

# ITS 2022

BUCHAREST  
**Romania**  
JUNE 27-JULY 1

## 18th INTERNATIONAL CONFERENCE ON New Challenges for ITS During and After COVID



### CALL FOR PAPERS

#### ITS 2022 - 18th International Conference on Intelligent Tutoring Systems

#### WEBSITE

ITS2022 is the upcoming Conference of the series of Intelligent Tutoring Systems Conferences on Computer and Cognitive Sciences, Artificial Intelligence and Deep Learning in Tutoring the Education. It will be held in Bucharest, Romania, in June/July 2022 and will be hosted by Bucharest Polytechnic. The theme of the conference is "**NEW CHALLENGES FOR ITS DURING AND AFTER COVID**".

#### CFP

**ITS2022 announces an open CFP and invites authors to submit their contributions in the form of scientific papers, posters, doctoral consortium papers, workshop/tutorial proposals by FEBRUARY 15, 2022. Acceptance notification will be sent to authors by APRIL 8, 2022. Paper submission should be made through the Easy Chair platform.**

#### IMPORTANT DATES

CONFERENCE EVENT	DATES
ITS2022 Selected Workshops and Tutorials	June 27-28, 2022
ITS2022 Conference	June 29 – 30 & July 1, 2022

#### IMPORTANT DATES

By 11:59 pm Pacific Time	SUBMISSION	ACCEPTANCE NOTIFICATION	FINAL VERSION
Full Papers (12 pages)	February 15, 2022	April 8, 2022	April 30, 2022
Short Papers (8 pages)			
Posters (6 pages)			
Doctoral Consortium (6 pages)			
Workshop Proposals			
Tutorial Proposals			
Industry Track Proposals			

## SUBMISSION INSTRUCTIONS

ITS2022 papers should be original and not published or submitted to any other journal or conference.

All paper submissions should be made through the [EasyChair](#) platform.

Paper submissions should be in PDF and in English.

In order to increase high-quality papers and independent merit, the **evaluation** process of papers is **double-blind**.

All papers submitted for review MUST not contain the authors' names, affiliations, or any information that may disclose the authors' identity (this information is to be restored in the camera-ready version upon acceptance). Authors should replace names and affiliations with Xs on submitted papers. In particular, in the version submitted for review, they should avoid explicit auto-references, such as "in [1] we show" — consider "in [1] it is shown"; i.e. they may cite previous works, provided that they are not deducible from the text that the cited works belong to the authors. When citing their previous work, they should keep the names with Xs.

## PROCEEDINGS

The ITS2022 Proceedings will be published in the Lecture Notes in Computer Science series (LNCS) by **Springer**.

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 [ORCID](#)s in their papers.

## CONFERENCE COMMITTEE

### General Conference Chair

- [Stefan Trausan-Matu, Politehnica University of Bucharest, Romania](#)

### Program Committee Chairs

- [Scott Andrew Crossley, Georgia State University, United States](#)
- [Elvira Popescu, University of Craiova, Romania](#)

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### Workshop and Tutorial Chair

- [Philippe Dessus, University Grenoble Alpes, France](#)

### Doctoral Consortium Chair

- [Nic Nistor, University Ludwig-Maximilians Munich, Germany](#)

## KEYNOTE SPEAKERS

- Danielle MacNamara, Arizona State University, USA
- Dan Tufis, Institute for Artificial Intelligence "Mihai Draganescu", Romania
- [Yannis Dimitriadis, University of Valladolid, Spain](#)

## TOPICS OF INTEREST

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, Modeling 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 Modeling, 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

All questions about submissions should be emailed to [info@iis-international.org](mailto:info@iis-international.org)