exp.at’13 is a joint organization of the University of Coimbra and the University of Porto and it is sponsored by the Calouste Gulbenkian Foundation. This second edition will be held at the University of Coimbra (Coimbra, Portugal).

exp.at’13 objectives are to promote professional interactions for the advancement of science, technology, engineering, and mathematics (STEM) and to encourage high quality research in the fields of online experimentation, smart devices, communication protocols, web interface design, intelligent tutoring systems, collaborative environments and virtual reality and haptics interaction. It offers to the participants an opportunity to present their recent work and experience reports, and to take part in open discussions.

exp.at’13 provides a three-day forum of discussion and collaboration between academics, researchers, web designers, K-12 teachers, industry and medicine, trying to bridge the gap between academic applications and results as well as real world needs and experiences, mainly in developing countries.

exp.at’13 will include plenary and presentation sessions, workshops, round-table discussions and exhibition tracks.

CONFERENCE LANGUAGE REVIEW PROCESS AND PUBLICATIONS

The language of the Conference is English. The articles will be under blind peer review process.

Accepted papers will be published in electronic format and will be submitted for acceptance into the IEEE Xplore® paper database. IEEE Xplore® will index accepted papers meeting IEEE requirements of content and format.

A number of selected, high-quality papers will be invited for publication in the International Journal of Online Engineering (IJOE), the International Journal of Emerging Technologies in Learning (IJET) and the International Journal of Engineering Pedagogy (IJEP).

CONFERENCE TOPICS

- Online Experimentation
- Remote & Virtual Labs
- STEM Innovation: Labs, Contents and Tools
- On-line Labs & Lifelong Learning in Industry
- Smart devices
- Communication Protocols for Remote Sensing
- Remote Mechatronics Systems for Training
- Haptics Devices Interaction
- Support Technologies for Remote & Virtual Experiments
- Human-Machine Interaction in the Training Process
- Online Engineering Interface Design
- Virtual Reality for Medical, Industrial or Educational Applications
- Augmented Reality
- Haptic Devices: Tools for Knowledge Development
- Intelligent tutoring systems
- Ontological modeling for educational applications
- Serious Games
- Collaborative Environments & Tools
- Multimedia Contents for e/b/m-learning
- Challenges of m-Learning
- Sharing Online Experimentation with Developing Countries

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18TH TO 20TH SEPTEMBER 2013
COIMBRA PORTUGAL

EARLY AUTHOR REGISTRATION
30TH JUNE

CAMERA-READY
25TH JULY

FULL PAPER SUBMISSION
30TH APRIL

EXHIBITION EXTENDED ABSTRACT
30TH APRIL

NOTIFICATION OF ACCEPTANCE
31ST MAY