6th INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY AND CURRICULUM STUDIES (ICETC2019)

Venue: FCT Education Resource Center, Abuja-Nigeria
September 22-24, 2019

Sub-Themes

- Cloud computing
- Collaborative technologies
- E-publishing/digital libraries
- Learning management systems
- Mobile teaching and learning technologies
- Social networks
- Videoconferencing
- Alternative & innovative assessment
- Assessment in cross-cultural research
- Best practices in assessment/evaluation
- Performance and outcome assessment
- Contextualized innovation
- Scalability, usability, & sustainability
- Education reform with technology
- Government initiatives and programs
- Technology policy issues and trends
- Quality assurance and accreditation
- Teacher education & technology integration
- E-learning benchmarks and standards
- Evaluating for quality improvement
- Asynchronous Learning
- Authoring Technology
- Best Practices In ICT Classrooms
- Constructivist Perspectives
- Cooperative/Collaborative Learning
- Data Mining Strategies
- Diffusion Of Innovation
- Distance and Open Learning
- Educational Technology & Globalization
- Human Resources Aspects
- Hypermedia Applications
Improving Classroom Teaching
Instructional Materials and Design
Active Learning and Blended Instructions
The Classroom and New Learning
Technologies, Strategies and Methods
Software, Games and Simulations
Vocational/Technical Education
Educational Projects and Innovations
Virtual Technologies
Learning Objects and Technology
Asynchronous Learning
Content Management Systems
Innovative Teaching Strategies
Learning Management Systems
Online Assessment
Online Collaboration
Online Forum Discussion
Smart-Board Teaching
Virtual Classrooms
Digital Libraries
E-Learning Strategies
Curriculum Design
Networks, Partnerships, and Exchanges
Competencies and perspectives
Courses, programs, degrees
Learning barriers, challenges
Learning communities/Environments
Learning partnerships and innovations
Innovative Approaches to Learning
Contextualized & real-world learning
Case, Scenario & Project-based learning
Collaborative learning
Communities of practice
Electronic Performance Support Systems
Game-based learning
Learner-centered, and self-directed learning
Learning management and support systems
Lifelong, informal & nontraditional learning
On-demand and just-in-time learning
Participatory learning and media
Personalized learning environment
Virtual reality learning environments
Localization of content and knowledge
Online language learning
Open access publishing
Open courses, learning, and open resources
Publishing, copyright and other legal issues
Open projects, partnerships, and consortia
Participatory/contributory communities
Socially Responsive Learning
Digital divide issues, initiatives, and cases
Digital and social media for engaging youth
Ethical, cultural, historical aspects
Social issues in technology use
Education online films,
Documentaries, news, & other media
• Learning technologies for change
• Rural community learning and technology
• Technology solutions for the marginalized
• Technology uses in multicultural contexts
• Flexible learning/Training
• Innovative online learning & programming
• Mobile and ubiquitous learning
• Online learning environments
• Mobile Communication Services
• Agents and Multi-Agents systems for ICT
• Antennas & Propagation
• Artificial Intelligence / Expert Systems
• Bioinformatics and Scientific Computing
• Environmental Technology
• Broadband & Intelligent Networks
• Business Information Systems
• Econometrics
• ICT Systems and Networks
• Complex Systems: Modeling
• Computational Intelligence Applications
• Computer Vision & Pattern Recognition
• Data Base Management
• Data Generation and Data Fusion
• Data Warehousing, Ontology & Databases
• Distributed Sensor Networks
• E-Commerce & E-Business
• Mining Technology
• E-Government & E-Working
• E-Health & Biomedical Applications
• E-Learning & E-Collaborations
• Emerging Technologies & Applications
• Ethical & Legal issues in Environment
• Evolutionary & Genetic Algorithms
• Fuzzy Logic & Systems
• Fuzzy, ANN & Expert Approaches
• Human-Computer Interaction
• ICT & Banking
• ICT & Intelligent Transportation
• ICT in Environmental Sciences
• Image & Multimedia Applications
• Image Analysis and Processing
• Information & Data Security
• Information Indexing & Retrieval
• Information Management Systems
• Information Processing
• Information Systems & Applications
• Intelligent Computing Systems
• Internet Applications & Performances
• Knowledge Based Systems
