15th International Conference on Methodologies and Intelligent Systems for Technology Enhanced Learning

University of Lille (France) 25th-27th June, 2025



SCOPE

Exploring Methodological Frontiers in Technology-Enhanced Learning

In an era marked by the dynamic synergy of education and technology, the MIS4TEL conference stands as a beacon, illuminating the path toward transformative methodologies in technology-enhanced learning (TEL). As we embark on the 15th edition of this influential gathering, scheduled to unfold at the venerable Lille (France) in June 2025, we extend a cordial invitation to researchers, designers, and domain experts to contribute their insights to the evolving narrative at the nexus of education and technology.

Under the captivating ambiance of the University of Lille, MIS4TEL 2025 aspires to transcend the conventional conference framework. This edition seeks to be a holistic exploration of the intricate interplay between education and technology, emphasizing a methodological lens that paves the way for innovative approaches in TEL.

TOPICS

Join us at MIS4TEL 2025 as we collectively contribute to a methodological discourse that is instrumental in shaping the future of learning. This edition places a special emphasis on the integration of Digital Technologies in the Classroom and explores the transformative power of AI in Education. Together, let's pioneer new methodologies that elevate the landscape of technology-enhanced learning. Submit your research papers, workshop proposals, and innovative methodology showcases to be a part of this groundbreaking exploration!

Artificial Intelligence (AI) in Education

- Adaptive Learning Systems: Al-driven systems that tailor educational content to the individual needs and progress of
- each learner. • Intelligent Tutoring Systems: Al-based tutors that provide personalized feedback and guidance to students.
- Generative AI: Generative AI solutions to support education.

Gamification and Game-Based Learning

- Use of Serious Games: Applying game mechanics to non-game contexts for educational purposes.
- Gamified Learning Platforms: Integrating game elements to motivate and engage learners.

- **Learning Analytics** • Data-Driven Insights: Analyzing large datasets to gain insights into student
- performance, engagement, and learning patterns. Predictive Analytics: Forecasting student outcomes and identifying areas

for intervention.

• Social Learning Networks: Facilitating collaborative learning experiences through online communities. Online Group Projects and Collaboration Tools: Platforms

supporting teamwork and project-based

Collaborative Learning Platforms

- **Cybersecurity in EdTech** • Securing Learning Platforms: Addressing the increasing importance of data security and privacy in educational technology.
- Ethical Use of Technology in Education: Using technology to handle real-life situations from an ethical standpoint, like cyber-bullying and copyright issues.

• Virtual Reality (VR) and Augmented Reality (AR): Creating immersive

Immersive Learning Technologies

- learning experiences for enhanced engagement and understanding. • Mixed Reality (MR): Combining
- physical and digital elements to create interactive learning environments.

Mobile Learning (M-Learning)

- Mobile Apps for Learning: Leveraging the ubiquity of smartphones and tablets for anytime, anywhere learning.
- · Responsive Design: Ensuring educational content is accessible and optimized for various devices.

Blockchain in Education

- Credential Verification: Using blockchain for secure and transparent verification of educational credentials.
- Smart Contracts for Learning Agreements: Automating and ensuring the integrity of learning agreements.

Accessibility and Inclusivity

Designing educational materials and activities to be accessible to all Assistive Technologies: Integrating tools to support learners with diverse

• Universal Design for Learning (UDL):

special educational needs. **Digital Literacy and Citizenship**

• Promoting responsible and ethical use

- of technology among students. • Addressing Bias in AI: Ensuring
- fairness and equity in AI-driven educational tools.

PLENARY SPEAKERS



ETH Zurich Swiss (Switzerland)



Senior Director of AI Research, Meta-FAIR, Chair Professor of ECE, HKUST. Fellow of AAAI, ACL, IEEE, ISCA (Hong Kong)

SPECIAL ISSUES

extended and improved version to special issue in different journals.

Authors of selected papers from MIS4TEL will be invited to submit an



Intelligence. JCR (2023): 3.4 (Q2)

Interactive Multimedia and Artificial



the IGPL. JCR (2023): 0.6 (Q2)



JCR (2023): 1.7 (Q3)

Computing and Artificial Intelligence Journal



published in MDPI Future Internet Journal. JCR (2023): 2.8 (Q2)



JCR (2023): 2.3 (Q1) LIST OF WORKSHOPS IN MIS4TEL 2025

Applications of Agents, Multi-Agent Systems and Digital Twins" MDPI Systems Journal,

Integration of Emerging Technologies into Education and Training

Interactive Environments and Emerging Technologies for eLearning

PRASAE Peer Review, Peer Assessment, and Self Assessment in Education

Technology Enhanced Learning in Nursing Education

[List of Workshops]

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PUBLICATION

Accepted papers will be included in MIS4TEL Proceedings. At least one of the authors will be required to register and attend the symposium to present the paper in order to include the paper in the conference proceedings.

All the accepted papers will be published by

Springer

** Indexing: The books of this series are submitted to DBLP, INSPEC, Norwegian

Lecture Notes in Networks and Systems series of Springer Verlag.

Register for Scientific Journals and Series, SCImago, SCOPUS, WTI Frankfurt eG, zbMATH, Google Scholar, Springerlink. **

Notification of acceptance

25th April, 2025

UNIVERSITY OF GREENWICH

VNiVERSiDAD D SALAMANCA

Deadline Workshop deadline 7th March, 2025 14th March, 2025 21st March, 2025 21st March, 2025

> **Conference Celebration** 25th-27th June, 2025

Camera-Ready papers 9th May, 2025 www.mis4tel-conference.net

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Organizing Committee Scientific Organizers

IMPORTANT DATES

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