ICL Special Session Proposal Template

Title
Smart Education of Digital Era

Acronym
SEDE

Overview
The issues of the engineering education system sustainability in the age of rapid development of technique and technology, digitalization and intellectualization of all processes are of great importance, especially in the context of the transition to the “talantizm” era. In order for a student to show his abilities, to become a creative and socially responsible specialist with eco-mindedness, it is necessary to introduce new teaching methods. The approaches and principles to the formation of educational content should also be changed.

Since in the COVID-19 conditions, teachers were forced to transfer traditional experience to online without losing the educational process quality, new approaches and advances have appeared. So, for engineering education, this is virtual and additional reality, including virtual laboratories, gamification, remote and online services that allow increasing student motivation and building modern ways of interaction both between teachers and students, and in communication between students in the process of their collaboration in time of joint projects execution.

As new educational tools and environments are introduced, it is necessary to rethink and revise the motivation problems. Given the great digital learning potential, it is necessary to encourage the creative, artistic and scientific activity of teachers and students. For example, gamification can play an important role in learning process due to the ability to overcome the difficulties of certain topics, as well as to motivate and involve students in subjects that are considered less interesting, but undoubtedly important.

The problem of self-motivation is becoming more urgent, since the implementation of the "Life long learning" concept requires the ability to build own trajectory of professional development. In this regard, the development and use of management tools is necessary. The use of the Learning management system, which allows access to student activity, enhances the analytics role in understanding their individual trajectories and motivation level.
Topics
This special session invites authors to submit high quality research papers on topics that include (but are not limited to) the following:

- Distance learning technologies in education
- Augmented and virtual reality technologies in education
- Information and communication technologies supporting education
- Virtual laboratories
- Gamification in the educational process
- Methods of data mining in education
- Educational process analytics
- Communication and learning environment
- Open educational resources
- Learning management system
- Universities “of the Future”
- Techniques for continuous teaching and learning
- Project training
- Motivation management, its assessment and improvement

Program Committee
Chair(s)
Prof. Irina Makarova, Kazan Federal University, kamlVM@mail.ru
Prof. Guliya Akhmetzyanova, Kazan Federal University, agnineka@yandex.ru

Members
Dr. Angelina Bagateeva, Kazan Federal University, Russia, AOBagateeva @kpfu.ru
Dr. Timur Bakibayev, Senior Developer of SAP, Germany, timurbakibayev@gmail.com
Dr. Polina Buyvol, Kazan Federal University, Russia, skyeyes@mail.ru
Dr. Larisa Fatikhova, Kazan Federal University, Russia, laren-311@mail.ru
Prof. Alfija Gazizova, A. N. Tupolev Kazan National Research Technical University, alfazva@mail.ru
Prof. Nailja Valeeva, Kazan National Research Technological University, Russia, vnaila53@mail.ru
Dr. Vadim Mavrin, Kazan Federal University, Russia, vadim_mmite@rambler.ru
Prof. Jamila Mustafina, Kazan Federal University, Russia, DNMustafina@kpfu.ru
Prof. Gulnar Nadirova, Khoja Akhmet Yassawi International Kazakh-Turkish University, Eurasian Research Institute, Kazakhstan, gulnad@mail.ru
Dr. Anton Pashkevich, Politechnika Krakowska, Poland, anton.pashkevich@gmail.com