

## 2026 14th International Conference on Information and Education Technology

April 17-19, 2026 | Koriyama, Japan

2026 14th International Conference on Information and Education Technology (ICIET) will take place in Koriyama, Japan, from April 17-19, 2026, which is co-sponsored by Nihon University, co-hosted by Okayama University, Japan. All accepted and presented papers will be published in the Conference Proceedings, submitted for Ei Compendex and Scopus.

NOTE: It's acceptable to submit your abstract to us for oral presentation if publication is not your concern.



## CALL FOR PAPERS

### PUBLISHED PROCEEDINGS

ICIET 2025 IEEE Xplore (ISBN: 979-8-3315-3783-8)  
ICIET 2024 IEEE Xplore (ISBN: 979-8-3503-7176-5)  
ICIET 2023 IEEE Xplore (ISBN: 978-1-6654-6548-9)  
ICIET 2022 IEEE Xplore (ISBN: 978-1-6654-8047-5)  
ICIET 2021 IEEE Xplore (ISBN: 978-1-6654-1932-1)  
ICIET 2020 ACM Digital Library (ISBN: 978-1-4503-7705-8)  
ICIET 2019 ACM Digital Library (ISBN: 978-1-4503-6639-7)  
ICIET 2018 ACM Digital Library (ISBN: 978-1-4503-5359-5)  
ICIET 2017 ACM Digital Library (ISBN: 978-1-4503-4803-4)

### IMPORTANT DATES

Submission Deadline ————— November 10, 2025  
Acceptance Notification ————— December 10, 2025  
Registration Deadline ————— December 25, 2025  
Early Bird Registration ————— December 25, 2025

### SUBMISSION

1. Online Submission System: <https://www.iciet.org/sub.html>  
2. You could submit by email directly, email: [icietconf@vip.163.com](mailto:icietconf@vip.163.com)

#### Research in Education:

- Educational Research Experiences
- Links between Education and Research
- Research Methodologies
- Engineering Research Centers

#### Technological Issues in Education:

- e-Learning
- Apps for education
- Blended Learning
- Web classroom applications

#### Computer Supported Collaborative Work:

- Collaborative Virtual Environments (CVEs)
- Virtual Learning Environments (VLEs)
- Social Media in Education

#### Educational Software and Serious Games:

- Educational Software experiences
- Experiences in Educational/Serious Games
- 3D Applications and Virtual Reality
- Videos for Learning

More topics: <https://www.iciet.org/cfp.html>

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Patrons —————



### CONTACT US

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