

MassCUE 2025 Fall Conference
Call for Proposals Submission Guide
www.masscue.org



Forward!
EDUCATE · CONNECT · INSPIRE
Mass CUE Fall Conference 2025

revised 4/1/25

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Conference Overview:

MassCUE 2025 Technology Conference

Gillette Stadium, Foxboro, MA

Wednesday, October 15th & Thursday, October 16th, 2025

The MassCUE Annual Fall Conference is the premier education technology conference in New England. This two-day event features workshops, panels, playgrounds, and student presentations by thought leaders, School IT departments, and preeminent educators on how to enhance teaching and learning with technology. National level educational technology companies and nonprofit organizations participate in this event, sharing the latest in education technology advances with educators and administrators from across the region. For educators who want to connect with their peers and learn the latest in ed tech, the MassCUE Fall Conference has it all!

Conference Theme:

This year's conference theme is: **Forward!**

Forward represents momentum, innovation, and the courage to evolve. In today's dynamic edtech landscape, moving forward means embracing new tools, inclusive practices, and bold ideas that empower both educators and learners. This year, we're seeking sessions that align with our mission to educate, connect, and inspire:

- Educate by sharing practical strategies, tools, and research-based practices that improve teaching and learning.
- Connect by fostering collaboration, community, and meaningful dialogue across roles and districts.
- Inspire by sparking creativity, reimagining what's possible, and leading the charge into the future of education.

We invite you to share how you're helping education take its next great step forward.

Important Dates for the RFP process:

Session Proposal Deadline: **May 27, 2025**

Response from Selection Committee: By **June 13, 2025**

Questions:

Please email Dr. Rayna Freedman, programming lead, at rfreedman@masscue.org

What We're Looking For:

We have multiple opportunities for you and your students to present at the conference, connecting to the theme: **Forward**. The MassCUE. Fall Technology Conference includes traditional workshops, educator panels, an educator playground, opportunities to connect 1:1 with thought partners, and a special area for student poster sessions and panels. It is important to note that students are welcome to join the programming in specific areas explained below. You may submit more than one proposal under each format. MassCUE membership is not required for submission or selection.

What is the cost of registration for presenters and co-presenters on the day you/they are presenting:

Lead presenter: \$0

Co-Presenter: \$75

Panels- lead presenter \$0 and one co panelists \$75 each. Additional panelists pay the full conference registration fee.

Speaker/Presenter Code of Conduct

Please read MassCUE's [Speaker/Presenter Code of Conduct](#). You will be asked to agree with MassCUE's [Speaker/Presenter Code of Conduct](#) on the Request for Proposal Form.

New this year: MassCUE Connections

Masscue is excited to offer a new addition to our fall conference: MassCUE Connections! MassCUE Connections is a series of focused 1:1 conversations between educational leaders and conference attendees. This opportunity creates space for meaningful, personalized learning through 5 structured 15-minute sessions during designated times. As a thought leader, you'll have the opportunity to share your expertise, insights, and experiences directly with educators seeking guidance in your area of specialization.

MassCue Connections Leaders will enjoy making a direct impact on fellow educators' professional growth while sharing specialized knowledge in a 1:1 setting. You will build your professional network with motivated practitioners, gain recognition as a thought leader in your field and contribute to advancing educational excellence in the community.

Guidelines for Traditional Workshops (including panels and vendor supported sessions), MassCUE Forward Thinking Playground, and MassCUE Student Forward: Digital Learning Frontiers Submissions:

Content:

- Clearly stated learning objectives/results of session for attendees.
- Session title and description sound engaging for attendees.

Application:

- The material presented could be used in multiple academic disciplines and grade levels or demonstrates promising or emerging practices for specific subject areas or grade levels.

Educational Soundness:

- Abstract includes a clear, concise agenda for the session time.

- Session information includes best practices for implementation in a classroom setting.

Validity for Session Information:

- Topic is shown to be needed or successful through research or other published documentation.
- Topic is supported by research and is identified as an emerging trend in educational technology
- Presenter referred to research as part of the submission

Transference:

- Attendees will leave session inspired and easily able to apply the skills learned in the presentation.

Applicants will choose first, second choice from a menu of presenter options. At the discretion of the conference committee, session reassignment may take place.

