INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY AND CURRICULUM STUDIES

Venue: FCT Education Resource Center, Abuja-Nigeria

October 13-16, 2014

Guest Speaker: Professor Mohamed Elsabawy, Minia University, Egypt

Sub-Themes

- Cloud computing
- Collaborative technologies
- E-publishing/digital libraries
- Learning management systems
- Learning portfolios
- Mobile teaching and learning technologies
- Shared online video
- Social networks
- Videoconferencing
- Web 2.0 (podcasting, wikis, blogs, etc.)
- Alternative & innovative assessment
- Assessment in cross-cultural research
- Best practices in assessment/evaluation
- Performance and outcome assessment
- Contextualized innovation
- Scalability, usability, & sustainability
- Education reform with technology
- Government initiatives and programs
- Technology Policy issues and trends
- Quality assurance and accreditation
- Teacher education & technology integration
- E-learning benchmarks and standards
- Evaluating for quality improvement
- Asynchronous Learning
- Authoring Technology
- Best Practices In ICT Classrooms
- Constructivist Perspectives
- Cooperative/Collaborative Learning
- Data Mining Strategies For E-Learning Organizations
- Diffusion Of Innovation
- Distance and Open Learning
- Educational Technology & Globalization
- E-Portfolios
- Human Resources In Educational Technology
- Human-Computer Interaction
- Hypermedia Applications
• ICT Integration
• ICT Literacy In Education
• Improving Classroom Teaching

