CALL FOR PAPERS
2023 International Conference on Learning and Technology in Education
Tiako Center, Oklahoma City, OK, USA & Online, October 2-5

Oklahoma International Publishing (OkIP) is pleased to host the 2023 International Conference on Learning and Technology in Education (CLTE). The conference aims to bring together scholars from different disciplinary backgrounds to emphasize dissemination of ongoing research and development in the field. Proposals are solicited describing original works in fields below and related technologies. CLTE will include a peer-reviewed program of technical, industrial and poster sessions. Accepted and presented full papers from the tracks below will be published by OkIP and submitted for indexation in major abstract and citation databases of peer-reviewed literature. Extended versions of the best papers will be considered for journal publication.

Education Concepts
- (e)Learning | Teaching Method | (e)Training
- Learning Communities | Blended Learning
- (e)Learning Strategies | Microlearning
- Teaching Material | Courseware Construction
- Learning Portfolios | eStorytelling | Writing
- Authoring | Reviewing | Editing | Publishing
- Academic Achievement | Digital Divide
- (e)Learning Assessment/Evaluation Model
- Internet of Things (IoT) and Education
- Education Foundation/Theory/Practice/Policy
- Program/Institution Accreditation | Pedagogy
- Knowledge Presentation/Mastery/Sharing
- On-demand and Just-in-Time Learning
- Learner-Centered | Self-Directed Learning
- Admission/Enrollment Process and Innovations
- Child/Family/Special/Counselor Education
- Teacher Education/Professional Development
- Adult and Continuing Education
- Curriculum, Research and Development
- Elementary/Primary/Secondary Education
- Educational Measurement and Evaluation
- Early Childhood Education
- Learning Difficulty/Psychology

AI in Education
- AI Support in Learning | Learning Bots
- Gamification | Game-based Learning
- Augmented and Virtual Reality
- Simulations for Learning | Ubiquitous Learning
- Contextualized Teaching and Learning
- Collaborative Knowledge Building Activities

- Learner Identification/Authentication
- Plagiarism Detection Tools
- Educational Constructivism | Smart Classroom
- Eye-Tracking in Education | Learning Analytics
- Biometric | Learning Behavior Analysis
- Big Data, Neural/Sensor Network in Education
- Chatbots/Deep Learning in Education
- Computational Thinking | Intelligent Tutoring

Education Support Services
- Learner Preparation | Creativity Development
- Modeling Learner/Teacher Performance
- Feedback/Inputs Consideration | ICT Skills
- Internet Addiction | Public Speaking Skills
- Career | Academic Achievement Measures
- Learner Dropout Prediction and Rate Reduction
- Reading and Writing Improvement/Assessments
- eTutoring | eMentoring | eCoaching |ePlacement

Content and Delivery Methods
- Educational Content Analysis/Quality
- Learning/Teaching Communication Skills
- Curriculum Revitalization and Digitalization
- Critical/Practical Thinking | Testing Methods
- Cooperative Education | Mixed Teaching Mode
- Experimental Teaching | Exams/Benchmarking
- Problem-Solving Skills | Maker Education
- STEM Innovation | Resources Sharing
- Live/Virtual Classroom/Course Management
- International/Interdisciplinary Programs
- Flipped Classroom Strategies | Open Content
- Innovative Educational Approaches

Delivery Platforms and Tools
- Open-Source Platform | Virtual Learning Tools
- Educational/Testing Software or Platform
- Flexible/Personalized Learning Environments
- Internship Management Platform
- Language Learning/Scoring System
- Adaptive/Personalized Teaching Systems
- ePublishing | Survey Tools | mLearning Tools

Cases, Education/Administration
- Case, Scenario, Project-Based Learning
- Teacher Qualification and Competency
- Teacher Education | Teaching Practice
- Education, Research and Globalization
- Education Leadership and Administration
- General Public/Intercultural Education
- Education Challenges | Vocational Training
- Impairment and Disability in Education
- Disadvantaged Learners | University Portals
- Continuing Education Challenges
- Teaching Management/ Quality Monitoring
- Teaching/Learning from Home Challenges
- Plagiarism and Intellectual Property Rights
- Lifelong, Informal/Nontraditional Learning
- eLearning Regulation and Legislation
- Employability Trends and Challenges

Facilities and Equipment
- Web-based Laboratory | Digital Library
- Modeling and Simulation Virtual Labs
- Dynamics/Interaction of Virtual Learners
- In-house Computing Systems and Laboratories

Technical Research & Industry Contribution
Full Paper: Accomplished research results (6 page)
Short Paper: Work in progress/fresh developments (3 page)
Poster/Journal First: Displayed/Oral presented (1 page)

Corporate Showcase & Exhibition
Booth: Display product and/or service offerings (1 page)
Oral: Present product and/or service offerings (1 page)

Student Poster & Career Fair
Graduate & Doctoral: Peer-reviewed Poster (1 page)
Undergraduate/High School: Selected Poster (1 page)
Recruiter Booth: Product/Service & Job offerings (1 page)

Workshop, Tutorial, Forum & Panel
Workshop, Tutorial & Tour: Proposal (1 page)
Executive Forum, Panel & Talk: Proposal (1 page)

For more information, submission details and important dates visit or contact:
EVENTUTOR.COM/E/CLTE003

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