub-conference on Joyful Learning and Society, advisory board member of IADIS International Conference on Mobile, Hybrid, and On-line Learning (2012~now), advisory board member of Edutainment 2013, special area chair in pervasive education of International Conference on Systems and Networks Communications (2011~now), program co-chair of Edutainment 2011, general co-chair of Edutainment 2009, and local chair of IEEE DIGITEL 2008.

He has given 66 talks and lectures in different conferences, universities, and events; He has participated in more than 260 international conferences and workshops as a Program Committee Member; and, he also has (co-)authored more than 185 edited books, book chapters, journal and international conference papers. He is an IEEE member for seventeen years since 1996 and also a member of ACM (since 2001), AAAI (since 2001), INNS (since 2004), and Phi Tau Phi Scholastic Honor Society.