AsiaEdu 2026

2026 Asia Conference on Education Technology (AsiaEdu) provides an international forum for the presentation of leading-edge research and development results in the area of process and device simulation. **AsiaEdu 2026** will be held in-person in **Niigata, Japan**, from **November 28 to 30, 2026**. It is co-sponsored by ***Niigata University, Japan, IEICE and IEEE,*** technically co-sponsored by ***Digital Hollywood University, Japan***.

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Important dates

Submission deadline: October 20, 2026

Notification date: October 30, 2026

Registration deadline: November 10, 2026

Listener registration link:
https://asiaedu.org/Delegate_reg.doc

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NIIGATA UNIVERSITY
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Publication IEEE

Submissions will be reviewed by at least two conference technical committees or international reviewers. Accepted papers of AsiaEdu 2026 will be published in a volume of Conference Proceedings by **IEEE** and submitted for **Ei Compendex** and **Scopus** Indexing.

Submission Methods

1-Full paper (Presentation & Publication)
2-Abstract (oral presentation only)
Paper template download
Word / Latex
Electronic submission system
http://confsys.iconf.org/submission/asiaedu2026
Email submission
asiaedu_conf@163.com

Call for papers

Artificial Intelligence in Education
AI-Powered Personalized Learning Systems
Chatbots and Virtual Assistants in Student Support Services
Ethical Considerations in AI for Education
Adaptive Learning Platforms for Tailored Instruction
Automated Assessment and Feedback Systems
Leveraging AI for Predictive Analytics in Education
Using AI to Enhance Teacher Professional Development

Inclusive Learning Environments
Universal Design for Learning (UDL) in Digital Education
Accessibility Features in EdTech Tools for Diverse Learners
Strategies for Addressing the Digital Divide
Promoting Equity in Online and Hybrid Learning Models
Gender Inclusivity in Educational Technology Adoption
Gamification to Foster Engagement for Marginalized Groups

Emerging Technologies in Learning
Educational Research Experiences
Research on Technology in Education
5G Networks and Their Impact on Mobile Learning
Virtual Reality (VR) and Augmented Reality (AR) in Immersive Learning
Blockchain Applications for Academic Credentialing
Cloud-Based Solutions for Scalable Education Delivery
Haptic Technologies for Hands-On Learning Experiences

More topics: https://asiaedu.org/cfp.html

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