IMPORTANTDATES
Paper Submission: June 1, 2022
Author Notification: July 1, 2022
Final Manuscript Due: July 15, 2022

The 2022 International Workshop on Adaptive Cyber Learning (ACL 2022) will be held in Calabria, Italy and co-located with IEEE Cyber Science and Technology Congress 2022 (www.cyber-science.org). ACL 2022 is an international major forum for researchers and practitioners in educational technologies to share and exchange experiences in the emerging research area of advanced cyber learning.
The main theme of ACL 2022 is "Emerging Technology Enhanced Highly Interactive Cyber Learning". Cyber learning uses emerging technology which actually carry out and facilitate learning experiences that would otherwise be impossible without the technology itself. Adaptive learning systems customize pedagogy and learning experiences according to the needs of a learner. Nowadays, cyber learning increasingly seeks to offer highly personalized interaction and learning experience with emerging technology like metaverse, blockchain, recognition technology, and mixed reality. Meanwhile, artificial intelligence using big data or machine learning can track learning progress and provide the learners with adaptive learning like smart feedback and personalized guidance. Therefore, highly interactive cyber learning becomes promising with such advanced technology supports.
So, ACL 2022 will cover various aspects of pedagogical principles, designs, ergonomics and technological issues related the main theme. Therefore, ACL 2022 encourages experts to develop novel and imaginative ideas to explore and meet the needs of these above-mentioned rapidly expanding and exciting fields of research.
The proceedings will be published by IEEE and best papers will be recommended for publication in special issues of leading international journals (e.g., IRRODL). To this end, topics of interests include but not limit to the following:

- Smart technologies/environments for cyber learning
- Neural science and advanced technology for cyber learning
- Virtual Reality/Augmented Reality/Mixed Reality for cyber learning
- Context-based and ubiquitous learning
- Social interaction technology/service for cyber learning
- Simulation/Animation and computer vision
- Authentic Edutainment theory and design
- Pedagogical issue for interaction design
- Ubiquitous technology for high interactive learning
- Robots for learning/interaction
- Affective learning
- Algorithms for adaptive learning
- Sensor technology for learning/interaction
- Management of open and distributed learning
- Game-based learning
- Pedagogical models for collaboration
- Knowledge management/Creation

MANUSCRIPT FORMAT
The Workshop paper should be 4-6 pages, following the same Paper Submission Guidelines as the main Congress papers (http://cyber-science.org).

SUBMISSION DETAILS
Submissions should represent original and substantive research results. We will not accept any paper which, at the time of submission, is under review for or has already been published (or accepted) for publication in another conference or journal. All papers will be refereed by at least two members of the program committee. Submitted papers will be carefully evaluated based on originality, significance, technical soundness, and clarity of exposition. Authors should submit their manuscripts in PDF format through the main Congress website (http://cyber-science.org). If authors have any queries on submissions, please contact Prof. Jian Chen (jian_chen@cyber-u.ac.jp), Prof. Wu-Yuin Hwang (wyhwang@cc.ncu.edu.tw) or Prof. Oscar Lin (oscarl@athabascau.ca).