

EasyChair tutorial –My Topics selection

1. Log in to conference system

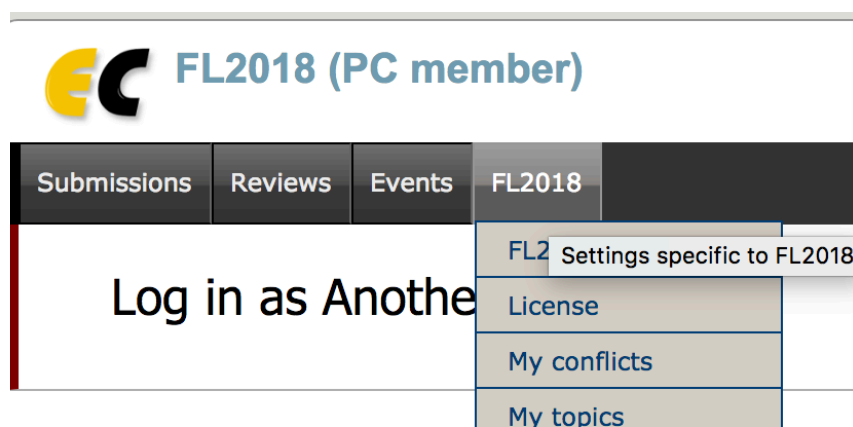
- a) Go to EasyChair Future Learning 2018 conference webpage:

<https://easychair.org/conferences/?conf=fl2018>

- b) If you already have EasyChair account then use your User name and Password to log in.

2. Selection of Topics

- a) Select the FL2018 tab for new topic and select My Topics selection . and save your selection.



Topic Selection

Please select topics relevant to your areas of expertise.

- | | |
|---|--|
| <input checked="" type="checkbox"/> Artificial intelligence | <input checked="" type="checkbox"/> Big Data |
| <input type="checkbox"/> Cloud Based Systems | <input type="checkbox"/> Code Learning |
| <input type="checkbox"/> Cognitive Learning | <input type="checkbox"/> Content and Content Design for e-Learning |
| <input type="checkbox"/> Corporate Strategy, Legislation, Standards, Accreditation and Certification for e-Learning | <input checked="" type="checkbox"/> Data mining |
| <input type="checkbox"/> Digital Divide in Education | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Disadvantaged Groups | <input type="checkbox"/> e-Government and e-Learning |
| <input type="checkbox"/> e-Learning Strategy for Moderation and Examination | <input type="checkbox"/> Ethics |
| <input type="checkbox"/> Expected Student Qualifications in the Digital Age | <input type="checkbox"/> Flipped Learning |
| <input type="checkbox"/> Game Based Learning | <input type="checkbox"/> Gamification |
| <input checked="" type="checkbox"/> Green IT in Distance Education | <input type="checkbox"/> Innovative Learning |
| <input type="checkbox"/> Internet of Things (IoT) | <input type="checkbox"/> Learning with Robot |
| <input type="checkbox"/> Mass Online Open Courses (MOOCs) | <input type="checkbox"/> Measurement and Evaluation of e-Learning Systems |
| <input type="checkbox"/> Mobile Learning | <input type="checkbox"/> New Technologies in e-Learning |
| <input type="checkbox"/> Online Play Learning | <input type="checkbox"/> Security Problems and Solutions for e-Learning |
| <input type="checkbox"/> Social Media and e-Learning | <input type="checkbox"/> Sociological and Psychological Dimension of e-Learner |
| <input type="checkbox"/> Teacher Competencies in the Digital Age | <input type="checkbox"/> Virtual Classroom Applications |
| <input type="checkbox"/> Virtual Reality | <input type="checkbox"/> Wearable Technologies |

Save Selection