


[www.mis4tel-conference.net](http://www.mis4tel-conference.net)[info@mis4tel-conference.net](mailto:info@mis4tel-conference.net)

HYBRID CONFERENCE

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

Artificial Intelligence (AI) in Education

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

Immersive Learning Technologies

- Virtual Reality (VR) and Augmented Reality (AR): Creating immersive learning experiences for enhanced engagement and understanding.
- Mixed Reality (MR): Combining physical and digital elements to create interactive learning environments.

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.

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.

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.

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.

Collaborative Learning Platforms

- Social Learning Networks: Facilitating collaborative learning experiences through online communities.
- Online Group Projects and Collaboration Tools: Platforms supporting teamwork and project-based learning.

Accessibility and Inclusivity

- Universal Design for Learning (UDL): Designing educational materials and activities to be accessible to all students.
- Assistive Technologies: Integrating tools to support learners with diverse special educational needs.


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.


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




**Dirk Helbing**  
ETH Zurich Swiss (Switzerland)




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

SPECIAL ISSUES


Authors of selected papers from MIS4TEL will be invited to submit an extended and improved version to special issue in different journals.



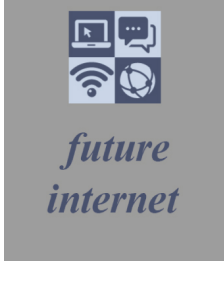
Special issue IJIMAI - International Journal of Interactive Multimedia and Artificial Intelligence. JCR (2023): 3.4 (Q2)




Special Issue published in Logic Journal of the IGPL. JCR (2023): 0.6 (Q2)



Special issue ADCAIJ - Advances in Distributed Computing and Artificial Intelligence Journal JCR (2023): 1.7 (Q3)



Special Issue on the Journal Future Internet: "Deep Learning in Recommender Systems" published in MDPI Future Internet Journal. JCR (2023): 2.8 (Q2)



Special issue "Advancements in Practical Applications of Agents, Multi-Agent Systems and Digital Twins" MDPI Systems Journal, JCR (2023): 2.3 (Q1)

LIST OF WORKSHOPS IN MIS4TEL 2025

**E TELT**  
Integration of Emerging Technologies into Education and Training

**IEETeL**  
Interactive Environments and Emerging Technologies for eLearning

**NURSING**  
Technology Enhanced Learning in Nursing Education

**PRASAE**  
Peer Review, Peer Assessment, and Self Assessment in 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 **Lecture Notes in Networks and Systems** series of Springer Verlag.



\*\* Indexing: The books of this series are submitted to DBLP, INSPEC, Norwegian Register for Scientific Journals and Series, SCImago, SCOPUS, WTI Frankfurt eG, zbMATH, Google Scholar, Springerlink. \*\*

IMPORTANT DATES

Deadline  
7th-March-2025  
21st March, 2025

Workshop deadline  
14th-March-2025  
21st March, 2025


Notification of acceptance  
25th April, 2025

Camera-Ready papers  
9th May, 2025














Conference Celebration  
25th-27th June, 2025

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