

International workshop on Educational Systems Engineering : Trends and Issues (ESETI'21)

October 28, 2021, School of Information Sciences, Morocco

HONORARY CHAIR

Pr. Mohammed KHALIDI IDRISSE, EMI, Morocco

WORKSHOP GENERAL CHAIRS

Pr. Samir BENNANI, EMI, Morocco

Pr. Asmaâ RETBI, EMI, Morocco

PROGRAM COMMITTEE CHAIR

Pr. Meriem hnida, ESI, Morocco

ORGANISING COMMITTEE

Pr. Saadia LGARCH, New York University

Dr. Hamid SLIMANI, EMI, Morocco

Dr. Hind HAYATI, EMI, Morocco

M. Abdessamad CHANAA, EMI, Morocco

TYPES OF SUBMISSIONS

Full paper (12- 15 pages)

Short paper (10-12 pages)

[Springer Template](#)

IMPORTANT DATES

Submission deadline: ~~June, 20 2021~~

June, 30 2021 (Firm)

Notification date: July, 25 2021

Camera-ready: August 01, 2021

Workshop Date: October 28, 2021

ORGANIZERS



The ESETI'21 workshop will be held in conjunction with the main conference International Conference on Smart Systems and Data science 2021 (ICSSD'21) as special invited session.

CALL FOR PAPERS

Due to the COVID-19 pandemic and worldwide shutdown, online education became more important than ever. Indeed, distance learning was considered as the primary mode of education during the shutdown, shedding light on new opportunities and challenges in Education.

The aim of the International Workshop on Educational Systems Engineering: Trends and Issues (ESETI'21) is to bring together leading academic scientists, researchers and research scholars to exchange and share their experiences and results on all aspects of Educational Systems Engineering as well as practical challenges encountered and solutions adopted during the Covid-19 experience.

TOPICS

Topics to be discussed in this special session include (but are not limited to) the following:

- Recommender Systems in Education
- Online Remote Laboratory and Simulations
- Artificial Intelligence applied in education
- Curriculum Design and Engineering
- Wearable Technologies in Education
- Learning analytics
- Massive Open Online Courses
- Learning and Assessment
- Virtual Reality in Education
- Intelligent Tutoring Systems
- Personalized and Adaptive Learning Environments
- Open Educational Resources
- Disability and Inclusive Education
- Communities of Practice and social learning.
- Game Based Learning
- Smart Education

All papers must be original and not simultaneously submitted to another journal or conference. The following paper categories are welcome:

All submissions must be written in English. Papers should be limited to 15 pages for full papers, including tables, figures and references. We ask the authors to apply Springer conference paper templates, which can be find in the author's instruction page here. Papers will be reviewed by (at least) three program committee member based on technical quality, originality, relevance significance add value and clarity.

All submissions will be handled electronically using the EasyChair: <https://easychair.org/conferences/?conf=eseti21>

PUBLICATION

The final versions of the papers accepted and presented at ESETI'21 will be published in ICSSD'21 conference proceeding that will published in Springer's CCIS series (Communications in Computer and Information Science and indexed by Scopus, DBLP and Google Scholar (final approval pending).