Traditional Workshops (including panels and vendor supported workshops)

Special Note: **Students will not present in traditional workshops.**

Workshops and panels are 50 minutes long. Vendor supported sessions are 45 minutes long, and will be scheduled during the first session each day). These workshops may be delivered in hands-on, lecture, or panel formats (panels may include up to four panelists). However, interactive, hands-on presentations are strongly encouraged and will be given preference.

Each session includes:

- One lead presenter (no charge)
- One co-presenter (\$75, valid for the presentation day only)

- Additional panelists (up to 2 for a total of 4 people) must pay the full conference registration fee. Only the lead presenter and co-presenter may submit the proposal.

Workshops must align with the conference strands (see Appendix) and demonstrate how technology enhances teaching and learning in classrooms, schools, or districts. Proposals should clearly outline how participants will engage with the content.

Vendor-Supported Sessions:

- Must be led by an educator actively using the product or service in their district.
- The session must focus on real-world application—not a product demo.

Presenters must upload handouts or slides to the conference mobile app (Whova) before or immediately after their session. A link for submission will be provided mid-summer.

MassCUE Forward Thinking Playground

Are you passionate about **hands-on, experiential learning** that pushes the boundaries of **AI, Computer Science (CS), Digital Literacy, Accessibility, Universal Design for Learning, Leadership, or STEM**? We invite you to contribute to the **MassCUE Playground**, a **multi-presenter learning experience** where educators can **play, experiment, and discover** new tools, strategies, and pedagogical practices in an **interactive, exploratory environment**.

What is the MassCUE Forward Thinking Playground?

The **Playground is not a traditional session**—it's a flexible, informal presentation space led by educators who love to share empowering instructional practices. Presenters design an engaging, research-supported, and classroom-ready interactive experience. There are opportunities for hands-on exploration, demonstration, discussion, and collaborative learning.

- ♦ **Interact with emerging digital tools and practices.**
- ♦ **Experience sandbox-style experimentation** in different educational applications.
- ♦ **Engage in discovery-based learning that they can bring back to their schools.**

Each Playground will have an overarching theme and feature:

- Hands-on exploration of digital tools and strategies for learning and teaching.
- Innovative technology integration across multiple disciplines and grade levels.
- Best practices for implementation in real-world classrooms.

Focus Areas for Playgrounds

We are especially interested in **interactive stations and demonstrations** related to:

- **AI in Education** – Explore the role of artificial intelligence in personalized learning, assessment, and student engagement.
- **Computer Science (CS) & Computational Thinking** – Hands-on coding, robotics, e-textiles, data literacy, and CS integration across content areas.
- **Digital Literacy** – Best practices for developing media literacy, online safety, and responsible technology use.
- **Accessibility & Inclusive Learning** – Assistive technology, equitable tech integration, and UDL (Universal Design for Learning) strategies.
- **STEM & Emerging Technologies** – Innovations in engineering, maker learning, augmented/virtual reality (AR/VR), and interdisciplinary STEM applications.
- **Leadership in EdTech & Innovation** – Strategies for empowering educators, fostering a culture of innovation, scaling technology initiatives, and leading equitable, student-centered digital transformation.

Why Participate?

- **Showcase** cutting-edge digital learning practices to educators across the region.
- **Collaborate** with like-minded professionals in an immersive, hands-on format.
- **Inspire** attendees to bring innovative, student-centered experiences into their classrooms.

MassCUE Student Forward: Digital Learning Frontiers

Welcome to **MassCUE Student Forward: Digital Learning Frontiers**, a dynamic space at the MassCUE Fall Conference where students take center stage, showcasing their innovative use of technology in learning. This is your opportunity to empower your students to engage with educators and administrators from across the region, sharing their unique projects, perspectives, and experiences.

The **MassCUE Student Forward: Digital Learning Frontiers** showcase will provide a platform for students to demonstrate how they utilize technology to achieve specific goals. For example, students can share how they use technology for:

- Creating and distributing viral video content.
- Composing and producing music, including film scoring.
- Creating digital art.
- Coding their own applications.
- Accessing the curriculum.

MassCUE Student Forward: Digital Learning Frontiers offers you and your students the presentation options of panel discussions or poster sessions.

We are seeking student-led presentations highlighting technology's transformative power in education. Educators and administrators attending MassCUE's Fall Conference are eager to discover fresh, innovative approaches that inspire student engagement and foster a passion for learning. Please join us to share your students' unique learning experiences!

