

The International Journal of  
**ENGINEERING  
EDUCATION**

**CALL FOR PAPERS**

**SPECIAL ISSUE ON**

**ACTIVE LEARNING EXPERIENCES IN ENGINEERING EDUCATION**

**Guest Editor**

**Dr. Francisco José García-Peñalvo, University of Salamanca, Spain  
Dr. Hugo Alarcón, Universidad Técnica Federico Santa María, Chile  
Dra. Ángeles Domínguez, Instituto Tecnológico de Monterrey, Mexico**

Contributions are invited for a special issue of the International Journal of Engineering Education (IJEE) about the active learning experiences in Engineering Education.

Active learning is a broad concept that is used to refer to educational approaches designed to make students participate rather than passively listen. The students are actively or experientially involved in the learning process.

There are many possible forms of active learning, including: problem-based learning, project-based learning, challenge-based learning, service learning, gamification, and game-based learning. Flipped teaching approaches are also related to active learning because the passive part of the teaching process is carried out at home and the classroom time is oriented to activities rather than lecturing.

In Engineering Education, active learning methods have a significant place due to their benefits for the future engineers. These benefits are oriented to develop important student skills such as teamwork, collaboration, problem-solving, critical thinking, computational thinking, conflict management, time management or specific professional competences, among other possible benefits.

Authors are encouraged to present their experiences in active learning approaches within the scope of Engineering Education, but it is mandatory to complete the experience description with an empirical study and an in-depth discussion of the effect on students' learning outcomes.

Topics may be related, for example, to:

- Active learning methodologies in Engineering Education

- Flipped teaching models that involve active learning methods in Engineering Education
- Studies about the acceptance and implication of the use of mobile devices in active learning approaches in the Engineering scope
- Gender studies related to active learning experiences in Engineering Education
- Augmented and virtual reality experiences related to active learning in Engineering Education
- Game-based learning and gamification in active learning approaches in Engineering Education

### **Important Deadlines**

Extended abstract (around 2 pages)	January 20, 2018
Notification of editors' feedback	February 10, 2018
Submission of manuscripts	March 1, 2018
Notification of reviewers' feedback	April 30, 2018
Submission of final manuscripts	May 31, 2018

**Submissions are to be sent by e-mail in MSWord and PDF to Prof. Francisco J. García-Peñalvo at [fgarcia@usal.es](mailto:fgarcia@usal.es)**

General information and guidelines are available at the IJEE Web site: <http://www.ijee.ie/>  
 Specific Information for authors is available at:  
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