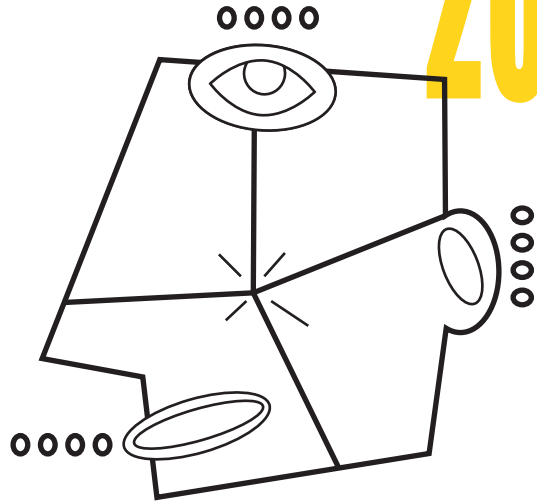


# ASCILITE 2001



- Now!** Call for papers  
(full, short and workshops)
- June 8** Papers due  
(full, short and workshops)
- Aug14** Notification of acceptance  
(full, short and workshops)
- Sep14** Proceedings file due  
(full and short)
- Sep30** Early - bird registration ends
- Dec 9** Pre-conference workshops
- Dec 10 - 12** Ascilite 2001 Conference



December 9th - 12th



## meeting at the crossroads

The 18th Annual Conference of the Australasian Society for Computers in Learning in Tertiary Education

### About

Welcome to ASCILITE 2001. The theme for the conference is "Meeting at the Crossroads" which examines convergence, reflection, innovation and collaboration. This theme suggests a convergence of approaches, modes of delivery and media to help us achieve our teaching and learning goals. It is also timely to reflect on our actions in relation to students, teachers, design and development, evaluation and the organisations that we represent.

One of the predominant means of fostering our work is through collaboration, whether that is between students, teachers, institutions or internationally. By coming together we should be able to reassess the impact of technology on education and look out towards the new possibilities for the use of emerging technologies.

### Themes

#### Innovation

- Creative Solutions
- Overcoming Limitations
- Emerging Technologies
- Process/Product/Approach
- What's New?
- Possibilities
- Alliances

#### Convergence

- Approaches
- Modes of Delivery
- Modes of Instruction
- Integration of Media

#### Collaboration

- Between Students/Teachers
- Between Institutions/Organisations
- Within Institutions/Organisations
- In Design and Development
- Between Students
- Between Teachers
- Internationalisation

#### Reflection

- In and On Action
- For Reflective Inquiry
- For Students
- For Teachers
- For Design & Development
- For Evaluation
- For Organisations

### Keynote Speakers

#### Associate Professor Timothy Koschmann

<http://edaff.siumed.edu.tk/>

Tim's research involves studying how people learn in collaborative settings including problem-based learning and computer supported learning.

#### Professor Lloyd Rieber

<http://it.coe.uga.edu/~rieber/>

Lloyd's professional interests deal mainly with visualization and interactivity in computer-based learning environments. He has completed research and development related to computer animation, microworlds, simulations, and games.

#### Further Information

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#### Links

##### The University of Melbourne

- <http://www.unimelb.edu.au/>
- <http://www.medfac.unimelb.edu.au/med/>
- <http://www.medfac.unimelb.edu.au/bmu/>

##### ASCILITE

- <http://www.ascilite.org.au/>
- <http://www.medfac.unimelb.edu.au/Ascilite2001/>

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<http://www.medfac.unimelb.edu.au/ascilite2001>

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brochure