These 75-minute sessions, aligned with our conference strands, will be facilitated by 1 or 2 educator presenters and may feature up to four students. These sessions will provide attendees with direct insights from student learners. In your proposal, clearly articulate how your students leverage technology to enhance teaching and learning.

Students and teachers participating in **MassCUE Student Forward: Digital Learning Frontiers** will be provided with lunch where they can meet other student presenter groups and educators, fostering dialogue and networking of people with shared interests.

If your school has received a MassCUE grant, we strongly encourage you to submit a proposal for **MassCUE Student Forward: Digital Learning Frontiers**.

We look forward to receiving your proposals and showcasing the incredible work of your students at **MassCUE Student Forward: Digital Learning Frontiers**!

Submission Process: Request for Proposal (RFP)

Anything with an * is a required question.

- Visit the [Fall Conference website](#) to learn about the event.
- Click the [RFP submission link to submit your proposal](#).
- Introduction to the form*
- [MassCUE's Speaker/Presenter Code of Conduct](#)*
- **About the Presenter**
 - Fill out the Lead Presenter's contact information*
 - Make sure to include the email you will be checking over the summer.
 - Brief Bio of lead presenter (100 word limit)*
 - If you have a co-presenter, fill in the information for that person. Please remember that 1 presenter attends the day of the workshop at no cost, 1 co-presenter can attend for the day for \$75, and any additional co-presenters pay full price. Additional co-presenters can be listed in the conference platform, but not entered on the RFP. Students are not allowed to participate in Traditional Workshops or MassCUE Forward Thinking Playground.
 - If you are presenting on a panel in a traditional workshop, you can add up to two more panelist's names. The two extra panelists pay full price.
 - If you are submitting a panel for the MassCUE Student Forward programming, then those names will be collected in the fall.
 - Then we ask if you are interested in being part of MassCUE connections.
 - If your answer is yes you will continue to Section 4.
 - If your answer is no you will continue to Section 5..
- **MassCUE Connections**
 - To be considered for MassCUE Connections, please provide the following:
 - Your professional background and areas of expertise*
 - 3-4 specific "talk with me about" topics for discussion*

- A summary of what you hope to contribute to the MassCUE community*
- o Then we ask if you would like to submit an RFP for another session type.
 - If your answer is yes, you will continue to Section 5.
 - If your answer is no, you will continue to Section 10.
- **About Your Session**
 - o Workshop Title*
 - o [Conference Strands](#) (please click the link and view the table to see where your session best fits)*
 - o Target Audience (Please check all that apply)*
 - Classroom Educator
 - Special Educator
 - STEM teacher
 - Digital Literacy and Computer Science Teacher
 - Specialists (art, music, health, PE, etc.)
 - ELL
 - OT/PT/SLP
 - Title I/Interventionists
 - School counselors/psychologists
 - Library/Media Specialist
 - Technology/Curriculum Coach
 - Technology Director
 - IT Staff
 - Curriculum Director
 - Assistant Principal/Principal/Dean
 - Assistant Superintendent/Superintendent
 - o Target Audience level (Please check all that apply)*
 - All levels
 - Elementary PreK-4

- Middle School 5-8
 - High School 9-12
 - Post-Secondary
- o What [MA DLCS](#) standards does your session cover? (Please check all that apply)
- Computing and Society: "Computing and Society" examines the impact of computing on individuals, communities, and the global environment. It includes topics such as digital citizenship, privacy, security, ethical use of technology, and the societal implications of computing. This area also addresses sustainability issues related to technology, including energy consumption and e-waste, while encouraging students to understand and evaluate the broader effects of computing.
 - Digital Tools and Collaboration: This strand focuses on the effective use of digital tools for communication, collaboration, and productivity. It emphasizes the importance of using technology to enhance learning, work, and communication. Students explore various digital tools to collaborate, solve problems, and create digital content, fostering skills like teamwork, problem-solving, and effective communication in digital environments (Massachusetts Department of Elementary and Secondary Education, 2021).
 - Computing Systems: This strand focuses on the understanding and use of computing systems, including both hardware and software. Students learn about the components of computers, how systems work, and how to troubleshoot and solve problems related to technology. The goal is to provide foundational knowledge about how computing systems support different tasks and functions in both personal and professional environments (Massachusetts Department of Elementary and Secondary Education, 2021).

