Call For Papers

ITS 2021 - 17th International Conference on Intelligent Tutoring Systems

ITS2021 is the upcoming Conference of the series of Intelligent Tutoring Systems Conferences on Computer and Cognitive Sciences, Artificial Intelligence and Deep Learning in Tutoring and Education to be held in Athens, Greece, in June 2021.

The theme of the conference is **"INTELLIGENT TUTORING SYSTEMS IN AN ONLINE WORLD"**.

The **Conference Committee** is:

General Conference Chair

- Cleo Sgouropoulou, University of West Attica, Greece

Honorary Chair

- Riichiro Mizoguchi, Japan Advanced Institute of Science and Technology, Japan

Program Committee Chairs

- Alexandra I.Cristea, Durham University, UK
- Christos Troussas, University of West Attica, Greece

Program Advising Chairs

- Maiga Chang, Athabasca University, Canada
- Yugo Hayashi, Ritsumeikan University, Japan

Organisation Chair

- Kitty Panourgia, Neoanalysis Ltd, Greece

Workshop and Tutorial Chairs

- Amruth Kumar, Ramapo College of New Jersey, USA
- Mihai Dascalu, University Politehnica of Bucharest, Romania
- Daniela Romano, University College London, UK

Posters Chairs

- Giora Alexandron, Weizman Institute, Israel
- Jane Sinclair, University of Warwick, UK

Doctoral Consortium Chairs

- Mizue Kayama, Shinshu University ,Japan
- Mike Joy, University of Warwick, UK

Promotion, Publicity & Industry Chairs

- Tatiana Gavrilova, St. Petersburg University, Russia
- Richard Tong, Squirrel AI, China

ITS 2021 announces an open CFP and invites authors to submit their contributions in the form of scientific papers, posters, doctoral consortium papers by **January 8, 2021** workshop, tutorial proposals by **DECEMBER 12, 2020**. Acceptance notification will be sent to authors by **February 14, 2021**.Paper submission should be made through the **OCS Springer platform**.

Event	Dates
ITS 2021 Selected Workshops and Tutorials	**07/08-06-2021**
ITS 2021 Conference	**09/11-06-2021**

DEADLINES by 11:59 pm Pacific Time	Submission	Acceptance Notification	Final Version Due
Full Papers (10 pages)	January 8, 2021	February 14, 2021	March 12, 2021
Short Papers (6 pages)	January 8, 2021	February 14, 2021	March 12, 2021
Posters (4 pages)	January 8, 2021	February 14, 2021	March 12, 2021
Doctoral Consortium (4 pages)	January 8, 2021	February 14, 2021	March 12, 2021
Workshop and Tutorial Proposals	December 12, 2020	February 14, 2021	
Tutorial Proposals	December 12, 2020	February 14, 2021	
Industry Track Proposals	January 8, 2021	February 14, 2021	

Topics of Interest include, but are not limited to:

- Intelligent Tutoring
- Learning Environments for Underrepresented Communities
- Artificial Intelligence in Education
- Human in the Loop, Understanding Human Learning on the Web in a Virtual (Digital) World
- Machine Behaviour (MB),Explainable AI, Bias in AI in Learning Environments
- Emotions, Modelling of Motivation, Metacognition and Affect Aspects of Learning, Affective Computing and ITS
- Extended Reality (XR), Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR) in Learning Technologies
- Informal Learning Environments, Learning as a Side Effect of Interactions
- Collaborative and Group Learning, Communities of Practice and Social Networks
- Analytics and Deep Learning in Learning Systems, Educational Datamining, Educational Exploitation of Data Mining and Machine Learning Techniques
- Sentiment Analysis in Learning Environments
- Data Visualisation in Learning Environments
- Privacy, Security and Ethics in Learning Environments
- Gamification, Educational games, Simulation-based Learning and serious games
- Brain-Computer Interface applications in Intelligent Tutoring Systems
- Dialogue and Discourse During Learning Interactions
- Ubiquitous, Mobile and Cloud Learning Environments
- Virtual Pedagogical Agents and Learning Companions
- Multi-Agent and Service Oriented Architectures for Learning and Tutoring Environments
- Single and Groupwise Action Modelling in Learning Environments
- Ontological Modelling, Semantic Web Technologies and Standards for Learning
- Empirical Studies of Learning with Technologies
- Instructional Design Principles or Design Patterns for Educational Environments
- Authoring Tools and Development Methodologies for Advanced Learning Technologies
- Domain-Specific Learning Technologies, e.g. Language, Mathematics, Reading, Science, Medicine, Military and Industry
- Non-Conventional Interactions between Artificial Intelligence and Human Learning
- Personalized and adaptive Learning Environments
- Adaptive Support for Learning, Models of Learners, Diagnosis and Feedback
- Recommender Systems for Learning
- Causal Modelling and Constraints-based Modelling in Intelligent Tutoring

Submission Instructions

ITS2021 papers **should be original and not published or submitted to any other journal or conference**.

The ITS2021 Proceedings will be published in the **Lecture Notes in Computer Science** series (LNCS) by Springer. **All paper submissions** should be made through Springer's OCS platform: Please note that you should use the only function "submit your abstract" provided by OCS in order to submit your paper which includes an abstract. **Paper submission should be in PDF**.

Authors should consult Springer's authors' guidelines and use their proceedings templates, either for LaTeX or for Word, for the preparation of their papers. Springer encourages authors to include their ORCIDs in their papers.

All questions about submissions should be emailed to **info@iis-international.org**

For more information check the website : **https://its2021.iis-international.org**