



CALL FOR PAPERS

ICIITHE 2022
Jul 28-20, 2022
Dubai, UAE

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICIITHE 2022 : International Conference on Industry and Information Technology for Higher Education is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Industry and Information Technology for Higher Education. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Asynchronous learning Multimedia tutorials
Blended learning Authoring technology
Changes in the roles and relationships of learners and teachers in technology-mediated environments
Changing delivery patterns and asynchronous learning
Creating courses on-line Learning and Assessment
Curricula for key global technical challenges
Development and use of IT Tools and Environments
Distance leaning Intelligent training technology
Higher education as it is changing with the advent of pervasive information technology
Higher Education Management and Policy
Information Technology for Higher Education and Training
Innovation in Higher Education
Innovative uses of technology for teaching and learning within higher education and training

Intelligent learning systems
Interactive learning modules
Massive Open Online Courses WWW education tools
Network based education and training Accreditation issues
New strategies for higher education and training
Quality management and accreditation issues in technology-rich environments
Quality management in higher education
Role of information society and global communication systems
The impact of technology on assessment practices in higher education, with particular interest in support for self- and peer-learning and evaluation, and the challenge of plagiarism and cheating
Virtual classroom, virtual universities Industry-university partnership
Virtual laboratories, classroom, universities
Virtual student laboratories Second language education

