https://dmes.peia-demo.com/

Scope

The **International Conference on Metaverse and AI in Education for a Sustainable Society (ICMAIE 2025)** will provide an excellent international forum for the exchange of knowledge and results in research and development (R&D) on immersive technologies. The conference aims to bring together experts, researchers, and industry professionals to explore the transformative potential of the metaverse and artificial intelligence (AI) in shaping the future of education. It is jointly organized by **Université Polytechnique Hauts-de-France** and **Beijing Normal University, China**.

Paper Submission

Authors are invited to submit their original academic or industrial research papers in the area of immersive and intelligent technology for Education 5.0 and Society 5.0 **by Mach 20ᵗʰ, 2025**, via the Easychair system https://easychair.org/conferences/?conf=icmaie2025

All accepted papers will be included in the conference proceedings published under **Springer's Lecture Notes in Educational Technology** (LNET) series (https://www.springer.com/series/11777).

Extended versions of selected best accepted papers will be considered for publication in Springer's Smart Learning Environments journal (https://slejournal.springeropen.com/).

Important Dates

- · Submission Deadline: March 20, 2025
- · Authors Notification : April 15, 2025
- · Registration & camera ready Paper: April 30, 2025

Topics of interest include, but are not limited to, the following

Future Education in the metaverse
- Pedagogies and educational approaches in the metaverse
- Technology enhanced science, technology, engineering & Math education (TeSTEM)
- Collaborative learning in the metaverse
- Assessment in the metaverse

- Recommender system in educational metaverse environments
- Virtual reality, augmented reality, mixed reality, and extended reality applications in education
- Automatic scalarization in educational
- Integration of digital twins into curriculum development
- Industry-academia collaborations in digital twin training initiatives
- 3D scanning and rendering techniques for creating digital twins
- Simulation and modeling techniques for educational purposes
- Medical simulation and training in metaverse environments
- Virtual patient interactions for healthcare education
- Immersive audio and spatial sound in the metaverse.

Security, Sustainability and accessibility in metaverse
- Cybersecurity in metaverse
- Blockchain and smart contracts in metaverse
- NFT security
- Assistive technology for students with disabilities
- Equity, diversity and inclusion in metaverse
- Ethical metaverse
- Accessibility and usability of metaverse technologies
- Cognitive, motivational and affective aspects for personalization
- Measurement and evaluation in adaptive metaverse environments
- Design of adaptive avatars
- Metaverse and society 5.0
- Sustainability in and of metaverse

Human machine interactions and collaborations in metaverse
- Collaborative intelligence (human intelligence and artificial intelligence) in education
- Teaming up with the machine in education
- Interactions with VR, AR, MR and XR
- Brain computer interaction
- Somatosensory interaction
- Big data and Learning analytics
- 3D AI Modeling

Innovations in Digital Heritage through AI and Blockchain in the metaverse
- AI and Machine Learning for Cultural Heritage
- Blockchain, NFTs, and Digital Provenance in Heritage Preservation
- Immersive Digital Heritage: Virtual and Augmented Reality
- Motion Capture for Heritage Gesture Reconstruction
- NeuroMetaverse: Advancements in Neuroscience, AI, and Digital Heritage
- Advanced Visualization Techniques for Heritage in the Metaverse
- Intangible heritage protection with NFT
- Digitizing Heritage: Scanning Technologies, AI, and the Metaverse