



CALL FOR PAPERS

ICITHE 2022
Aug 16-17, 2022
Tokyo, Japan

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.

ICITHE 2022 : International Conference on Information Technology for Higher Education is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of 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 learning Intelligent training technology
Higher education as it is changing with the advent of pervasive information technology
Information Technology for Higher Education and Training
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