• Instructional Materials and Design
• Active Learning and Blended Instructions
• The Classroom and New Learning
• Technologies, Strategies and Methods
• Software, Games and Simulations
• Vocational/Technical Education
• Educational Projects and Innovations
• Experiences in Learning
• Virtual Technologies
• Learning Objects and Technology
• Asynchronous Learning
• Content Management Systems
• Innovative Teaching Strategies
• Learning Management Systems
• Online Assessment
• Online Collaboration
• Online Forum Discussion
• Smart-Board Teaching
• Table of Specifications
• Virtual Classrooms
• Digital Libraries
• E-Learning Strategies
• Curriculum Design
• Networks, Partnerships, and Exchanges
• Competencies and perspectives
• Courses, programs, degrees, and initiatives
• Learning barriers, challenges, and concerns
• Learning communities/Environments
• Learning partnerships and innovations
• Innovative Approaches to Learning
• Contextualized & real-world learning
• Case, Scenario & Project-based learning
• Collaborative learning
• Communities of practice
• Electronic Performance Support Systems
• Game-based learning
• Learner-centered, and self-directed learning
• Learning communities
• Learning management and support systems
• Lifelong, informal & nontraditional learning
• On-demand and just-in-time learning
• Participatory learning and media
• Personalized learning environment
• Virtual reality learning environments
• Free and open source software
• Learning portals
• Localization of content and knowledge
• Online language learning
• Open access publishing
• Open courses, learning, and open resources
• Publishing, copyright and other legal issues
• Open projects, partnerships, and consortia
• Open teaching
• Participatory/contributory communities
• Socially Responsive Learning
• Digital divide issues, initiatives, and cases
• Digital and social media for engaging youth
• Ethical, cultural, historical aspects
• Social issues in technology use
• Education online films,
• Documentaries, news, & other media
• Learning technologies for change
• Rural community learning and technology
• Technology solutions for the marginalized
• Technology uses in multicultural contexts
• Flexible learning/Training
• Innovative online learning & programming
• Mobile and ubiquitous learning
• Online learning environments
• Mobile Communication Services
• Agents and Multi-Agents systems for ICT
• Antennas & Propagation
• Artificial Intelligence / Expert Systems
• Bioinformatics and Scientific Computing
• Environmental Technology
• Broadband & Intelligent Networks
• Business Information Systems
• Econometrics
• ICT Systems and Networks
• Complex Systems: Modeling
• Computational Intelligence Applications
• Computer Vision & Pattern Recognition
• Data Base Management
• Data Generation and Data Fusion
• Data Warehousing, Ontology & Databases
• Distributed Sensor Networks
• E-Commerce & E-Business
• Mining Technology
• E-Government & E-Working
• E-Health & Biomedical Applications
• E-Learning & E-Collaborations
• Emerging Technologies & Applications
• Ethical & Legal issues in Environment
• Evolutionary & Genetic Algorithms
• Fuzzy Logic & Systems
• Fuzzy, ANN & Expert Approaches
• Human-Computer Interaction
• ICT & Banking
• ICT & Education
• ICT & Intelligent Transportation
• ICT in Environmental Sciences
• Image & Multimedia Applications
• Image Analysis and Processing
• Information & Data Security
• Information Indexing & Retrieval
• Information Management Systems
• Information Processing
• Information systems & Applications
• Intelligent Computing Systems
• Internet Applications & Performances
• Knowledge Based Systems
• Time Management
• Knowledge Development
• Decision Making
• Machine Learning Technologies
• Machine Vision & Remote sensing
• Management Information Systems
• Geographical Information Systems
• Mobile Networks & Services
• Mobile/Wireless Computing
• Natural Language Processing
• Network Management and Services
• Networking Theory & Technologies
• Neural Networks Applications
• Next Generation Network
• Optical Communications
• Parallel and Distributed Computing
• Protocols and Standards
• QoS Management
• Real-Time and Embedded Systems
• Robotic Technologies
• Satellite & Space Communications
• Security and Cryptography
• Semantic Web Applications
• Signal & Image Processing
• Systems & Software Engineering
• Virtual workforces
• Web Engineering
• Wireless Communications
• Emerging Technologies in Education
• Engineering Education and Sustainability
• Innovation and Good Practice
• Learning and Teaching Methodology
• Media Production
• Computer Software in Engineering
• Mathematical and Statistical Applications
• e-Learning Tools and Developments
• Computer Science in engineering
• Web-based Learning
• Elect/Electronics Engineering Education
• E-Learning & Classroom Learning
• Mechanical Engineering Education
• Technologies of Virtual Education
• Chemical Engineering Education
• Environmental Dynamics
• Computer and Web-based Software
• Ethical Issues in Engineering Education
• Virtual Environments for Education
• University-Industry Collaboration
• Digital Classrooms
• Innovation in Engineering Education
• Multimedia in Engineering Education
• Current and Future Trends and Directions
• Historical Foundations and Heritages
• Philosophical Issues of Education
• Sociological Perspectives
• Psychological Aspects
• Political Dimensions
• Legal and Institutional Issues
• Education Practice: Issues and Experiences
• Economics/Management of Education
• Indigenous Education
• Internationalization and Globalization
• Adult Education/Life-Long Learning
• Distance Education and Open Education
• E-Instruction, Virtual Education and Learning
• Technologies, Strategies and Methods
• Modeling, and Learning
• Organizational Learning
• Research and Development
• Online Systems and Forums
• Teacher Education
• Gender, Feminism and the Girl-Child
• Religious and Cultural Construction
• The School Principalship
• Teaching and Learning Projects
• Language, Mother Tongue and TL
• Quality, Testing and Assessment
• The Learning Society
• E-Society and Modernity
• Mathematics Education
• Studentship and Graduations
• Employment and Labour Dynamics
• Diversity, Barriers and Rights Issues
• Technology, Software and Games
• Pre-primary and Primary Education
• Intellectual Property and Copyrights
• Colonialism and Education
• Quality Assurance, Accreditation, Certification
• Vocational/Technical Education
• Physical Education and Sports
• Social Studies and Nationalism
• Business Education & Entrepreneurship
• Agricultural Education
• Music Education
• Fine and Applied Arts
• Home Economics/Management
• Health Education and Safety
• Population Education
• Teaching and Learning for Citizenship
• Military Education
• Architecture Education
• Science Teaching and Learning
• Cross-Cultural Studies in TL
• Educational Projects and Innovations
• Knowledge Management
• Higher Education
• The Private Sector and Education
• Education Networks/Cooperation
• Experiences/Experiments in Learning
• Secondary Education and Pre-University
• Remedial Programmes and Extra-Murals
• Engineering and Medical Education
• Legal Education and Human Rights
• Nomadic and Non Formal Education
• Education Policy Implementation
• Universal Basic Education
• Curriculum Planning and Implementation
• Monitoring and Evaluation
• Innovation and Change
• Environmental Education
• Literacy Campaigns
• Internet Technologies
• Human-Computer Interaction
• Human Resources and Capital
• Libraries and Information Studies
• E-Learning, M-Learning and U-Learning
• Parenting/Homeschooling and TL
• Administration and Organization of Education
• Virtual Technologies, Objects and Classrooms
• Links and Experience Between Institutions,
• Industries and Local Community
• Teaching Status and Motivation
• School Plant and Objects
• Contemporary Issues and Concerns
• Comparative Analysis and Experiences
• Learning Objects and Applications
• Prospects and Challenges of Education
• The Learner: Past, Present and Future
• Special Education/ Learning Disabilities
• Authoring and Publishing Technology
• Pedagogical Issues and Experiences
• Rural Education
• Academic Advising and Counselling
• Kinesiology and Leisure Science
• Reading and Writing
• Geographical Education
• Research Methodology
• Innovation and Change In Education
• Instructional Design
• Intelligent E-Learning Systems
• Intelligent Training Technology
• Interactive E-Learning Systems
• Interactive Learning Environment
• Knowledge Management In E-Learning
• Learning and Content Management Systems
• Learning and Teaching With Technology
• Learning Objects
• Life Long Learning and Technology
• Mobile Learning
• Multimedia Applications
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<th>Conference Registration:</th>
<th>International</th>
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<tr>
<td><strong>Registration</strong></td>
<td>US $200</td>
<td>N32500</td>
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<tr>
<td><strong>Registration at Venue</strong></td>
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**Conference Information**

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