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Computers and Technology in Modern Education

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Proceedings of the 5th International Conference on Education and Educational Technologies (EET '14)

Kuala Lumpur, Malaysia, April 23-25, 2014

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Plenary Lecture 1

Implementation of Total Quality Management in Educational Institutions in India

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Abstract: Total Quality Management (TQM) is inevitably common factor that will shape the strategies of educational institutions in their attempt to satisfy various stakeholders including students, parents, industry and society as a whole. The paper is a theoretical attempt to explain the application of TQM in educational institutions. It deals with issues pertaining quality in education and moves on to identify variables influencing quality of educational institutions. Application of TQM concepts is one of such measures, which will go a long way in revolutionizing the educational system. The paper attempts to theoretically conceptualize TQM in educational institutions.

Brief Biography of the Speaker: Currently Prof. Jha is working as Professor of Mechanical engg. department & Vice Principal in a reputed engineering college in India. Prof. Jha is a former Director of CII Technology Centre and In charge – Entrepreneurship Development Cell. He has also served as the "head of the Department", Dean (Academics) and "Acting Director" of an engineering college. In his honour & a token of international recognition , he is in the Editorial Board of Ten International Journals in which Eight are published from abroad. He has also visited Yale (Yale University,USA – An Ivy League University) – Great Lakes Research centre, University of Colombo (Sri Lanka), Tribhuvan University Kathmandu (Nepal) & Kasetsart University (Thailand) for Chairing the session or presentation of research paper. His outstanding achievements have earned him a position in "Who's Who in the World" USA, 26th Anniversary Edition 2008, 28th Edition 2010, 29th Edition 2011 & pearl edition 2012, which is a prestigious international publication of the most noteworthy individuals in their respective field and careers around the globe. He has published & presented over 100 (Hundred) papers at International / National conferences & journals. He is in the Editorial Advisory Board of Journal of Management Development (Emerald, UK), Journal of Technology Management & Innovation (Chile, South America), Contemporary Management Research (Taiwan), International Journal of Applied Engineering Research & in Editorial Review Board of Journal of Information, Knowledge & Management (USA), International Journal of Modern Engineering (USA).
He has also reviewed paper for many International Conferences : notable among them are Yale (Yale University,USA) -Great Lakes Research Conference 2009, Global Conference on Flexible System Management, Keio University Japan (GLOGIFT'10),International association of Business & Economics Conference (IABE – 2010) Las Vegas (USA), 2010 International Conference on Scientific & Social Science Research, Kuala Lumpur, Malaysia, (CIMMACS'11),Bina Nusantara University, Jakarta, Indonesia, International (DEEE'2012) Conference, Paris, France.He is the Official Reviewer for ooi Consortium for Teaching, Research, Learning and Development (ooiCTRLD)Louisiana, USA & World Scientific and Engineering academy & Society, USA. His area of interest is Mechanical Engg., TQM & ISO 9001, Supply Chain Management, Six - Sigma, International Competitiveness, Quality management, Knowledge Management, Operation Management & Operation Research , Industrial engg., Entrepreneurship development etc.

Plenary Lecture 2

Game-Based Learning: Myth or Reality?

Dr. Carlos Vaz de Carvalho
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(Graphics, Interaction, Learning Technologies)
Instituto Superior de Engenharia Porto
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Abstract: Games are organized and ruled environments whereplayers must overcome challenges and face opponents (real orgame characters) to achieve victory. Failure to follow theserules implies a punishment or penalty. Games offer anincredibly immersive and engaging environment where users„learn by doing" and learn from their own errors in a controlledenvironment that is able to improve teamwork, socialskills, leadership and collaboration.
Game-based learning focus on the design, development, use andapplication of games for educational purposes rather than entertainment.The most striking effectin the use of these games is the increased motivation andengagement. Their enjoyable context and interactivity enhanceretention, cooperation and competition skills, strengthen socialcompetences and the fun factor can continuously feedmotivation into the learning process.
However, in spite of the existing evidence of success, thereis still a limited use of games for educational purposes. This has mainly to dowith social concerns and stereotypes about the relation ofgames and serious purposes. Other issues relate to physicaland cost barriers, hardware and license cost, access (for onlinegames), maintenance and support.
This keynote speech will address both sides the use of games for learning and will assess realistically the advantages and disadvantages associated with that methodology.

Brief Biography of the Speaker: Carlos Vaz de Carvalho has a Ph.D. in Information Systems and Technology by the School of Engineering of the University of Minho.He has been a Professor for the last 21 years in the Computer Engineering Department of the School of Engineering of the Porto Polytechnic. He was researcher at INESC (Group on Computer Graphics), a private R&D organization, between 1988 and 1996. From that moment he developed his scientific career, in the field of e-Learning, at ISEP where he is currently the Director of the R&D Group GILT (Graphics, Interaction and Learning Technologies). He tutored/is tutoring seven PhD theses and 30 Master theses, has authored over 100 publications and communications, including nine books (as author and editor) and participated in more than 20 national and European projects, coordinatingseven of them.