IEEE
DEMOcon 2026

June 24-26, 2026 **Timisoara, Romania**

2026 IEEE DEMOcon Digital Education and MOOCs Conference now merged with **EMOOCs - The European MOOCs Stakeholders Summit**

CALL FOR PAPERS

IMPORTANT DATES

20 February 2026
Abstracts Submission (extended)

20 February 2026
Notifications Continuous

23 March 2026
Full Papers Submitted

17 April 2026
Full Papers Notification

8 May 2026
Final Submission of Workshops, Panels

15 May 2026
Author Registration

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IEEE

IEEE Education Society

Universitatea Politehnica Timişoara

In 2026, for the 12th edition, IEEE DEMOcon Digital Education and MOOCs International Conference incorporates the legacy of the IEEE Learning with MOOCs (LWMOOCs) conference with EMOOCs European MOOCs Stakeholders Summit.

DIGITAL EDUCATION ECOSYSTEMS: HARNESSING MOOCS, AI, AND MICROCREDENTIALS

Include **subthemes** dedicated to **microcredentials**, the use of AI, the role of digital education into the development of **European Universities Alliances, MOOCs,** use of **OERs** in education, **digital education**.

IEEE DEMOcon Digital Education and MOOCs International Conference offers academic, government, and industry professionals a platform to explore research pertaining to digital education, open education and online education, MOOCs, as well as the practical aspects of developing and delivering MOOCs and digital education to diverse global audiences. It stands as a renowned international forum for collaboration, networking, learning, and sharing the latest advancements in MOOCs and digital education; this event aims to rejuvenate and broaden the conference's discourse to include blended learning and other forms of open courses.

Submit your proposal to one of the **Tracks: Research, Experience, Work in Progress, Industry and Business.**

All tracks accept all forms of submission: **Full papers, Short papers, Panels. Workshops.**

This is a two-step process: Submission of the abstract first (maximum 300 words) by the deadline, followed after acceptance by final submission considering the accepted formats.

The conference will publish papers as: Publication in IEEE *Xplore®* for the accepted of full and short papers, the panels and workshops will be published open access as multimedia resources.

- Technological innovation in education
- The role of open online courses in the higher education/ professional development landscape
- Open content, open licensing, and open delivery, Open education strategies/initiatives
- International cooperation in MOOC or blended learning projects
- Using open online learning in employee training
- Learning analytics
- Learning science and educational research models
- Machine learning and AI applications in online learning design or delivery
- Successful implementations of virtual reality and augmented reality in open/ online learning
- Learner perspectives and impact in digital education
- The intersection of professional development and digital education
- Building micro-credential ecosystems, Microcredentials, badges, and gamification
- Business models and scenarios for micro-credentials in Higher Education
- Learning innovation strategies and future of universities with technology