

# Editorial

Maiga Chang and Sabine Graf

Welcome to the Bulletin of the IEEE Technical Committee on Learning Technology, Volume 19, Number 1 issue.

The Bulletin of the Technical Committee on Learning Technology (TCLT) aims at publishing and disseminating current research about new and emerging learning technologies as well as their design, usage, application, and evaluation in different contexts of technology enhanced learning.

The special theme of this issue focuses on topics related to technology enhanced language learning, including (but not limited to) research on concepts and design of systems and technology that supports language learning; practical applications of technology enhanced language learning; case studies, exploratory studies and pilot studies that utilize technology to teach and learn languages; and evaluations and assessments of technology, systems, and tools that support language learning.

First of all, Omarali conducts an exploratory review elaborates on how discussion boards on the Internet are used for teaching English and how they empower students through a socioconstructivist and collaborative approach towards composition writing. Lopez, Luce, Zapata-Rivera and Forsyth in the second article discuss the use of prototype formative conversation-based assessments designed to measure English learners' language skills. Jackson, Inglese, Wain, Timpe-Laughlin, and Grace further describes efforts related to

the evaluation of a game-based assessment called "Awkward Annie" which targets English language pragmatics by having players intentionally select the most awkward responses. At the end, Ebner, Ebner and Edtstadler argue the personal digital devices are offering new ways of engaging students in language learning in schools and at home. They offer individualized feedback during the process of writing with learning analytics methods to support the students' autonomous learning.

Besides the three articles for the special theme, this issue also includes two regular articles. Kumar describes the design and evaluation of an online software, CmapEditor, for interactive concept mapping developed by using Java Servlet Pages (JSP), Java Script and Java Script Object Notation (JSON). Kardan and Kazemi-Arani reveal the details of gamifying online exams with the game elements include rewards, trophies and leaderboard.

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.