



# icalTER2022

## 2nd International Conference on Advanced Learning Technologies for Education & Research

Fully online event: November 16th to 19th, 2022

The **2nd International Conference on advanced Learning Technologies on Education & Research** - ICALTER 2022 has been taking place annually since 2021. Learning technologies could be considered a cornerstone of the new era of education and its support for Research, with the power to improve educational attainment. In this context, ICALTER aims to be a forum where researchers, developers and education professionals can exchange experiences on several aspects of technological development applied to the context of learning to support the education and research.

### SUBMISSION

The official language of ICALTER 2022 is **ENGLISH**. The maximum number of authors per paper, including **co-authors is four (4)**. Papers must be submitted in PDF format having a maximum extension of **four (4) pages**, following the **IEEE Conference Template**.

— Full papers must be submitted by using the **EASY CHAIR** system.

— Accepted papers must be presented orally to be submitted for publication in the **IEEE Xplore Digital Library**.

### CONFERENCE TOPICS

The topics of interest include, but are not limited to:

#### Digital Experiences in Education

- Digital literacy, media literacy and digital competence
- Understand teaching and learning
- Improving Learning and Teaching
- Rethinking Assessment
- Teacher Training and Support
- Instructional Design and Curriculum Priorities
- Keeping Student Engaged

### IMPORTANT DATES

Full paper submission date	September 18th, 2022
Notification of acceptance	October 17th, 2022
Final camera-ready paper submission	November 1st, 2022
Author's registration deadline	November 12th, 2022
Conference dates	November 16th to 19th, 2022

#### COVID19: Remote and distance learning

- Transition from face-to-face to online learning
- Digital Technologies and Resources for Learning under Lockdown
- Ensuring Students and Teachers Well-being
- The Impact of COVID-19 on Education
- Management of educational institutions in the pandemic
- Education and technology in the era of COVID-19

ORGANIZED BY:



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## Emerging Technologies in Education

- Flipped classroom and Flipped Learning
- Games, Virtual and Augmented Reality
- Gamification
- Game Based Learning
- Mobile Technologies
- Virtual Reality and Augmented Reality
- Cloud based technologies
- Open Educational Resources
- Open Access Education
- Social and Digital Media in Education
- Simulation
- Learning scenarios based on virtual worlds
- Digital Technology in STEAM (Science, Technology, Engineering, Arts and Maths)

## E-Learning: Projects and Experiences

- Computational architecture and solutions for teaching and learning problems
- Design Thinking
- E-learning
- E-portfolios
- Learning Objects and Open Educational Resources
- Learning Objects Repositories
- Learning analytics and educational data mining
- Massive Online Courses (MOOCs)
- Mobile learning, educational television and ubiquitous learning
- Remote, online and hybrid learning

## ORGANIZING COMMITTEE

### Conference Chair

Carlos Raymundo | carlos.raymundo@upc.pe

### Conference Treasurer

Romel Jimenez Paredes | rjimenez@ieee.org

### Technical Program Chair 1

Eliana Gallardo | eliana.gallardo@upc.pe

### Technical Program Chair 2

Rossana Barros | rossana.barros@upc.pe

### Publication Chair 1

Gianpierre Zapata Ramirez | gianpierrezz@gmail.com

### Publication Chair 2

Heyul Chavez Arias | heyul.chavez@gmail.com

### Information Contact 1

Víctor García Ríos | victor.garcia@ieee.org

### Communication and Social Media

Verónica Morales Vivanco | vmoralesvivanco@gmail.com

## Mass media and technology

- Communication, Mass Media and Culture
- Communications Media Technologies
- Digital Culture and Communication
- Digital Propaganda and advertising
- Digital TV Audiences
- Digital Film, Digital Television, and Digital Video and Digital Media
- Internet as a Medium for Cinema, Movies, Video, Film Communication
- Internet Media Studies

## AUTHORS REGISTRATION FEES

IEEE undergraduate student and IEEE graduate student member (*)	200.00 USD
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IEEE member	260.00 USD
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Non IEEE	330.00 USD
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(\*) Each Registration allows the presentation of up to TWO papers. For more papers, the cost for each additional paper is \$150.

(\*) Accredited by an educational institution official current enrollment report. This fee includes your participation as an attendee to the 2022 ICALTER

## CANCELLATION / SUBSTITUTION POLICY

An Author or at least one of the co-authors planning to submit a paper for oral presentation has to be registered in the conference.

- One individual registration as Undergraduate Student is eligible for a maximum of one (01) paper.
- An Undergraduate Student author is eligible to perform a maximum of one (01) oral presentation in the conference.
- One individual registration as Professional is eligible for a maximum of two (02) papers.
- A professional author is eligible to perform a maximum of two (02) oral presentations in the conference.

## AUTHORS REGISTRATION FEES

There will be no refunds for paid registrants. If an author has uploaded a paper using his/her registration, the registration will not be refunded, even if the paper is withdrawn.

Substitutions for paid registrants may be made at any time without penalty before November 15th. All substitutions requests must be in writing (e-mail is preferred) and should be received by the Publication Chair (admin@icalter.com) on or before November 15th.