EAEEIE 2022

31ST ANNUAL CONFERENCE OF THE EUROPEAN ASSOCIATION FOR EDUCATION IN ELECTRICAL AND INFORMATION ENGINEERING

29 JUNE
1 JULY '22
COIMBRA . PORTUGAL

The 2022 Annual conference of the European Association for Education in Electrical and Information Engineering (EAEEIE) is the 31st edition of this conference, that is held every year.

EAEEIE is a European non-profit organization, with members from nearly seventy European Universities, most of them providing education in the area of Electrical and Information Engineering (EIE).

The mission of the EAEEIE is to enhance education in EIE through understanding European education practices, industry participation, continuing education, credit transfer in international exchanges, scientific and educational research, and to determine criteria to establish standards on EIE education.

New paradigms of the information society, with massive amounts of globally available and fast evolving data, together with increasing powerful and flexible technological communication tools fostering new human behaviors towards information consumption, bring great challenges for education in general and for EIE higher education in particular.

The objective of the conference is to bring together lecturers, researchers and professionals in the field of EIE all over Europe and outside, with the aim to exchange ideas and information and contribute to the development of EIE education.

Acceptance of submissions will be based on quality, relevance, and originality. Accepted papers will be published in the EAEEIE 2022 proceedings and submitted to IEEE Xplore®.

Submissions are invited in, but not limited to, the following topics:

- Educational methods and innovations in engineering education
- Experimental learning and learning experiences in engineering
- Lifelong learning in electrical and information engineering
- Research and innovation as a part of education
- E-learning, mobile learning and computer-based learning
- Distance, open and flexible education
- Virtual and remote labs
- Educational games and simulations
- Development of innovative materials in engineering education
- Gender and diversity issues
- Employability skills development, inclusivity
- The student perspective of electrical and information engineering
- Curriculum design
- Assessment and evaluation
- Learning analytics
- International partnerships and European curricula
- Cooperation with the industry
- Dissemination of European projects

- MOOC (Massive Open Online Course)
- New trends in education (virtual and augmented reality, mulsemedia)
- AI (Artificial Intelligence) in education
- Social media in education
- Growth mindset
- Maker Learning
- Personalized Learning
- Distance education methods and technologies in a pandemic situation
- Career opportunities and development in electrical and information engineering
- International mobility of electrical and information engineering students and graduates
- Accreditation and quality assurance in engineering higher education
- Integration of research and industrial trends in engineering education
- Ethics and deontology
- Entrepreneurship and innovation
- Gamification in engineering education

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