

2022 IEEE 2nd International Conference on Educational Technology

IEEE ICET 2022

BEIJING, CHINA | JUNE 25-27, 2022

IEEE ICET is sponsored by IEEE and technically supported by Purdue University Northwest, USA, Southern University of Science and Technology, China, University of Nottingham, UK, Beijing University of Technology, China. It offers a rich program, including keynotes speeches, invited speeches, peer-reviewed paper presentations and city tour, etc.

We are accepting paper submissions, abstract submissions, and listener registrations. Whether you want to share the findings of your latest research with the international group of peers or learning from fellow researchers, scientists, and scholars, we can not wait to see you in Beijing China.

◆ PUBLICATION

The submission will be under a careful reviewing process, all accepted papers after double-blind peer review with proper registration and presentation, will be collected in the IEEE conference proceedings, and then reviewed and included in IEEE Xplore, indexed by Ei Compendex, and Scopus, etc. major databases.



◆ CALL FOR TUTORIALS

Each submission must include the following information:

- ◆ Title ◆ Duration: half day (3 hours) or full day (6 hours)
- ◆ Presenters: Names, affiliation, contact information (email and mailing address), and short bio for each presenter.
- ◆ Description: A description of the tutorial topic, providing a sense of both the scope and depth of the tutorial, along with a tutorial outline.
- ◆ Expected audience: Include the background of audience and expected number of attendees.
- ◆ Recent publications: List recent publications from the speakers in the past 3-5 years.

◆ CALL FOR SPECIAL SESSION

Special Sessions should submit proposals with the following information:

- ◆ Title ◆ Motivation, indicating the novelty of the topic and any possible interdisciplinary flavor
- ◆ Short biography of the organizers
- ◆ List of six (6) contributed papers (including titles, authors, contact information of the corresponding author, and a short abstract). Upon acceptance of the special session proposal, the contributed papers will be submitted in the same format as regular papers. Organizers should not contribute more than one paper.

◆ BRIEF PROGRAM

- ◆ June 25, 2022 | 10:00-17:00--Registration,collecting conference materials
- ◆ June 26, 2022 | 09:00-12:00--Keynote Speeches
- ◆ June 26, 2022 | 13:00-18:30--Invited Speeches and Authors' Presentation
- ◆ June 27, 2022 | 10:00-17:00-- Parellel Session/Academic Visit

Conference Website: <http://www.icet.org/>

◆ SUBMISSION METHODS

- ◆ Please submit to the conference Electronic Submission System (<http://confsys.iconf.org/submission/icet2022>)
 - ◆ You also can submit to conference email: icet@academic.net
- Full paper template: http://www.icett.org/acm_template.docx
To give presentation only, please just send us the abstract.

◆ IMPORTANT DATES

- ◆ Submission Deadline: 20 January 2022
- ◆ Notification Deadline: 20 February 2022
- ◆ Registration Deadline: 10 March 2022
- ◆ Conference Dates: June 25-27, 2022

◆ CONFERENCE AWARDS

- ◆ Young Researchers Awards ◆ Best Student Paper Award
- ◆ Best Paper Award ◆ Best Oral/Online Presentation Award

More information, please see: <http://icet.org/awards.html>

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◆ CALL FOR PAPER

Track 1: Innovation in Teaching & Learning

- ◆ Methods, Teaching and Learning Experiences
- ◆ Mathematics & Natural Sciences
- ◆ Learning Models for Engineering/Computer Science/ Informatics Education

Track 2: Technology-Enhanced Learning in the Digital Era

- ◆ Infrastructure and Digital Technologies /ICT Applications
- ◆ Online Learning
- ◆ Distance Learning
- ◆ Massive Open Online Courses (MOOCs)

Track 3: Integrating Educational Technologies

- ◆ Social Media and Social Networking
- ◆ The Semantic Web 3.0
- ◆ Podcasting for Broadcasting Video Lectures

Track 4: Technological Issues in Education and E-Learning

- ◆ Mobile learning: Phones, Tablets...
- ◆ Apps for Education
- ◆ Blended Learning

Track 5: Educational Software and Serious Games

- ◆ Educational Software experiences
- ◆ Experiences in Educational/Serious Games
- ◆ 3D Applications and Virtual Reality

Want more about conference topics, please visit:
<http://www.icett.org/cfp.html>

CONTACT US

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