ICMET 2026

The 8th International Conference on Modern Educational Technology

Kumamoto, Japan | December 17-20, 2026

CALL FOR PAPERS

About ICMET 2026

The 8th International Conference on Modern Educational Technology (ICMET 2026) will be held in Kumamoto, Japan during December 17-20, 2026. With a focus on exploring the intersection of technology and education, ICMET 2026 serves as a platform for participants to engage in insightful discussions, exchange innovative ideas, and showcase cutting-edge research in the field of educational technology.

Attendees can look forward to a diverse program featuring keynote speeches, panel discussions, paper presentations, and interactive workshops, all designed to foster collaboration and inspire new approaches to teaching and learning. From exploring the latest trends in digital learning tools to discussing the impact of artificial intelligence on education, ICMET 2026 offers a comprehensive overview of the current landscape of modern educational technology.

By participating in ICMET 2026, attendees will have the opportunity to network with like-minded professionals, gain valuable insights from experts in the field, and contribute to the ongoing dialogue on the future of education. Whether you are a seasoned educator, a budding researcher, or a technology enthusiast, ICMET 2026 promises to be a rewarding and enriching experience that will shape the way we approach education in the digital age. Join us at ICMET 2026 and be part of this transformative journey towards a more innovative and inclusive educational landscape.

Keynote Speaker

Assoc. Prof. Xiao Hu
The University of Arizona, USA

Continuously updated

Invited Speakers

Prof. Alexander Kusenko
University of California, Los Angeles, USA

Asst. Prof. Susannah Sun Chunrong
University of Saint Joseph, Macao, China

Assoc. Prof. Yutaka Naito
Sojo University, Japan

Continuously updated

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Topics of Interest

Improving Teaching and Learning

Effective Learning Activities, Methodologies and Models, Practice, & Laboratories
21st. Century Skills Development & Competences
Learning Experiences, Student Learning & Diversity & Inclusion Issues
Education and Difference: Gifted Education, Special Education, Learning Difficulties & Disability
Teaching Experiences, Pedagogy, Practice & Praxis Support, Retention of Women & Gender Equality
Adult, Lifelong Learning, & Professional Development
Interdisciplinary, Multidisciplinary & Transdisciplinary Education, Education & Research, Educational Research Experiences
Intelligent system in Education and Learning

Technology-Enhanced Learning and Digital Transformation

Innovation, Challenges, Strategies & Experiences
Infrastructure & Educational Technologies/ICT Applications/Digital Learning Materials
Online/E-Learning & Distance Learning
Mobile Learning, MOOC (Massive Open Online Course)
Smart Classroom, Virtual & Remote Labs, Robotics（Online Student Engagement Techniques）
Social Media Technics on Serious Games, Game-Based Learning and Gamification
X-Reality and Immersive Learning Environments
Educational Software and Development
Multimedia for Education
Synchronous and Asynchronous Learning

Innovation in Teaching & Learning of the Common Core Curriculum

Mathematics & Natural Sciences
Foreign Languages and Applied Linguistics (including ESL / TESL / TEFL)
Challenging & Preserving: Culture, Inter/Multiculturalism & Language
Economic, Social and Human Sciences
Professional, Ethical & Social Responsibility
Computers for Education
Transfer of Know-how for Educational Technologies
Web-Based Education and Training
Gamified Learning Platforms
Game-Based Learning Design
Simulations and Role-Playing Games in Education
Gamification for Motivation and Engagement

Innovative Applications

Domain-specific Learning Applications (e.g. Language, Science, Engineering, Mathematics, Medicine, Military, Industry)
Scaling up and Large-scale Deployment of AIED Systems
E-Learning tools, Systems, and Applications
Intelligent system in Education and Learning
Data-driven Learning Analysis in Education
Knowledge Management in E-Learning
e-Laboratory
New types of Examinations
Quality Assurance in Educational Technologies

Future Skills and Workforce Development

Digital Literacy and Cybersecurity Education
Entrepreneurship Education
Industry Partnerships for Skill Development
Future of Work and Lifelong Learning Initiatives
Mobile App Development for Education
Location-Based Learning
Wearable Technology in Education
Mobile Learning Analytics
Intelligent Tutoring Systems
Coding and Computational Thinking Education
AI-Powered Educational Chatbots

Submission Guideline

Conference Publication

Submissions to ICMET 2026 will be peer-reviewed on the basis of technical quality, relevance to conference topics, originality, significance, clarity, etc. After a careful review process, all accepted papers after proper registration and presentation, will be published in the conference proceedings by **IEEE** for submitting to be indexed by **EI Compendex** and **Scopus**.

IEEE

Submission Method

Prospective authors are kindly invited to submit full text papers including results, tables, figures and references. Full text papers (.pdf) can be submitted via:

https://confsys.iconf.org/submission/icmet2026_1

Important Dates

Submission Deadline	*Oct. 10, 2026*	*Registration Deadline*	*Nov. 20, 2026*
Acceptance Notification	*Nov. 10, 2026*	*Camera-ready*	*Nov. 20, 2026*

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