

Special Issue on Virtual Learning Environment

Call for Papers

Virtual Learning Environment is an e-learning education system based on the web that models conventional in-person education by providing equivalent virtual access to classes, class content, tests, homework, grades, assessments, and other external resources such as academic or museum website links. It is also a social space where students and teacher can interact through threaded discussions or chat. Virtual learning environments are the basic components of contemporary distance learning, but can also be integrated with a physical learning environment which may be referred to as blended learning.

Virtual learning can take place synchronously or asynchronously. A virtual learning environment can also include students and teachers "meeting" online through a synchronous web-based application. The terms virtual learning environment and learning platform are generically used to describe a range of integrated web based applications that provide teachers, learners, parents and others involved in education with information, tools and resources to support and enhance educational delivery and management. These terms are broadly synonymous with managed learning environments and managed virtual learning environments.

In this special issue, we intend to invite front-line researchers and authors to submit original research and review articles on exploring **virtual learning environment**. Potential topics include, but are not limited to:

- Virtual learning
- Distance education
- E-learning
- Web-based programming learning environment
- Cognitive development
- Digital learning environment
- Online education
- Constructivist learning

Authors should read over the journal's <u>Authors' Guidelines</u> carefully before submission. Prospective authors should submit an electronic copy of their complete manuscript through the journal's <u>Paper Submission System</u>.

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Please kindly notice that the "**Special Issue**" under your manuscript title is supposed to be specified and the research field "**Special Issue** - *Virtual Learning Environment*" should be chosen during your submission.

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