

# **2024 OkIP International Conference on Learning and Technology in Education (CLTE)**

**Tuesday, 1 October 2024 - Thursday, 3 October 2024**

**Tiako Center, Oklahoma City, OK, USA & Online**

## **Scientific Tracks**

## Education Advanced Concepts

(e)Learning | Teaching Method | (e)Training  
Learning Communities | Blended Learning  
(e)Learning Strategies | Microlearning  
Teaching Material | Courseware Construction  
Learning Portfolios | (e)Storytelling | 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

## **Education/Administration Cases**

Case, Scenario, and 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