

IMCL Special Session Proposal

Title

Meaning - Learning - Rehabilitation with Music Support

Acronym ***MLRMS'2026***

Overview

As Cognitive AI becomes involved with increased sensorineural synaesthesia, the “macroscopic behaviour” in Learning Environments and Rehabilitation Units is instinctively repleted with Affective Modeling apps, heavily relying on the emotional abetment of its users.

Aiding, stimulating or encouraging learners through Animated Agents, Intelligent Musical - Educational Applications for Collective Constructions, usually via Mobile, Portable, Wearable or Implanted devices increases Pedagogical Negotiation and Solidarity. The latter is very crucial for Special Education Environments.

The AI breakthrough of the last couple of years has a profound impact for Academia: The Epistemological, Methodological and Psychological Foundations of such Agent-based Tutoring Systems are sought to be introduced with a rational, well-informed and technologically sound forecasting for the combined efforts of Artists, Scientists, Physicians and Technology Experts.

Mobile Computing is accredited for the massive bulk of multimedia music content distributed frantically worldwide. Mobile devices are not simply handy for recording thousand of live performances daily, but, also, for ubiquitously providing music videos to a thirsty world audience. Furthermore, equipped with AI agents, they provide a framework for reconstructing musical environments coming from the past.

Furthermore, for the rich historical cultural past of the Balkans, AI apps may accelerate the buildup of specialized -yet diverse in orientation- formative learning units.

Topics

We invite researchers, developers and all those working in this field to submit work under the following topics:

- Informal Learning in Music Environments
- Innovative Digital Pedagogy with Intelligent Learning Objects
- AI Support for Music-based Rehabilitation
- Interactive Multimedia in Education and Learning for Music
- Evaluation and Research Methods for Music Education
- Teaching and Learning for Popular Music Pedagogy
- Music Apprehension and Evasion in Special Education Programs
- Pedagogical Approaches, Models and Theories for Music Education

- Music Education and Educational Technology
- Sources in Music Education History – Reconstructing Musical Environments of the Past
- Reconstructed Virtual Instruments of the Eastern Mediterranean basin
- Creating Interactive and Collaborative Music oriented, Cloud-based environments
- Gamification and Motivation for Music Learning
- AI Support for Virtual Learning Environments

Program Committee

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