ICETA 2026

International Conference

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TECHNICAL UNIVERSITY OF KOŠICE

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24th International Conference on Emerging eLearning Technologies and Applications

Conference is organized in close cooperation with Technical University of Košice, Slovakia. All accepted papers will be submitted for inclusion into **IEEE Xplore Digital Library** and **SCOPUS**.

October 22-23, 2026
Grand Hotel Starý Smokovec, High Tatras, Slovakia

Main Topics

1. Education and Research

~ Politics of educational process in knowledge society ~ National and European qualifications framework ~ Revitalization of higher education and promotion of industry-university collaboration ~ Multinational educational, training, and youth partner programs ~ International projects of innovative teaching and learning ~ Educational structures over crossing country borders - international recognition of qualifications and comparability of qualifications ~ Sharing best practices on intercultural education ~ Education, research and globalization ~ Leadership and university administration ~ ICT skills ~ AI in innovative teaching and learning ~ Industry-university collaboration enhanced by AI ~ AI for assessments and qualifications ~ Cybersecurity education and awareness

2. Emerging Technologies in Education

~ Evaluation of the impact of high-speed networks and new-generation ~ Internet technologies on stakeholders in the education system ~ Presentations and verification of publicly oriented network applications and systems ~ Architectures and design of distributed learning environments ~ Methodologies for online-based courses ~ Social networking technologies ~ Educational/serious games and software ~ IT services management and development ~ Security and data protection ~ Videos for learning and educational multimedia ~ Virtual and augmented reality ~ Virtual classrooms and laboratories ~ Remote collaboration tools for students and educators ~ Cloud computing ~ Learning and teaching innovations ~ Advanced classroom applications and technologies ~ m-Learning: mobile applications and technologies ~ Blended learning and flipped classroom ~ e-Tutoring and e-Mentoring ~ Learning management Systems (LMS) ~ Building virtual communities ~ AI-enhanced learning analytics ~ AI-driven Personalized Learning Pathways ~ Ethical considerations in AI-enabled education ~ AI for content creation and adaptation ~ AI for student support services ~ AI-supported adaptive learning systems ~ Automated assessment and grading ~ Cybersecurity education and awareness ~ Privacy concerns in educational technology ~ Immersive technologies for special education ~ Assistive technologies in the classroom

3. e-Content Management and Developement Tools, Content-Oriented Applications

~ Agents and agents' systems ~ Author environment and authoring tools ~ Interactive learning environments ~ Group-ware tools ~ Virtual reality and virtual eLearning infrastructures ~ Quality and efficiency of eLearning ~ Complex eLearning environments and solutions ~ Concepts and modeling of virtual infrastructures: eLearning, e-business, e-medicine, virtual laboratory and university ~ Management and engineering of eLearning systems ~ Standardization of eLearning objects ~ Intelligent tutoring ~ Perspectives in security and research ~ Digital libraries and repositories ~ User-generated content ~ Open content ~ Learning analytics ~ Learning management systems (LMS) ~ Building virtual communities ~ Plagiarism and intellectual property rights ~ Digital rights management ~ Knowledge management ~ Training the eTrainer ~ Blockchain for content authentication ~ Gamification and interactive learning ~ Smart Content Analytics for Learning Improvement

4. Cases and Projects

~ Specific courses and designing solutions in the countries and institutions ~ Institution-specific cases ~ Virtual universities and university portals ~ Trends in the development of new communication technologies and services eLearning and legislation ~ The sustainability of open access in news media and higher education, and the impact of massive open online courses (MOOCs) ~ New experiences for Curriculum ~ Integration of cross-cultural studies ~ Generic skills and their development ~ Courses, tutorials and labs ~ Course management ~ Skill needs of labour ~ Global collaborative learning initiatives ~ AI in educational project management ~ Community engagement and social impact projects ~ Remote learning projects beyond the pandemic ~ Best practices for effective online education

