6th INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY AND CURRICULUM STUDIES(ICETC 2019)

Venue: FCT Education Resource Center, Abuja-Nigeria

September 22-24, 2019

Sub-Themes

- Cloud computing
- Collaborativetechnologies
- E-publishing/digital libraries
- Learningmanagementsystems
- Mobile teaching and learningtechnologies
- Social networks
- Videoconferencing
- Alternative&innovativeassessment
- Assessment in cross-cultural research
- Bestpractices in assessment/evaluation
- Performance and outcomeassessment
- Contextualizedinnovation
- Scalability, usability,&sustainability
- Educationreformwithtechnology
- Governmentinitiatives and programs
- TechnologyPolicyissues and trends
- Qualityassurance and accreditation
- Teachereducation&technologyintegration
- E-learningbenchmarks and standards
- Evaluatingforqualityimprovement
- 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
- InstructionalMaterials and Design
- Active Learning and BlendedInstructions
- TheClassroom and New Learning
- Technologies, Strategies and Methods
- Software, Games and Simulations

- Vocational/TechnicalEducation
- EducationalProjects and Innovations
- Virtual Technologies
- LearningObjects and Technology
- AsynchronousLearning
- Content Management Systems
- InnovativeTeachingStrategies
- Learning Management Systems
- Online Assessment
- Online Collaboration
- Online ForumDiscussion
- Smart-BoardTeaching
- Virtual Classrooms
- Digital Libraries
- E-LearningStrategies
- CurriculumDesign
- Networks, Partnerships, and Exchanges
- Competencies and perspectives
- Courses, programs, degrees
- Learningbarriers, challenges
- Learningcommunities/Environments
- Learningpartnerships and innovations
- InnovativeApproachestoLearning
- Contextualized& real-worldlearning
- Case, Scenario& Project -basedlearning
- Collaborativelearning
- Communities of practice
- Electronic Performance SupportSystems
- Game-basedlearning
- Learner-centered, and self-directed learning
- Learningmanagement and supportsystems
- Lifelong, informal &nontraditionallearning
- On-demand and just-in-time learning
- Participatorylearning and media
- Personalizedlearningenvironment
- Virtual realitylearningenvironments
- Localization of content and knowledge
- Online languagelearning
- Open accesspublishing
- Open courses, learning, and open resources
- Publishing, copyright and other legal issues
- Open projects, partnerships, and consortia
- Participatory/contributorycommunities
- SociallyResponsiveLearning
- Digital divide issues, initiatives, and cases
- Digital and social media for engaging youth
- Ethical, cultural, historicalaspects
- social issues in technology use
- Education online films,
- Documentaries, news, &other media
- Learningtechnologiesforchange
- Rural communitylearning and technology
- Technologysolutionsforthemarginalized
- Technology uses in multicultural contexts
- Flexible learning/Training
- Innovative online learning&programming

- Mobile and ubiquitouslearning
- Online learningenvironments
- Mobile CommunicationServices
- Agents and Multi-Agents systems for ICT
- Antennas&Propagation
- Artificial Intelligence / ExpertSystems
- Bioinformatics and Scientific Computing
- EnvironmentalTechnology
- Broadband&Intelligent Networks
- Business InformationSystems
- Econometrics
- ICT Systems and Networks
- ComplexSystems: Modeling
- ComputationalIntelligenceApplications
- ComputerVision&PatternRecognition
- Data Base Management
- Data Generation and Data Fusion
- Data Warehousing, Ontology&Databases
- Distributed Sensor Networks
- E-Commerce & E-Business
- MiningTechnology
- E-Government& E-Working
- E-Health&BiomedicalApplications
- E-Learning& E-Collaborations
- Emerging Technologies &Applications
- Ethical&Legal issues in Environment
- Evolutionary&GeneticAlgorithms
- FuzzyLogic&Systems
- Fuzzy, ANN &ExpertApproaches
- Human-ComputerInteraction
- ICT &Banking
- ICT &IntelligentTransportation
- ICT in EnvironmentalSciences
- Image& Multimedia Applications
- ImageAnalysis and Processing
- Information& Data Security
- InformationIndexing&Retrieval
- Information Management Systems
- InformationProcessing
- Informationsystems&Applications
- Intelligent Computing Systems
- Internet Applications& Performances
- KnowledgeBasedSystems
- Time Management
- KnowledgeDevelopment
- Machine Learning Technologies
- Machine Vision&Remotesensing
- Management InformationSystems
- GeographicalInformationSystems
- Mobile Networks &Services
- Mobile/Wireless Computing
- Natural LanguageProcessing
- Network Management and Services
- NetworkingTheory& Technologies
- Neural Networks Applications
- NextGeneration Network

