

CSTE 2022

THE 4TH INTERNATIONAL CONFERENCE ON COMPUTER SCIENCE AND TECHNOLOGIES IN EDUCATION
XI'AN | MAY 6-8, 2022

Computer Science and Technologies has gradually played an important and indispensable role in education nowadays. From teaching assisted by computer technology and multi-media to assessment assisted by software, today's education is surrounded and promoted by computer science and technologies enormously.

You are invited to join us for CSTE (<http://cste.net/>) to contribute to the open learning environment of the event. We are accepting paper submissions, poster presentation submissions, and listener registrations. Whether you want to share the findings of your latest research with the international group of peers or learning from fellow researchers, scientists, and scholars, we can't wait to see you at CSTE 2022 in Xi'an, China.

Due to the uncertainty of COVID-19 situation, online presentation / online attendance will be considered (with discounted registration fee) if physical presentation is not feasible at the time of the conference.

COMMITTEE

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KEYNOTE SPEAKER



Prof. Matthew Ohland (IEEE Fellow)

Purdue University, USA

More keynote speakers are to be continued...

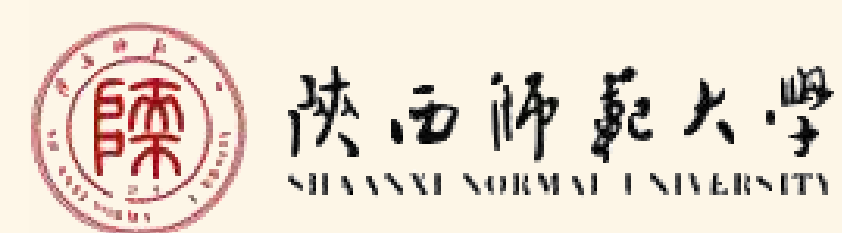
IMPORTANT DATES

- Submission Deadline: **Jan. 30, 2022**
- Notification Deadline: **Feb. 25, 2022**
- Registration Deadline: **Mar. 10, 2022**

CONTACT US

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PROCEEDINGS

Submitted papers will be peer reviewed by conference committees, and accepted papers of CSTE 2022 (after proper registration and presentation) will be collected in the conference proceedings, which will be submitted for indexing by **Ei Compendex, Scopus**, etc.

* CSTE 2021 conference proceedings has been archived in **IEEE Xplore** and indexed by **Ei Compendex** and **Scopus**.

CALL FOR PAPER

- Ubiquitous Learning
- Assessment Software Tools
- Virtual Communities of Practice
- AV-Communication and Multimedia
- Community Building
- Computer-aided Assessment
- Context Dependent Learning
- Digital Libraries for e-Learning
- E-Learning Platforms, Portals
- Technology Enhanced Learning
- Instructional Design
- Assessment and Accreditation of Courses and Institutions
- Social Media and Enhanced Learning in Engineering Education
- E-Learning Hardware and Software
- Metrics and Performance Measurement
- Authoring Tools and Content Development
- International Partnerships in Teaching
- Pedagogy Enhancement with E-Learning
- Project Based Learning and Engineering Education
- Virtual Labs and Virtual Classrooms
- Intelligent Learning and Teaching Systems
- Learning/Teaching Methodologies and Assessment
- Immersive Learning and Multimedia applications
- Web-based Learning, Wikis and Blogs

For more topics, please visit: <http://cste.net/cfp.html>

SUBMISSION

>> Submission Requirements

1. **Language:** English is the official language of the conference; the paper should be written and presented only in English.
2. **Publication & Presentation:** Full paper (no less than 4 pages) submission is required if you consider publishing your paper.
3. **Presentation Only:** Abstract (200-400 words) submission is acceptable for presentation only at CSTE 2022. Each full paper should be no less than 4 full pages, including all figures, tables, and references.
4. Papers submitted to the conference should report original, previously unpublished research results, experiments or theories and must not be under consideration for publication elsewhere.

>> Submission Process

1. Download **the Paper Template** for formatting your paper.
2. Submit your paper to **Online Submission System** or **cste@iacsit.net**.
 - via online submission system: an account is needed, if you don't have, please register first.
 - via mailbox: the email subject should be named as "Submission-CSTE 2022-Full Paper/Abstract"
3. The conference secretary (**cste@iacsit.net**) will contact you within three working days once receiving your submission.

