
This issue includes articles related to the theme of Social and collaborative learning supported through technology. Méndez and Lloret analyse the motivation and perception of real users towards learning literary figures by means of a proposed application that includes gamification elements and provides a collaborative and social environment. Mosharraf and Taghiyareh present a federated search engine for open educational linked data. Finally, Hauswirth presents the results of a survey which investigates students’ perspectives on team formation in collaborative learning environments.

We hope that the issue will help in keeping you abreast of the current research and developments in Learning Technology. We also would like to take the opportunity to invite you to contribute your own work (e.g. work in progress, project reports, dissertation abstracts, case studies, event announcements) in this Bulletin, if you are involved in research and/or implementation of any aspect of advanced learning technology. For more details, please refer to the author guidelines at http://www.ieeetclt.org/content/authors-guidelines.

Special theme of the next issue: Technology Enhanced Language Learning. Articles that are not in the area of the special theme are most welcome as well and will be published in the regular article section.

Charalampos Karagiannidis (karagian@uth.gr) is Professor at the Department of Special Education of the University of Thessaly, Greece.

Sabine Graf (sabineg@athabascau.ca) is an Associate Professor at the School of Computing and Information Systems of the Athabasca University, Canada.