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**6th INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY AND CURRICULUM STUDIES(ICETC2019)**

**Venue: FCT Education Resource Center, Abuja-Nigeria**

**September 22-24, 2019**

**Sub-Themes**

* Cloud computing
* Collaborative technologies
* E-publishing/digital libraries
* Learning management systems
* Mobile teaching and learning technologies
* Social networks
* Videoconferencing
* 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
* Diffusion Of Innovation
* Distance and Open Learning
* Educational Technology & Globalization
* Human Resources Aspects
* 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
* Learning barriers, challenges
* 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 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
* 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 & 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
* 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
* 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
* 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
* 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
* Environmental Education
* Human-Computer Interaction
* 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
* 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
* Network Based Education and Training
* Pedagogical and Practical Issues
* Pedagogical and Practical Issues
* Professional Development & Teacher Training
* Simulations In Education
* Teaching/Learning Strategies
* Video Games For Learning
* Virtual Classroom, Virtual University

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**Conference Registration: International Local**

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