- OpticalCommunications
- QoS Management
- Real-Time and EmbeddedSystems
- Robotic Technologies
- Satellite&SpaceCommunications
- Security and Cryptography
- Semantic Web Applications
- Signal&ImageProcessing
- Systems& Software Engineering
- Virtual workforces
- Web Engineering
- WirelessCommunications
- Emerging Technologies in Education
- EngineeringEducation and Sustainability
- Learning and TeachingMethodology
- Media Production
- Computer Software in Engineering
- Mathematical and StatisticalApplications
- e-Learning Tools and Developments
- ComputerScience in engineering
- Web-basedLearning
- Elect/ElectronicsEngineeringEducation
- MechanicalEngineeringEducation
- Technologies of Virtual Education
- ChemicalEngineeringEducation
- EthicalIssues in EngineeringEducation
- University-IndustryCollaboration
- Innovation in EngineeringEducation
- Multimedia in EngineeringEducation
- PhilosophicalIssues of Education
- SociologicalPerspectives
- PsychologicalAspects
- PoliticalDimensions
- Legal andInstitutionalIssues
- EducationPractice: Issues and Experiences
- Economics/Management of Education
- IndigenousEducation
- Internationalization and Globalization
- AdultEducation/Life-Long Learning
- Distance Education and Open Education
- Virtual Education and Learning
- Technologies, Strategies and Methods
- Modeling, and Learning
- OrganizationalLearning
- Online Systems and Forums
- Gender, Feminism and the Girl-Child
- Religious and Cultural Construction
- TheSchoolPrincipalship
- Teaching and LearningProjects
- Language, MotherTongue and TL
- Quality, Testing and Assessment
- TheLearningSociety
- E-Society and Modernity
- MathematicsEducation
- Studentship and Graduations
- Employment and Labour Dynamics

- Diversity, Barriers and RightsIssues
- Technology, Software and Games
- Pre-primary and PrimaryEducation
- IntellectualProperty and Copyrights
- Colonialism and Education
- QualityAssurance, Accreditation, Certification
- Vocational/TechnicalEducation
- PhysicalEducation and Sports
- Social Studies and Nationalism
- Business Education&Entrepreneurship
- AgriculturalEducation
- MusicEducation
- Fine and AppliedArts
- Home Economics/Management
- HealthEducation and Safety
- PopulationEducation
- Teaching and LearningforCitizenship
- MilitaryEducation
- ArchitectureEducation
- ScienceTeaching and Learning
- Cross-Cultural Studies in TL
- EducationalProjects and Innovations
- Knowledge Management
- ThePrivate Sector and Education
- Education Networks/Cooperation
- Experiences/Experiments in Learning
- SecondaryEducation and Pre-University
- Remedial Programmes and Extra-Murals
- Engineering and Medical Education
- Legal Education and Human Rights
- Nomadic and Non Formal Education
- EducationPolicyImplementation
- Universal Basic Education
- CurriculumPlanning and Implementation
- Monitoring and Evaluation
- EnvironmentalEducation
- Human-ComputerInteraction
- Libraries and InformationStudies
- 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
- SchoolPlant and Objects
- ContemporaryIssues and Concerns
- ComparativeAnalysis and Experiences
- LearningObjects and Applications
- SpecialEducation/ LearningDisabilities
- Authoring and Publishing Technology
- PedagogicalIssues and Experiences
- Rural Education
- AcademicAdvising and Counselling
- Kinesiology and LeisureScience
- GeographicalEducation

- Research Methodology
- Innovation and Change In Education
- Intelligent E-Learning Systems
- Interactive Learning Environment
- Knowledge Management In E-Learning
- Learning and Content Management Systems
- Learning and Teaching With Technology
- Mobile Learning
- Multimedia Applications
- Professional Development & Teacher Training
- Teaching/Learning Strategies
- Video Games For Learning
- Virtual Classroom, Virtual University

Guidelines for Authors

The Full Text papers (with abstract of 150 words) in MS Words should be submitted by one of the authors of the paper through email attachment. The submitting autor takes responsibility for the paper during submission and peer review. All submitted formatted full-text papers should report original, previously unpublished research results, experimental or theoretical. Papers submitted to the conference should meet these criteria and must not be under consideration for publication elsewhere. Manuscripts must be submitted on the understanding that they have not been published elsewhere and are not currently underconsideration by another conference. Submissions will be considered by two members of the scientific committee. All manuscripts should include the following information: Papertitle, Full authornames, Full institutional mailing addresses and E-mail addresses when submitting manuscripts for potential publication in the conference proceedings, please submit an original editable file.

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Registration at Venue	US$275	N40500
Corporate Participation	US$350	N55000

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