5. New Trends, Experience and New Challenges for the Higher Education Area

~ Vocational training ~ Employability issues and trends ~ Language learning innovations ~ STEM education experiences ~ Pedagogical methods and innovations ~ Collaborative and problem-based learning ~ Game-based learning and gamification ~ Academic advising and tutoring ~ Assessment of student learning ~ Examination policies and grading methods ~ Learning space design: Next generation classroom ~ New challenges for the higher education area ~ AI and automation in higher education ~ Lifelong learning strategies ~ Data-driven decision making in academia

Conference Objectives

- Exchange of experiences in developing and utilization of advanced ICT for education
- Development of a multidisciplinary platform for information exchange in research and development of multimedia and hypermedia applications, in a complex ICT support of education and in new ICT based services for education
- Supporting a collaboration among the users and suppliers of educational solutions

Conference Structure

Plenary lectures of invited speakers ~ Oral sessions ~ Specialized sessions ~ Dialog (poster) sessions ~ Videoconferencing and remote presentations ~ Panel discussions ~ Exhibition and showcases

IMPORTANT:

Papers will be checked within the context of plagiarism. If paper plagiarism exceeds 15 percent, paper will be rejected and excluded from conference program and proceedings. All accepted papers must be presented either in oral session or in poster session. If a paper, included into the proceedings, fails to be presented any way at the conference, consideration will be given to bar out all authors from paper submission to conference in the future.

Photo Gallery

Contact Us

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Deadlines

1. Paper full version (min. 6 pages for reviewing process)	September 15, 2026
2. Notification about acceptance	September 30, 2026
3. Final paper (camera-ready paper, final format for publishing)	October 10, 2026
4. Last information and Final Program	October 15, 2026

Conference Papers

Preliminary registration through the conference web page at **www.iceta.sk** with possibility for uploading full text of the intended contribution within range of 6 pages prepared in the MS Word and published in PDF according to the instructions and IEEE template is expected by **September 15, 2026.**

Each contribution will be review by min. two international program committee members. The results or proposals for modification will be sent to authors at least until **September 30, 2026. The final paper** for preparation of conference proceedings has to be uploaded via conference webpage at least until **October 10, 2026.**

Exhibition

Manufacturers, providers, operators and start-upers of new educational applications and services will have a chance to exhibit their new products, services and equipment during an exhibition organized as a part of the conference. For more information about the exhibition please contact the conference secretariat (by e-mail/letter/phone).

Visa - Important Information

The Organizing committee will not provide participants with an invitation letter on the official form of the alien police for the EU visa purposes. The reason is that such official form assumes organizer (elfa, Ltd.), as the inviting institution, to take all the responsibilites (even financial) for the invited participants. Due to safety reasons, elfa, Ltd. cannot keep such responsibilities for purposes of the ICETA 2026 conference. We ask the registered participants from non-EU countries with a visa obligation to take this limitation into account seriously.

Conference Language

The official language of the conference is English. All the camera-ready papers should be submitted in English, and presentations should be made in English. No translation is provided.

Conference Venue - The High Tatras, Slovakia

High Tatras - Vysoké Tatry, an area whose natural beauty makes it one of the most remarkable recreation areas not only in Slovakia but in all of Europe. Among other things, the High Tatras offer exceptionally clean air and a unique climate, leaving every visitor feeling better, especially those who take advantage of the many health spa treatments available. Hiking paths, ranging from gentle to highly demanding, wind among spectacular peaks and rock walls. A complete spectrum of Slovakia hotels and restaurants await guests whether they come looking for the beauty of the outdoors or for simple relaxation. The High Tatras environment also provides a special variety of sports and recreation facilities.

Grandhotel Starý Smokovec, whose history reaches already to the year 1904, is a four-star jewel of the High Tatras. Their heart - Starý Smokovec – with a background of the majestic Slavkovský Peak, is dominated by this romance of the last century and offers a comfortable basis for your unforgettable stay in the Tatras. Please yourself and let us to pamper you in this imposing and prestigious place. A combination of young and experienced staff enables us to connect the tradition of luxurious past with the expression of contemporary lifestyle so that you will have a reason more to visit us again.