





2026 7th International Conference on

Advances in Education and Information Technology

January 23-25 | Sapporo, Japan

2026 7th International Conference on Advances in Education and Information Technology will be held in Sapporo, Japan during January 23-25. As a premier conference, AEIT aims to provide a good forum for scientists, researchers, engineers and industrial practitioners throughout the world to present and discuss the latest technology advancement as well as future directions and trends in education technology.

Tutorial: AI for Scaffolding Science Education

Chair: Prof. Jon-Chao Hong | Time: 2:00 pm to 4:00pm, January 23, 2026

Publication

Accepted and presented papers of AEIT 2026 will be published as a volume of Springer Book Series: Lecture Notes in Educational Technology. The book series is abstracted and indexed by Scopus, ACM Digital Library, INSPEC, SCImago, etc.

AEIT2025 Proceedings | Springer Lecture Notes in Educational Technology AEIT2024 Proceedings | Springer Lecture Notes in Educational Technology | Scopus



Topics

:: Technological Issues in Education

e-Learning

Mobile learning: Phones, Tablets...

Apps for education

Blended Learning

Web classroom applications

Online/Virtual Laboratories

Classroom and Laboratory: Integration

Managed Learning Environments (MLEs)

Learning Management Systems (LMS)

Technology-Enhanced Learning

Industry and Business Innovation

Identity Management

Augmented Reality

More Topics, please visit at https://aeit.net/track.html

Submission

- 1. Full paper (Publication and Presentation)
- 2. Abstract (Only Presentation)

Submission System:

https://www.zmeeting.org/submission/aeit2026

:: Computer Supported Collaborative Work

Collaborative Virtual Environments (CVEs)

Virtual Learning Environments (VLEs)

Web 2.0 and Social Networking: Twitter, Blogs, Wikis ...

Social Media in Education

Experiences in Web Technologies in Education

Training the e-trainer

:: Educational Software and Serious Games

Educational Software experiences

Experiences in Educational/Serious Games

3D Applications and Virtual Reality

Videos for Learning

Gamification

Important Dates

Submission Deadline

August 30, 2025

Notification Date

September 30, 2025

Registration Deadline

October 20, 2025

Contact us