

September 18-21, 2025 • Barcelona, Spain

KEYNOTE SPEAKERS



Prof. James Slotta
University of Toronto, Canada



Prof. Irina Lyublinskaya
Columbia University, USA



Prof. Rhona Sharpe
University of Oxford, UK



Dr. Xuefan Li
CEO of National e-School
and City High School,
Canada

INVITED SPEAKERS



Prof. Sebastian Speiser
Hochschule für Technik Stuttgart, Germany



Prof. Antonio Cedillo-Hernandez
Tecnológico de Monterrey, Mexico



Prof. Kenzi Watanabe
Hiroshima University, Japan



Prof. Daniel Otto
European University for Innovation and
Perspective, Germany



Prof. Jesús Enrique Beltrán Virgúez
Corporación Universitaria Minuto
de Dios, Colombia



Prof. Clara Karjo
Bina Nusantara University, Indonesia



Prof. Pushp Lata
Birla Institute of Technology and
Science, India



Assoc. Prof. Mohd Elmagzoub Eltahir
Ajman University, United Arab Emirates



Assoc. Prof. Muhammad Ibrahim Al-Hujailan
King Saud University, Saudi Arabia



Assoc. Prof. Farrah Dina Yusof
Universiti Malaya, Malaysia



Dr. Nashwa Ismail
University of Liverpool, UK

SUBMISSION GUIDELINES

1). Language

English is the official language of the conference; the paper should be written and presented only in English.

2). Submission Types

- * Abstract submission for presentation only without publication.
- * Full paper submission for both presentation and publication.

3). Paper Length

The submitted papers should be no less than 4 pages in two columns. When paper exceeds 5 printed pages, including all figures, tables, and references, extra page(s) will be charged.

4). Submission Deadline: July 10, 2025

5). Submission method:

- via online submission system:

<http://www.easychair.org/conferences/?conf=icetc2025>

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THE 17TH INTERNATIONAL CONFERENCE ON EDUCATION TECHNOLOGY AND COMPUTERS

ICETC has been held annually all around the world since 2009. For more information please visit <http://www.icetc.org/history.html>. We are pleased to invite you to attend the 17th International Conference on Education Technology and Computers (ICETC 2025), which will be held in **Barcelona, Spain** during **September 18-21, 2025**. This event is co-sponsored by IEEE and University of Barcelona, Spain.

The ICETC 2025 Organizing Committee is committed to enriching the conference schedule and providing a more effective communication platform while maintaining the success of ICETC in the past sixteen editions.

PUBLICATION

Conference Proceedings



Submitted papers will be peer reviewed by program committees and technical committee, and accepted papers will be published into conference proceedings by IEEE after registration and presentation. The proceedings will be submitted for inclusion into **IEEE Xplore** and indexed by **Ei Compindex & Scopus**.

* ICETC 2017-ICETC 2024 Proceedings have been indexed by Ei Compindex, Scopus.

TOPICS

Track 1: Online, Blended, and Hybrid Learning

- Best Practices for Remote Teaching
- Designing and Implementing Blended Learning Models
- Online Course Development and Management
- Mobile Learning & Microlearning
- Virtual Classrooms Technologies and Tools
- Student Engagement and Interaction Strategies

Track 2: Artificial Intelligence in Education

- Intelligent Tutors and Personalized Learning Systems
- Adaptive Learning Platforms
- Educational Data Analytics and Prediction
- Generative AI for Education

Track 3: Immersive Technologies – VR, AR & Simulations

- Development of Immersive Learning Environments
- Virtual Classrooms & Remote Labs
- Applications of Augmented Reality in Classroom Teaching
- Impact of VR/AR Technologies on Student Learning Outcomes
- Tools and Platforms for Developing and Integrating VR/AR Content

Track 4: Learning Analytics and Data-Driven Education

- Collection and Analysis of Student Behavior Data
- Optimization of Learning Paths and Personalized Recommendations
- Real-Time Adaptive Learning Analytics
- Visualization Tools in Learning Analytics

Track 5: Gamification and Game-Based Learning

- Gamification Elements in Course Design
- Game-Based Learning Activities and Assessments
- Adaptive Game-Based Learning
- Development and Evaluation of Educational Games
- Impact of Gamified Learning on Student Motivation and Engagement

Track 6: Mobile Learning and Ubiquitous Computing

- Integration of Mobile Devices in Education
- Mobile Learning Applications and Platforms
- Designing Ubiquitous Learning Environments
- Microlearning & Instant Feedback
- Impact of Mobile Learning on Students of Different Age Groups

Track 7: Cybersecurity, Privacy, and Digital Ethics in Education Student Data Protection Regulations and Compliance

- Security of Online Learning Platforms
- Preventing Cyber Threats in Educational environments
- Privacy Protection Technologies and Strategies
- Security Education and Digital Literacy

Track 8: Assistive Technology and Inclusive Education Technical Support for Students with Disabilities

- Multilingual and Cross-Cultural Educational Technologies
- Development of Personalized Learning Tools
- Applications of Assistive Technology in Special Education
- Universal Design for Learning (UDL)

Track 9: Teacher Training, Professional Development, and EdTech Integration

- Teachers' Acceptance and Use of Edtech
- Online Teacher Training Platforms
- Adaptive AI-Driven Professional Learning
- Virtual Reality for Teacher Training Simulations

Track 10: Emerging and Disruptive Technologies in Education

- Blockchain in Education
- Smart Campuses and Internet of Things (IoT)
- Quantum Computing in edtech
- Future Classrooms

For more topics, please visit <http://www.icetc.org/cfp.html>

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For more information please visit:

<https://www.icetc.org/committee.html>

JOURNAL RECOMMENDATION

Selected papers may be invited to submit extended version to indexed journals such as IEEE Transactions on Learning Technologies (ISSN: 1939-1382). **JCR-IF (4.9), Q1 in Computer Science, Education, eLearning, and Engineering.**

Abstracting/ Indexing: SCIE, SSCI, Ei Compindex, Scopus, etc.

For more details: <https://ieee-edusociety.org/publication/ieee-tlt>.

WORKSHOP Writing and Publishing in High-Impact Journals



Prof. Minjuan Wang

Senior Member, IEEE

EIC, IEEE Transactions on Learning Technologies (IEEE-TLT)

The Education University of Hong Kong



Jordan Xuefan Li

Associate Editor, IEEE-Transactions on Learning Technologies

Lead guest Editor, Special issue in collaboration with

Harvard University

More editors might join as speakers.

Contact us now!

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