



## International Conference on Intelligent Multimodal Communication and Learning Technologies

Artificial Intelligence in Education

19–21 November 2025, Bengaluru, India

### First Announcement

## 2025 International Conference on Intelligent Multimodal Communication and Learning Technologies "Artificial Intelligence in Education"

Hilton Bengaluru Embassy Manyata Business Park – Bengaluru, India, 19-21 November 2025

<http://www.imcl-conference.org/>

*\* IMCL2025 is planned as an onsite event. Remote presentations will be supported.*

#### Overview

The 16th International Conference on Intelligent Multimodal Communication and Learning Technologies, IMCL2025, is part of an international initiative to promote technology-enhanced learning and online engineering world-wide. Intelligent multimodal communication and learning technologies integrate multiple input and output modalities—such as speech, text, gestures, vision, and haptics—enhanced by artificial intelligence (AI) to create more effective, adaptive, and interactive learning environments. These technologies aim to improve human-computer interaction (HCI), enhance accessibility, and support personalized education. The IMCL2025 conference will cover all aspects of multimodal communication as well as the emergence of learning technologies, infrastructures and services and their implications for education, business, governments and society. The IMCL2025 aims to promote the development of e-learning, to provide a forum for education and knowledge transfer, to expose students to latest ICT technologies and encourage the study and implementation of multimodal communication applications and technologies in teaching and learning. The conference will also aim to stimulate critical debate on theories, approaches, principles, and applications of learning technologies among educators, developers, researchers, practitioners and policy makers.

#### Important Deadlines & Presentation Formats

12 May 2025	Submission of structured abstracts (for full papers, short papers) for the main conference and Special Session proposals
14 May 2025	Notification of acceptance and announcement of Special Sessions
19 May 2025	Notification of acceptance for abstracts for the main conference
20 Jun 2025	Submission of: (i) complete papers for all submission types; (ii) proposals for round tables, workshops, tutorials
28 Jul 2025	Notification of acceptance
29 Sep 2025	Camera-ready due & author registration deadline
19 Nov 2025	IMCL2025 Conference Opening

Remote (online) presentations for full, short, special session, and work-in-progress papers are supported.

#### Conference Proceedings

The conference proceedings will be published as IMCL2025 Proceedings in the Springer series "Lecture Notes in Networks and Systems". The books of this series are indexed by SCOPUS, INSPEC, WTI Frankfurt eG, zbMATH,

SCImago and are submitted for consideration to Web of Science. Selected award papers will be recommended for publication in International Journals.

#### Venue: Bengaluru, India

Bengaluru offers a vibrant mix of modern tech hubs, lush parks, and rich cultural heritage. With its pleasant weather, buzzing cafes, historic landmarks, and diverse food scene, it's perfect for both business and leisure. Whether you're into tech, nature, or history, Bengaluru has something for everyone.

#### Topics

##### A. Multimodal Learning Technologies

- Multimodal Inputs and Outputs • Conversational AI • Context-Aware Interfaces • Gesture-Based Controls • Multilingual Capabilities • Augmented-, Virtual-, Mixed- & Cross- Reality • AI and Machine Learning for Adaptive Learning • Multimodal Content Delivery

##### B. Intelligent Learning Technologies

- Artificial Intelligence in Education • Learning analytics • Human-Computer Interaction (HCI) and Smart Interfaces • Multimodal Learning Technologies • Wearables and Internet of Things (IoT)

##### C. Applications of Intelligent Learning Technologies

- Personalized Education • Corporate Training and Professional Development • Assistive Learning Technologies • Smart Classrooms and Virtual Learning Environments • Gamification and Serious Games • Online Learning and E-Learning Platforms

##### D. Challenges and Future Directions

- Data privacy and security concerns • Bias in AI algorithms impacting fairness in education • Digital Divide • 5G and Edge Computing • AI-driven emotional intelligence and metaverse learning spaces

#### Organizers

- IAOE - International Association of Online Engineering ([www.online-engineering.org](http://www.online-engineering.org))
- Atria University ([www.atriauniversity.edu.in/](http://www.atriauniversity.edu.in/))
- Aristotle University of Thessaloniki ([www.auth.gr/](http://www.auth.gr/))

#### Technical co-sponsors

- IUCEE (<https://iucee.org/>)
- IEEE Education Society ([www.ewh.ieee.org/soc/es/](http://www.ewh.ieee.org/soc/es/))
- IGIP - International Society for Engineering Education ([www.igip.org](http://www.igip.org))