



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 Speakers & Invited Speakers

Keynote Speakers



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

Invited Speakers



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



Assoc. Prof. Yutaka Naito
Sojo University, Japan



Organizing Committee

(Name | Affiliation | Country / Region)

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Ronel Francisco Ramos, FEU Institute of Technology, Philippines



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 for submitting to be indexed by EI Compendex and Scopus.



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.icmet.org/submission/icmet2026_1



Important Dates

Submission Deadline

Sept. 10, 2026

Acceptance Notification

Oct. 10, 2026

Registration Deadline

Nov. 20, 2026

Camera-ready

Nov. 20, 2026