

Conferences 2021/22

CSEDU International Conference on Computer Supported Education

<https://cstedu.scitevents.org/>

Regular Paper Submission: **November 30, 2021**

Position Paper Submission: **January 20, 2022**

Doctoral Consortium Paper Submission: **March 2, 2022**

CSEDU, the International Conference on Computer Supported Education, is a yearly meeting place for presenting and discussing new educational tools and environments, best practices and case studies on innovative technology-based learning strategies, and institutional policies on computer supported education including open and distance education. CSEDU will provide an overview of current technologies as well as upcoming trends, and promote discussion about the pedagogical potential of new educational technologies in the academic and corporate world. CSEDU seeks papers and posters describing educational technology research; academic or business case-studies; or advanced prototypes, systems, tools, and techniques.

CONFERENCE AREAS

- 1 . Artificial Intelligence in Education
- 2 . Domain Applications and Case Studies
- 3 . Information Technologies Supporting Learning
- 4 . Learning/Teaching Methodologies and Assessment
- 5 . Social Context and Learning Environments
- 6 . Ubiquitous Learning

EdMedia + Innovate Learning Summit

<https://www.aace.org/conf/edmedia/>

Deadline 22.2.2022

This annual conference offers a forum for the discussion and exchange of research, development, and applications on all topics related to Innovation and Education. We invite you to attend EdMedia + Innovate Learning and submit proposals for papers, workshops, posters and innovative showcases. The Conference Review Policy requires that each proposal will be peer-reviewed by for inclusion in the conference program and proceedings available on LearnTechLib–The Learning and Technology Library.

TOPICS

The scope of the conference includes but is not limited to, the following major topics as they relate to the educational and developmental aspects of multimedia/hypermedia and telecommunications. Sub-topics listed here.

- Advanced Technologies for Learning and Teaching
- Assessment and Research
- Educational Reform, Policy, and Innovation
- Evaluation and Quality Improvement Advances
- Global Networks, Partnerships, and Exchanges
- Innovative Approaches to Learning and Learning Environments
- Open Education
- Technologies for Socially Responsive Learning
- Virtual and Distance Education
- NEW: Strategies for Educators During COVID-19 Pandemic

Medienimpulse - Call 4/2021: Openness und Augenhöhe – Über partizipative Forschungs- und Entwicklungsansätze und den Umgang mit Open Science in der Medienpädagogik

<https://journals.univie.ac.at/index.php/mp/announcement/view/72>

Deadline: 15.11.2021

ECGBL 16th European Conference on Games Based Learning

<https://www.academic-conferences.org/conferences/ecgbl/>

Abstract submission deadline 16 March 2022

Notification of abstract acceptance 25 March 2022

Full paper due for review 05 May 2022

SEEL International Conference on Smart Education and E-Learning

Jun 20, 2022 - Jun 22, 2022, Rhodes, Greece

<http://seel-22.kesinternational.org/>

Submission Deadline Jan 7, 2022

INTED 17th November