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KEYNOTE ADDRESS SPEAKER

Prof. S. O. Anigbogu

–Dean, Faculty of Physical Sciences,

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LEAD PAPER PRESENTER

Prof. O. Osuagwu

–Dept. of Computer Science, Imo State

University, Owerri

CHIEF HOST

Dr Dan Anyanwu

– Provost, Alvan Ikoku Federal

College of Education Owerri

HOST

Dr Ikechukwu Egbo

– Dean School of Sciences AIFCE, Owerri

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CONFERENCE VENUE

**COLLEGE EVENT CENTRE,
AICE, OWERRI, IMO STATE**

DEADLINE FOR SUBMISSION OF ABSTRACT

September 20th 2019

HOTEL ACCOMMODATIONS

HOTELS ACCOMMODATION WITHIN

1KM RADIUS FROM THE
VENUE OF CONFERENCE

BESTWAY HOTELS N7,000 - N12, 000

PINEWOOD HOTELS N8,000 - N20, 000

JONVITA HOTELS N6,000 - N15, 000

RAPPORT HOTELS N7,000 - N18, 000

INVITATION OF PARTICIPANTS

The Nigerian community is hereby invited to participate actively in this all important conference. The conference is meant for all academics in University, Colleges of Education, Polytechnics/Agencies, Educational policy makers, Curriculum Planners, Researchers, Administrators, Associates in the Private Sector etc who are interested in making our educational system functional



COMPUTERS EDUCATORS ASSOCIATION OF NIGERIA

7th ANNUAL NATIONAL CONFERENCE

THEME **ADVANCING COMPUTING EDUCATION IN NIGERIA:**
INNOVATIONS, STRATEGIES AND IMPLICATIONS

CONFERENCE DATES
15th – 18th October, 2019

TUESDAY 15th	ARRIVAL
WEDNESDAY 16th	OPENING CEREMONY/INDUCTION OF NEW MEMBER
THURSDAY 17th	PLENARY SESSIONS
FRIDAY 18th	DEPARTURE

BACKGROUND

Reforms in Nigerian education system have led to the introduction of computing education at all levels of education, from primary to the tertiary tier, with a view of developing computer literacy skills, communication skills, critical thinking, problem-solving skills, programming skills, troubleshooting, repairs and maintenance skills, among other information and technology skills, in the students.

Computing education as one of the vocational subjects, seeks to equip the students with right skills and competencies required to use computers as an important tool in diverse disciplines. Computing education as a school subject encompasses three strands: information technology, digital literacy and computer science. Information technology means the assembly, deployment and configuration of digital systems to meet user needs for particular purposes. Digital literacy on the other hand, emphasizes basic skills or ability to use a computer system confidently, effectively and safely, including the ability to use office software such as word processors, Spreadsheet packages, email and presentation software; and the ability to use web browsers and Internet search engines.

Digital literacy also includes understanding the morality and ethics of the personal and societal implications of digital technologies. These skills are expected to be acquired by learners at various educational levels in order to ensure that appreciable ICT skills are

imbibed, and that a workforce that can effectively function in the 21st century is ensured. This is what necessitated the inclusion of Computing education as a discipline at the tertiary level of education such as Universities, Polytechnics, Colleges of Education, among others.

It is therefore imperative, in view of the tremendous development that can come into any nation through proper implementation of computing education, that a developing nation like Nigeria, should consider innovations that can be introduced through computing education, as well as strategies and implications, for improving and sustaining the discipline.

SUB-THEMES

- Learning Management Systems
- Smart Learning Technology
- Educational Intelligent Systems
- Ubiquitous Learning
- Flip Learning Applications
- Blended Learning
- Mobile Learning
- Collaborative Learning
- Cloud Computing
- Digital Learning and Security Issues
- Life Long Education
- Educational Robotics
- Hardware Maintenance & Management
- Software Development & Application
- Assistive Technologies
- Digital Learning Objects
- Authoring Tools & Content Development
- Quality Assurance in Information Technologies
- Curriculum Issues in Computing Education

GUIDELINES ON PAPER/ABSTRACT WRITING AND SUBMISSION

Full papers should be written in 12 points size of Times New Roman font style and should not be more than 15 pages on A4 paper size, including tables, diagrams and reference. Titles and reference should follow APA 6th edition format. Authors should prepare a Powerpoint presentation of their papers. Author's names and affiliation, including e-mail addresses and phone numbers should be clearly included on the paper. Vetting fee for duly presented papers in N2,000. Papers accepted for publication will be published in the Computer Education Research Journal (CERJ). Persons or groups interested in presenting papers are invited to submit abstract of not more than 200 words on or before 20th September, 2019. Participants are required to forward soft copies of their articles to the e-mail address of the National Secretary(emmanuel.nwangwu@unn.edu.ng) and attend the conference with ten (10) hard copies of their articles.

REGISTRATION FEE

Conference Fee	-	-	N13,000
Student Participant	-	-	N8,000
Vetting	-	-	N2,000

CEAN MEMBERSHIP

Membership Registration	-	-	N8,000
Students	-	-	N4,000
Annual Dues	-	-	N2,000
PG Students (Annual Dues)	-	-	N3,000
Undergraduates (Annual Dues)	-	-	N1,000