New Paradigm of Learning: Partner and Prevail

WHEN

16-18 August 2022

WHERE

This in-person event will be at the Hilton Alexandria Mark Center, Alexandria, VA, USA

WHO

500+ attendees from military, government, industry, and academia

WHY

Share the latest challenges and innovations in distributed learning innovation

MORE INFORMATION

Contact the Program Chair at angie.m.gamble.civ@mail.mil

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iFEST Overview

iFEST is the premier conference on Distributed Learning, bringing together thought leaders, innovators, and senior officials from government, industry, and academia to share the latest challenges, innovations, and opportunities for collaboration.

The iFEST 2022 theme – "New Paradigm of Learning: Partner and Prevail" – highlights the value of working together to build the DoD's future learning environment. In today's connected world, projects that achieve enterprise-level interoperability and widespread adoption depend on building or attracting partnerships. Join us at iFEST 2022 to explore opportunities across agencies, and with academic, corporate, and international partners.

NEW FOR 2022!

- *iFEST Journal Special Issue* A publishing opportunity in a special-issue journal will be available to iFEST presenters. The journal will focus on iFEST presentations and include articles that describe the current state of the art and best practices for distributed learning.
- Application-Based Distributed/Distance Learning Opportunities iFEST 2022 will include sessions specifically geared toward professionals who are involved in leveraging technology and instructional media for digital education and training.

The Road to iFEST 2022 24 January - Call for Ideas Opens 21 March - Call for Ideas Closes 3 May - Notification of Acceptance 16-18 August - iFEST 2022

*iFEST 2022*CALL FOR IDEAS

Opens

24 January 2022

Closes

21 March 2022

Each year, iFEST looks for innovative ideas that focus on five common lines of effort plus an annual timely topic. For the 2022 conference, we are seeking ideas on the following topics:



Learning Technology – Includes digital learning systems, new platforms, or new ways to use learning platforms. Example topics include e-learning and mobile systems, multimedia learning platforms, learning experience platforms, digital assessment systems, and enabling applications such as content repositories, course catalogs, competencies, and qualification systems.



Technology Interoperability – Focuses on interoperability within systems or applications, including specifications, interface and data standards, and technical considerations for implementing a modern continuum of learning. Example topics include metadata standards for courseware, learning performance standards, xAPI Profiles for DoD, interoperable learner records, data architectures, and other learning environment considerations.



Learning Data – Addresses data within the context of learning systems, including improved measurement, storage, handling, analysis, visualization, and use. Topics may include data-driven learning, real-time adaptations, learner profiles in practice, competency and credentialing management, stealth assessment, and privacy, identity, and security of learner data.



Digital Learning Science – Effective application of learning science, particularly for technology-enabled learning and learning environment contexts. Example topics include learning science for the future, learning strategies and tactics for new education or training platforms, learning theory related to data-driven learning, and lifelong learning principles.



Policy – Innovative policies, processes, and governance considerations relevant to the distributed learning community. This may include government regulations, industry guidelines, oversight structures, formal law and policy considerations, and organizational dynamics.



Annual Timely Topic – New Paradigm of Learning: Partner and Prevail –

In today's connected world, the development of DoD's future learning environment depends on establishing and strengthening partnerships and requires close collaboration across the DoD education and training enterprise, including international, inter-agency, academic, and corporate partners.

*iFEST 2022*CALL FOR IDEAS

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FORMATS

Presentations	Presentations are 15 minutes in length, including 5 minutes of Q&A.
Tutorials	Tutorials are 45 minutes in length, including Q&A, and are "How To" in nature.
Posters	Posters should be 48" x 36" in size and mounted on foam board, plus uploaded in PDF file format (<50 MB file size). Easels will be provided for Poster display. In addition, presenters are requested to be available for a poster reception during the event.
Activities	 Activities are 45 minutes in length, moderated, interactive, and guided. Trainers should provide all necessary resources for the activity. Example Activities include: Challenge Workshop. A current challenge confronting the community is presented to a group for discussion with the goal of developing strategies to meet the challenge. Learning by Doing Breakout. A new or novel task or technology is demonstrated, followed by coaching so the group may perform the task or use the technology. Deep Dive Collaboration. A topic is presented for detailed discussion to identify areas of the topic that would benefit from follow-up collaborative relationships after the conference.

COMMITMENT

Idea Submission	Submitting an idea is a professional commitment. If the Idea is accepted, the presenter commits to work with their assigned Bird Dog, submit presentation materials on time, and attend the event.
Public Release	Presenters are responsible for obtaining the appropriate approvals for public release of their presentations.
Registration	Only approved Primary Presenters will receive a code to register at a discounted rate for iFEST 2022. Registration will open in April 2022.

