

# REV2022 Special Session

## Call for Papers

### Title

*Smart Education for Sustainable Digital Era*

### Acronym

*SESDE*

### Overview

*The education system sustainability in the age of rapid development of technique and technology, digitalization and intellectualization of all processes is of great importance. In order for a student to show his abilities, to become a creative and socially responsible specialist with eco-mindedness, it is necessary to introduce new teaching methods, to prepare students for professional activities. The approaches and principles to the formation of educational content should be changed.*

*In the context of the COVID-19 pandemic, teachers were forced to switch to a remote format for organizing the educational process. From the point of view of maintaining the education quality, such methods and tools as virtual laboratories, gamification, remote and online services have acquired particular relevance. They allow increasing student motivation and building modern ways of interaction both between teachers and students, and in communication between students in the process of their collaboration in time of joint projects execution.*

*Given the great digital learning potential, it is necessary to encourage the creative, artistic and scientific activity of teachers and students. For example, gamification can play an important role in the learning process due to the ability to overcome the difficulties of certain topics, as well as to motivate and involve students in subjects that are considered less interesting, but undoubtedly important.*

*The use of the Learning management system, which allows access to student activity, enhances the analytics role in understanding their individual trajectories and motivation level. In addition, the educational process leaders will be able to improve the adequacy and effectiveness of the decisions made.*

### Topics

*This special session invites authors to submit high quality research papers on topics that include (but are not limited to) the following:*

- Distance learning technologies in education*
- Augmented and virtual reality technologies in education*
- Information and communication technologies supporting education*
- Virtual laboratories*
- Gamification in the educational process*
- Modern technologies in education*
- Methods of data mining in education*

- *Educational process analytics*
- *Communication and learning environment*
- *Open educational resources*
- *Learning management system*
- *Universities “of the Future”*
- *Techniques for continuous teaching and learning*
- *Project training*
- *Motivation management, its assessment and improvement*
- *Education in the context of COVID-19*

## **Program Committee**

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