

CET (UTC+1)	Mon 22/11/2021	Tue 23/11/2022	Wed 24/11/2023	Thu 25/11/2024
9:30 - 10:00				ErasmusX expert panel
10:00 - 10:30	Opening		Session S4	Workshop - "Personalized Learning Technologies"
10:30 - 11:00	Keynote 1 - Monica Zuccarini	Keynote 3 - Camino Bueno-Alastuey	Keynote 4 - Linda Daniela	
11:00 - 11:30				
11:30 - 12:00	Session F1	Session F2	Session S5	Keynote 5 - Soraya García-Esteban
12:00 - 12:30				
12:30 - 13:00				
13:00 - 13:30	BREAK	BREAK	BREAK	BREAK
13:30 - 14:00				
14:00 - 14:30	Session S1	Session S2	P - Poster session	P - Poster session
14:30 - 15:00				
15:00 - 15:30	Keynote 2 - Dorota Piotrowska	Session S3	Session F3	Session F4
15:30 - 16:00				
16:00 - 16:30				Closure

24/11/2021	P [14:00-14:30 CET] - Poster session
25/11/2021 (both days)	Developing Data Literacy Competences at University: The Experience of the DEDALUS Project Measuring Satisfaction Levels of Business Management Students Using Multiple Types of Technologies in an e-Learning Environment Effectiveness of Virtual Lab Teaching in Developing Higher Order Thinking Skills Interdisciplinary Teaching and Learning Activity: How the Use of Personal Experiences, Art, History, ICT and Team Work Enhance Motivation Honest Dashboards: Weekly Course Status for Continuous Monitoring Online and Offline Learning and Evaluations - A Comparative Study
22/11/2021	S1 [14:00-15:00 CET] - Teaching innovation in engineering
	Remote Electronic Engineering Teaching During Lockdown: Lessons Learned Investigating Threshold Concept and Troublesome Knowledge in Cyber Security Case Study: The Use of Trello for Collaborative Work in Laboratory Practice on Engineering Subjects
23/11/2021	S2 [14:00-15:00 CET] - Online teaching strategies
	On Line Teaching Revolution are We Ready for It? Developing Online English Training for Indonesian Female Home Workers Theories Integrated With Technology Acceptance Model (TAM) in Online Learning Acceptance and Continuance Intention: A Systematic Review
23/11/2021	S3 [15:00-16:00 CET] - Alternative approaches for teaching innovation (2/2)
	Effects of Hybrid Education in Pre-Service EFL and Bilingual Primary Teachers' Digital Literacy Multiple Intelligence Theory for Gamification of Online STEM Modules Application of the Illustrated Didactic Guide of Guadalajara Museum in Blended Higher Education
24/11/2021	S4 [10:00-11:00 CET] - Technology and education: a good match (1/2)
	Education Sector Robo Advisory: Does Specialization of Study Affect Awareness? Technology Acceptance Model Analysis of User Behavioral Intentions on IoT Smart Board Devices Comparisons of Student's Self-Learning Performances Using Java and Kotlin Languages in Android Programming Learning Assistance System
24/11/2021	S5 [12:00-13:00 CET] - Virtual reality and gamification applied to teaching
	Design of the Seven Stages of Educational Game to Generate Gamification Intention to Utilize Mobile Game-Based Learning in Nursing Education From Teachers' Perspective: A Theory of Planned Behavior Approach A Preliminary Investigation on Learning Basic Chemistry Using Virtual Reality
22/11/2021	F1 [11:30-13:00 CET] - Learning environments
	Lecturers' Intention to Use Online Video Conferencing Tools: The Role of Perceived Severity Effects of Online Heutagogy Learning Environment Towards Students' Creativity in English Presentation Mobile Bookkeeper: Personal Financial Management Application With Receipt Scanner Using Optical Character Recognition
23/11/2021	F2 [11:30-13:00 CET] - Alternative approaches for teaching innovation (1/2)
	Personalized Learning Based on Learning Analytics and Chatbot Prediction of Electronics Engineering Student's Learning Style Using Machine Learning The Role of Pronunciation English Learning Applications in Vietnam: An Experimental Study
24/11/2021	F3 [14:30-16:30 CET] - Technology and education: a good match (2/2)
	Analytics and Predictive Models of Student's Activity in Off/On-Line Learning Environments Using VR in Education: The Current Situation in the UK A Novel, Fully Modular Educational Robotics Platform for the Internet of Things Applications Predicting the Performance of Mathematics' Students Through Data Mining Techniques for Enhanced Education Systems
25/11/2021	F4 [14:30-16:00 CET] - Digital education
	Interactive and Adaptive Learning Content Authoring Framework for an M-Learning Toolkit The Digital Testing of Undergraduate Students' Awareness of Business English Vocabulary ClassRoute: Bridging the Digital Academic-Content Divide