• Time Management
• Knowledge Development
• Machine Learning Technologies
• Machine Vision & Remotesensing
• Management Information Systems
• Geographical Information Systems
• Mobile Networks & Services
- Mobile/Wireless Computing
- Natural Language Processing
- Network Management and Services
- Networking Theory & Technologies
- Neural Networks Applications
- Next Generation Network
- Optical Communications
- QoS Management
- Real-Time and Embedded Systems
- Robotic Technologies
- Satellite & Space Communications
- Security and Cryptography
- Semantic Web Applications
- Signal & Image Processing
- Systems & Software Engineering
- Virtual Workforces
- Web Engineering
- Wireless Communications
- Emerging Technologies in Education
- Engineering Education and Sustainability
- Learning and Teaching Methodology
- Media Production
- Computer Software in Engineering
- Mathematical and Statistical Applications
- e-Learning Tools and Developments
- Computer Science in Engineering
- Web-based Learning
- Electrical Engineering Education
- Mechanical Engineering Education
- Technologies of Virtual Education
- Chemical Engineering Education
- Ethical Issues in Engineering Education
- University-Industry Collaboration
- Innovation in Engineering Education
- Multimedia in Engineering Education
- Philosophical Issues of Education
- Sociological Perspectives
- Psychological Aspects
- Political Dimensions
- Legal and Institutional Issues
- Education Practice: Issues and Experiences
- Economics / Management of Education
- Indigenous Education
- Internationalization and Globalization
- Adult Education / Life-Long Learning
- Distance Education and Open Education
- Virtual Education and Learning
- Technologies, Strategies and Methods
- Modeling, and Learning
- Organizational Learning
- Online Systems and Forums
- Gender, Feminism and the Girl-Child
- Religious and Cultural Construction
- The School Principalship
- Teaching and Learning Projects
- Language, Mother Tongue and TL
• Quality, Testing and Assessment
• The Learning Society
• E-Society and Modernity
• Mathematics Education
• Studentship and Graduations
• Employment and Labour Dynamics
• Diversity, Barriers and Rights Issues
• Technology, Software and Games
• Pre-primary and Primary Education
• Intellectual Property and Copyrights
• Colonialism and Education
• Quality Assurance, Accreditation, Certification
• Vocational/Technical Education
• Physical Education and Sports
• Social Studies and Nationalism
• Business Education & Entrepreneurship
• Agricultural Education
• Music Education
• Fine and Applied Arts
• Home Economics/Management
• Health Education and Safety
• Population Education
• Teaching and Learning for Citizenship
• Military Education
• Architecture Education
• Science Teaching and Learning
• Cross-Cultural Studies in TL
• Educational Projects and Innovations
• Knowledge Management
• The Private Sector and Education
• Education Networks/Cooperation
• Experiences/Experiments in Learning
• Secondary Education and Pre-University
• Remedial Programmes and Extra-Murals
• Engineering and Medical Education
• Legal Education and Human Rights
• Nomadic and Non Formal Education
• Education Policy Implementation
• Universal Basic Education
• Curriculum Planning and Implementation
• Monitoring and Evaluation
• Environmental Education
• Human-Computer Interaction
• Libraries and Information Studies
• E-Learning, M-Learning and U-Learning
• Parenting/Homeschooling and TL
• Administration and Organization of Education
• Virtual Technologies, Objects and Classrooms
• Links and Experience Between Institutions,
• Industries and Local Community
• Teaching Status and Motivation
• School Plant and Objects
• Contemporary Issues and Concerns
• Comparative Analysis and Experiences
• Learning Objects and Applications
• Special Education/ Learning Disabilities
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<tr>
<th>Conference Registration</th>
<th>International</th>
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<tr>
<td>Registration</td>
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<tr>
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<tr>
<td>Corporate Participation</td>
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NB: Payment in local currency is only possible for delegates resident in Nigeria. Authors whose paper(s) are accepted shall be informed of the bank details for payment registration.
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Conference Information

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