



28th International Conference on Interactive Collaborative Learning

54th IGIP International Conference on Engineering Pedagogy

Innovation via Collaborative Learning in Engineering Education

01–03 October 2025, Budapest, Hungary

First Announcement and Call for Papers

<https://icl-conference.org/>

This interdisciplinary conference aims to focus on the exchange of relevant trends and research results as well as the presentation of practical experiences in **Interactive Collaborative Learning** and **Engineering Pedagogy**. ICL2025 will be organized in cooperation with the **Budapest University of Technology and Economics (BME)**.

Date and Venue

ICL2025 will be held from 1 to 3 October 2025, in Budapest, Hungary. (Pre-Conference workshops on 30 September).

Remote presentations will be possible.

Important Dates

19 April 2025	Submission of structured abstracts (full, short paper), Special Session Proposals
03 May 2025	Invitation for complete paper submission (full, short papers)
24 May 2025	Submission deadline for full and short papers, work in progress, special sessions' papers, posters, workshops, tutorials
14 June 2025	Notification of acceptance
12 July 2025	Author registration deadline & Camera Ready Due
01 Oct 2025	Conference Opening

Types of Contributions

- Full Paper, Short Paper
- Work in Progress, Poster
- Special Sessions
- RoundTable Discussions, Workshops, Tutorials

Review/Proceedings

All paper and short paper submissions are subject to a double-blind reviewing process. All accepted submissions will be published as ICL2025 Proceedings in the Springer series which is indexed among others by SCOPUS.

Topics of Interest

- AI and its Use in Education and Training
- Academia-Industry partnerships
- Adaptive and intuitive environments
- AI and Learning Analytics in Engineering Education
- Collaborative learning
- Computer aided language learning (CALL)
- Digital Transition in Education
- Diversity in engineering education
- Educational virtual environments
- Engineering Pedagogy Education
- Entrepreneurship in Engineering Education (EiEE)
- Ethics and Engineering Education
- Evaluation and outcomes assessment
- Flipped classrooms
- Future of Education
- Games in Engineering Education (GinEE)
- Green Transition in Education
- Lifelong learning
- Mobile learning applications
- New generation of engineering students
- Open Engineering Education best practices
- Peace Engineering
- Project based learning (PBL)
- Public policy in education
- Real-World experiences
- Remote and virtual laboratories
- Research in Engineering Pedagogy
- Social aspects of digitalization
- Teaching best practices
- Technical Teacher Training (TTT)
- Virtual and Augmented learning (VAL)
- Virtual mobility and platforms
- Women in engineering careers
- and others

More Information

<http://www.icl-conference.org>

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