Preface

This post-conference volume contains a selection of the best papers presented at IE 2002, which took place in Vigo, Spain in November, 2002. IE 2002 was a joint conference on Computers & Education for the Spanish speaking community: the RIBIE Latin-American Congress on Informatics & Education (6th edition), the International Symposium on Computers & Education (4th edition), and the International Workshop on Educational Software (7th edition). These events have become a reference for Latin-American research and development groups, institutions and final users. Additionally, this conference hosted the 1st Galecia Workshop, organized by the Group for Advanced Learning Environments using Communication and Information Aids, a European Union MINERVA/SOCRATES thematic network on Computers & Education.

This joint conference brought together international groups of researchers and practitioners to share experiences, making it possible to establish international relations to enable future collaborations in future initiatives at all levels. 130 papers were accepted for presentation from more than 300 submitted.

Computers and Education. Towards a Lifelong Learning Society includes 23 re-revised papers selected among the presented papers. The selection was made according to the initial ranking provided by the reviewers, and an additional on-conference ranking process provided by session chairs. Invited authors were requested to revise their accepted contributions to IE2002 to include on-conference and post-conference reviewers/session chairs remarks, and to provide an English version of their papers.

This volume collects the most relevant work from outstanding researchers in the field of Computers & Education in Latin countries at both

sides of the Atlantic Ocean. It deals with the topics established for discussion at the conference, namely web-based courseware systems and tools; computer networks and education; distributed systems and e-learning; human-computer interaction; collaborative learning; e-learning; artificial intelligence, multimedia and hypermedia in educational software; design, development and evaluation of educational software; teachers' education and training for e-learning; and methodological approaches to information and communication technologies in education.

The primary audience of this book includes, but it is not limited to, researchers and practitioners in e-learning, computer-based education, educational software, distributed learning, lifelong learning, and open and distance learning; teaching staff at all educational levels; developers and users of educational software and computer-mediated educational tools; and institutions involved in the development and standardization of learning technologies.

Martín Llamas
Manuel J. Fernández
Luis Anido
Co-editors