- Computational Thinking: Computational Thinking involves breaking down problems into smaller, manageable parts and developing systematic solutions using algorithms and patterns. It encourages students to think critically and solve problems by applying logic and creativity. This strand promotes the development of key skills such as pattern recognition, abstraction, and algorithmic thinking, which are crucial in computer science and other fields (Massachusetts Department of Elementary and Secondary Education, 2021).
- o Session Type*
 - Traditional Workshop
 - Panel (Educator or Student)
 - MassCUE Forward Thinking Playground
 - MassCUE Student Forward: Digital Learning Frontiers
 - Vendor Supported Session
- o If you chose a traditional workshop or vendor supported session, what is your session style?
 - Lecture-Style Workshop – A structured, presenter-led session where participants receive expert insights, research findings, or instructional content with limited audience interaction.
 - Hands-On Workshop – A practical, interactive session where participants actively engage in applying concepts, experimenting with tools, or creating something during the session.
 - Interactive Workshop – A dynamic session that blends presentation with audience participation, incorporating discussions, group activities, and problem-solving exercises.
 - Breakout Workshop – A session that starts with a brief introduction before participants split into smaller groups to work on tasks, discussions, or collaborative activities, followed by a group debrief.

- Facilitated Discussion Workshop – A guided session where a facilitator leads participants through structured conversations, encouraging dialogue, reflection, and idea-sharing.
- Demonstration-Based Workshop – A session where the presenter showcases a specific tool, method, or technique, with opportunities for participants to observe, ask questions, and sometimes follow along.
- o Proposal Summary*
 - Please submit no more than 300 characters (including spaces) . We reserve the right to edit or rewrite any description. The short summary will be included on the app and website.
- o Full Description*
 - This is your full description to be used by the committee to evaluate your submission. Be sure to identify what participants will learn. If your proposed session pertains to a particular subject area (ie. math, science, social studies, ELA, etc) please note this in the description. Be detailed in the purpose and objectives of the workshop. Outline the content covered and the process for engaging participants fully.
 - Please submit no more than 1000 characters.
- o How does your session topic support the theme of [Forward](#)?*
- o If you are submitting a vendor supported session, please list the vendor's name and describe their role in the presentation.
- o If you have previously presented on this topic and have relevant media or presentation materials to share, please provide a link here.
- **Additional Information**
 - o If the committee feels like your session would be more appropriate for a different session type, would you be willing to change? (For example, from a playground session to a traditional workshop or vice versa)*

- Yes or No
- o If you are a published author, would you be interested in participating in our Author's Corner?
 - Yes or No
- o Are you a MassCUE grant recipient?
 - Yes or No
- o Are there any accommodations that you need to complete your presentation? (Please describe).
- **Review your Submission**
 - o Before submitting your proposal, please **carefully review all details** to ensure accuracy and completeness. Double-check that your session description aligns with the conference strands, your presenter information is correct, and all requirements are met. Once submitted, proposals cannot be edited.

Conference Strands

Strands

Educating Forward	Connecting Forward	Inspiring Forward
Things to think about: What are you doing within our classrooms, within our curriculum, within our design to help students learn and create? What are we doing to make learning accessible to all students? What are we doing to make learning meaningful to all students?	Things to think about: How are we bringing schools together and connecting them to others, from nuts and bolts and beyond? How are we bringing thought partners into our schools and classrooms? How are we connecting school leaders to share ideas and create opportunities? How are we fostering learning communities within our schools/districts and beyond?	Things to think about: What are we doing to innovate beyond the curriculum? Beyond current practice? What is new and different in education that is not yet embedded in the curriculum or classroom design?
• Assessment, Evaluation, and Data Driven Instruction • Computer Science • Digital Citizenship/Media Literacy • Gamification/Game-Based Learning • Instructional Design and Strategies	• Computer Science • Cybersecurity • E-Rate • Global/Community connections • Information Technology • Library/Media • Professional Learning Communities	• AI • Computer Science • Creative constructor • Emerging Technology • E-Sports • Innovative Spaces and Design • Learning and the brain • Library/Media • New Building Projects

• Instructional Leadership and coaching • Library/Media • Reflection Feedback • Social Emotional Learning • Special Education Technology • STEM • Student Agency, Choice and Voice • Universal Design for Learning/Differentiated Instruction	• Safety, Security and Student Data Privacy • Social Emotional Learning • Special Education Technology • Technology Infrastructure and Connectivity	• Professional Development • Project-, problem- and challenge-based learning • Special Education Technology • STEM
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