CFP: Generative AI for Education (GenAIEdu) at ICCT-Pacific 2025

Session Overview and Scope

With specific focus on utilizing generative AI (GenAI) for education, **GenAIEdu** solicits original and unpublished research papers related to the overarching theme of educational technology (EdTech) and learning sciences. The topics of interest include but are not limited to:

AI and Generative AI for Education	**Educational Gamification**
• Intelligent tutoring systems and content recommendations • Educational chatbots and virtual assistants • GenAI and multimodal AI for personalized learning and special needs education	• Gamification tools and platforms for education • Game-based learning and serious games • Incorporating gamification into existing learning platforms
Language Models and Education	**EdTech in Different Disciplines**
• Education-specific large language models (LLMs) and small language models (SLMs) • Fine-tuning LLMs for educational purposes • Human-LLM collaboration for effective teaching-learning	• EdTech for programming, computing and software development • EdTech for STEM and SDGs education • EdTech for language learning, arts and humanities
EdTech and Consumer Technology	**EdTech at Different Stages of Learning**
• Smart Devices in Education • Universal design and Assistive technology in consumer products • Emerging technologies in EdTech: AR/VR, Metaverse and IoT	• EdTech in K-12 • EdTech in higher education • EdTech for lifelong learning • EdTech in vocational and professional education
Learning Support Systems	**Pedagogy and Instructional Design**
• Integrating AI into existing learning platforms • Educational data mining, automated assessment, and learning analytics • E-learning, distance learning, MOOCs	• Designing EdTech tools based on learning theories and pedagogical principles • Instructional design models and EdTech • AI-centered/AI-powered pedagogies and curriculums
Emerging Trends and Future Directions in EdTech and Learning Sciences	
• AI for Diversity, Equity and Inclusion (DEI) in education • Ethical and explainable AI for education • Impact of GenAI on education policy • Neural-symbolic AI for education	• Advanced human-machine interaction in education • Cheaper and greener LLMs for education • Education in the Society 5.0, Industry 5.0 era • GenAI and EdTech related to SDG 4

Organizers

1. Ken Sakamura (Honorary Chair), Toyo University, Japan
2. Fahim Khan (Chair), Toyo University, Japan
3. Nobuo Funabiki, Okayama University, Japan
4. Noboru Koshizuka, The University of Tokyo, Japan
5. Shinsuke Kobayashi, Timeless Education, Inc., Japan
6. Shimpei Matsumoto, Hiroshima Institute of Technology, Japan
7. Yoshiko Goda, Kumamoto University, Japan
8. Malissa Maria Mahmud, Sunway University, Malaysia
9. Chung Kwan Lo, The Education University of Hong Kong, Hong Kong
10. Gridaphat Sriharee, King Mongkut's University of Technology North Bangkok, Thailand
11. Hsiu-Ling Chen, National Taiwan University of Science and Technology, Taiwan
12. Takayuki Fujimoto, Toyo University, Japan

Session Keywords

Educational Technology (EdTech), Consumer Technology, Artificial Intelligence (AI), Generative AI (GenAI), Learning Support Systems, Pedagogy and Learning Sciences

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