The main scope of the annual International Scientific Conference "eLearning and Software for Education" - eLSE is to facilitate the communication and collaboration between national and international academic and business entities, in order to stimulate the research and the development potential of technology enhanced learning environments. The conference provides opportunities to exchange ideas, research outcomes, business cases and technical developments.

The conference proceedings are:
- listed in the Thomson Reuters ISI Web of Science,
- indexed by the Central and Eastern European Online Library,
- listed in the ProQuest database
- listed in the EBSCO database of Conference Proceedings

Over the years, the conference has benefited of the active support of the Advanced Distributed Learning (ADL) Initiative, of universities and companies. Among the keynote speakers invited in the last three years, we mention: Prof. Dr. Teodor Frunzeti, Rector of the Carol I National University of Defence, Mr. Tom Archibald (ADL), Mr. Robert Wisher (ADL), Mr. Jonathan Poltrack (ADL), Mr. Joe Camacho (Joint Knowledge Online – JKO).

The main supporting organisations are: Carol I National Defence University, the Romania Advanced Distributed Learning Partnership Laboratory, The University of Bucharest, and Politehnica University of Timisoara. Among the private companies that have been actively involved in supporting the conference and that have been present at the event, as well as media partners, we mention: Siveco, IBM, Softwin, Advanced Technology Systems, Avitech, Insoft, Computerland, IDG.

The first edition of the International Scientific Conference eLearning and Software for Education was organized in 2005, by the Carol I National Defence University, under the coordination of Prof. Dr. Ion Roceanu and has focused on the applicability of eLearning tools in military education. The organisation of the second edition has been carried out by the new Advanced Distributed Learning Department established at the university. Two volumes with the conference papers have been published.

The first website dedicated exclusively to the eLSE conference was developed in 2007. It has been a success not only because it provided information on the objectives of the conference, the scientific committee, the registration process, the conference program, the registered papers enabled the online registration and management of participants, but also it enabled the online registration and management of the participants.

In 2008, the conference proceedings were indexed in international databases, and the number of registered participants has increased to over 100. Starting with 2009, an anti-plagiarism application has been installed on the conference online platform and all the conference papers have been checked to ensure their originality. In 2010, there were over 300 registered participants. The conference has been organised at the National Military Circle in Bucharest at the same time with a military workshop, where the
conference participants could also attend. In 2011, due to the large number of papers, the conference program has included three parallel sessions.

The 2012 edition of the conference focused on the following main topics:
1. Management strategies and policies
2. Pedagogy and psycho-pedagogy in new learning environments
3. Computer science and new support technologies in learning
4. Serious games in theory and practice
5. Corporate eLearning and training
6. E-Content / Instructional design

The participants came from over 22 countries, and from over 20 cities in Romania. 12 military organisations, 32 international universities, 33 national universities, and 8 companies were present. 199 papers have been presented at the conference.

The conference aimed to highlight the importance of standardisation in eLearning environments and Mr. Jonathan Poltrack from ADL has been invited to present the opportunities of implementing standardisation solutions, with focus on the Sharable Content Object Reference Model (SCORM). For the first time, the conference has included a section dedicated exclusively to serious games.

http://www.elseconference.eu