



# ICAIN-2024

## International Conference on Artificial Intelligence and Networking



Organized by  
Guru Tegh Bahadur Institute of Technology (GTBIT),  
affiliated to

Guru Gobind Singh Indraprastha University (GGSIPU), Delhi  
in association with

Portalegre Polytechnic University & Institute of Technology and Business in České Budějovice, Czech Republic

&

Keshav Mahavidyalaya, University of Delhi

**24th - 25th September 2024**

\*\*\*\*\* **CALL FOR PAPERS** \*\*\*\*\*

### SPECIAL SESSION ON

### Media and Games in Education and Learning

#### SESSION ORGANIZERS:

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#### EDITORIAL BOARD: (Optional)

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#### SESSION DESCRIPTION:

Advancements in technology have significantly transformed the landscape of education and learning. Media and games play a significant role in education, learning and engagement, contributing to a variety of positive outcomes for students and educators. It is also beneficial in job training and employee's skills development. This special session seeks to explore the intersection of media, games, and education, focusing on the innovative ways these mediums can be harnessed to enhance learning experiences. We invite researchers, educators, and practitioners to contribute to this special session by sharing their insights, studies, and perspectives on the transformative potential of media and games in educational settings.

#### RECOMMENDED TOPICS:

Topics to be discussed in this special session include (but are not limited to) the following:

- The role of augmented reality (AR) and virtual reality (VR) in educational environments.

- The role of augmented reality (AR) and virtual reality (VR) in developing digital literacy skills.
- Interactive media and Gamification strategies for ongoing professional development and training
- Gamification strategies for motivating and engaging learners.
- Interactive media and its impact on knowledge retention.
- Case studies on the integration of media and games in formal and informal education.
- The influence of digital storytelling in educational contexts.
- Ethical considerations in the use of media and games in learning.
- Games, simulations, and interactive media for education.
- Multimodal learning experiences
- Learning assessment and feedback using games.
- Comparative analyses of traditional and technology-enhanced teaching methods.
- Media for Inclusive learning experience of people with special needs.

#### **SUBMISSION PROCEDURE:**

Researchers and practitioners are invited to submit papers for this special theme session on **[session name] on or before [30th July 2024]**. All submissions must be original and may not be under review by another publication. INTERESTED AUTHORS SHOULD CONSULT THE CONFERENCE'S GUIDELINES FOR MANUSCRIPT SUBMISSIONS at <https://www.icain-conf.com/downloads>. All submitted papers will be reviewed on a double-blind, peer-review basis.

NOTE: While submitting a paper in this special session, please specify [Media and Games in Education and Learning] at the top (above paper title) of the first page of your paper.

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