Editorial

Sabine Graf and Charalampos Karagiannidis, Co-Editors

Welcome to the Bulletin of the IEEE Technical Committee on Learning Technology, Volume 17, Number 3, October 2015 issue. This issue focuses on topics related to **mobile, ubiquitous and pervasive learning** and consists of four articles discussing cutting-edge research on this topic. Furthermore, one article is included in the regular paper section which focuses on diverse topics on learning technologies.

The first paper on the special issue on mobile, ubiquitous and pervasive learning is written by Müller, Fehling and Urban, and discusses the design, implementation and evaluation of a training application enabling trainees to explore complex machines via 3D visualization and augmented reality, and to work on learning contents together.

The second paper, written by Terracina and Mecella, introduces a mobile game that combines the advantages of virtual learning environments and intelligent pedagogical agents to provide learners with a quest-based game to encourage students in problem-solving activities.

In the third paper, Garau, Boratto, Carta and Fenu present a case study that introduces a novel educational model at an Italian Primary School. The paper focuses on presenting different types of educational technologies used in the project and how they were adapted to be used by young children.

The fourth paper, written by Cárdenas-Robledo and Peña-Ayala, proposes a cybernetic method to deal with cognitive load in u-learning environments (CMCLU-LE). This method aims at helping students to self-regular their learning process through metacognitive strategies.

In the regular paper section, one paper is included. In this paper, Orooji, Taghiyareh, and Nasirifard present DoosMooc, an integrated social learning environment that facilitates learners' communication and collaboration through a series of modified or redesigned actions, interfaces, representations and workflows. The system was evaluated with 18 students, demonstrating the benefits of DoosMooc.

We sincerely 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 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:
Serious Games and Gamification for Technology Enhanced Learning

Deadline for submission of articles:
November 20, 2015

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.