



# 4th International Conference on Advanced Learning Technologies for Education & Research

Hybrid event: December 10th to 12th, 2024

The **4th International Conference on advanced Learning Technologies on Education & Research** - ICALTER 2024 has been taking place annually since 2021. Learning technologies could be considered a cornerstone of the new era of education and its support for Research, with the power to improve educational attainment. In this context, ICALTER aims to be a forum where researchers, developers and education professionals can exchange experiences on several aspects of technological development applied to the context of learning to support the education and research.

**ICALTER 2024 is being hosted by the Universidad Nacional Autónoma Altoandina de Tarma**, Junín, Peru, during December 10th to 12th, 2024 in hybrid mode (Presential and Virtual).

## SUBMISSION

The official language of ICALTER 2024 is **ENGLISH**. The maximum number of authors per paper, including **co-authors is four (4)**. Papers must be submitted in PDF format having a maximum extension of **four (4) pages, following the IEEE Conference Template**.

— Full papers must be submitted by using the **EASY CHAIR** system.

— Accepted papers must be presented orally to be submitted for publication in the **IEEE Xplore Digital Library**.

## IMPORTANT DATES

Full paper submission date	<del>1st Call - October 15th, 2024</del> <del>2nd Call - October 30th, 2024</del> <b>Last Call - November 10th, 2024</b>
Notification of acceptance	November 20th, 2024
Final camera-ready paper submission	December 1st, 2024
Author's registration deadline	December 4th, 2024
Conference dates	December 10th to 12th, 2024

## CONFERENCE TOPICS

The topics of interest include, but are not limited to:

### Digital Experiences in Education

- Digital literacy, media literacy and digital competence
- Rethinking assessment
- Training, teaching, entertainment
- Instructional Design and Curriculum Priorities
- Keeping students engaged
- Transition from face-to-face to online learning
- The Impact of COVID-19 on Education
- Education and technology in the post-COVID-19 era
- Ensuring students and teachers well-being in the post-COVID-19 era

### Emerging Technologies in Education

- Flipped classroom and Flipped Learning
- Games, Virtual and Augmented Reality
- Gamification
- Game Based Learning
- Mobile Technologies
- Cloud based technologies
- Open Access Education
- Social and Digital Media in Education
- Simulation
- Learning scenarios based on virtual worlds
- Digital Technology in STEAM (Science, Technology, Engineering, Arts and Maths)

ORGANIZED BY:



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## E-Learning: Projects and Experiences

- E-learning standards
- E-portfolios
- Virtual Universities
- E-Tutoring & Mentoring
- Learning Objects and Open Educational Resources
- Learning Objects Repositories
- Learning analytics and educational data mining
- Massive Online Courses (MOOCs)
- Mobile learning, educational television and ubiquitous learning
- Remote, online and hybrid learning

## Virtual Reality and Artificial Intelligence in Education

- Adaptive educational systems
- Intelligent modelling
- Authoring tools for intelligent tutoring systems
- Learning with AI systems
- Chat GPT in Education
- Agent-based learning environments
- Architectures for ai-based educational systems
- Machine learning
- Learning analytics and educational data mining
- Pedagogical agents
- 2D/3D and volumetric display and projection technology
- 3D authoring
- Immersive / 360° video

## ORGANIZING COMMITTEE

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## Mass media and technology

- Communication, Mass Media and Culture
- Communications Media Technologies
- Digital Culture and Communication
- Digital Propaganda and advertising
- Digital TV Audiences
- Digital Film, Digital Photography, Digital Television, and Digital Video and Digital Media
- Internet as a Medium for Cinema, Movies, Video, Film Communication
- Internet Media Studies

## AUTHORS REGISTRATION FEES

IEEE undergraduate student and IEEE graduate student member (*)	354.00 USD
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IEEE member	472.00 USD
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Non IEEE member	590.00 USD
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► For Single Paper Submissions: If a single author submits one paper, they will pay the corresponding amount.

► For Double Paper Submissions: When a single author submits two papers, they will enjoy a discount on the second paper.

► For Triple Paper Submissions: Authors submitting three papers will receive a special benefit. The 2nd and 3rd papers both receive a discount.

For more information about the discounts, please contact [info@icalter.com](mailto:info@icalter.com)

(\*) Accredited by an educational institution official current enrollment report. This fee includes your participation as an attendee to the 2024 ICALTER.

## CANCELLATION / SUBSTITUTION POLICY

An Author or at least one of the co-authors planning to submit a paper for oral presentation has to be registered in the conference.

- One individual registration as Undergraduate Student is eligible for a maximum of one (01) paper.
- An Undergraduate Student author is eligible to perform a maximum of two (02) oral presentation in the conference.
- One individual registration as Professional is eligible for a maximum of three (03) papers.
- A professional author is eligible to perform a maximum of three (03) oral presentations in the conference.

## AUTHORS REGISTRATION FEES

There will be no refunds for paid registrants. If an author has uploaded a paper using his/her registration, the registration will not be refunded, even if the paper is withdrawn.

Substitutions for paid registrants may be made at any time without penalty before December 8th. All substitutions requests must be in writing (e-mail is preferred) and should be received by the Publication Chair ([info@icalter.com](mailto:info@icalter.com)) on or before December 13th.