

Virtual November 21, 2026

**Submission Deadline: 14th October, 2026** — 154 days remaining

CONFERENCE WEBSITE: <https://www.studiomusicatreviso.it/ime/ime.php>

## About the Conference

In recent years, the development of new technologies has led to new educational paradigms also in the music field, and the need for efficient management and effective implementation of these technologies to create adaptive or smart learning environments.

With a focus on the intersection of technology and music education, IME (Inspired Music Education) serves as a platform for participants (researchers in education, computer science, and educational technology) to exchange and share their experiences, new ideas, and research results about all aspects of Digital Technology in Music Education, and discuss the practical challenges encountered and the solutions adopted. Through this conference, we hope to provide an opportunity for international collaboration, cross-disciplinary dialogue, and sharing of best practices that can help shape the future of educational technology management in the musical field.

Submissions will be double blind peer reviewed by

### Important Dates

**OCT 14**  
PAPER SUBMISSION  
**14th October, 2026**  
• 154 days left

**NOV 21**  
CONFERENCE DATE  
**November 21, 2026**

experts in the field, and accepted full paper after registration and presentation will be published in the International Journal of Music Science technology and Art (IJMSTA).

## Topics

Papers describing original work are invited in any of the areas listed below.

Acceptance will be based on quality, relevance and originality.

Both full research reports and work-in-progress reports are welcome.

### Engineering and Technology

- Artificial Intelligence in Education
- Computer-Aided Assessment
- Computer software and applications
- Image processing
- Information Technology
- Intelligent Tutoring Systems
- Robotics
- Virtual and Augmented Reality

### Education and Technology

- Collaborative Learning Environments
- Digital Libraries
- e-Accessibility
- Learning Analytics
- Learning Management Systems (LMS)
- Mobile Applications and Learning
- Social Networks
- Virtual Classrooms
- Virtual Labs

### Pedagogical Methods and Technology

- Active & Experiential Learning
- Blend learning
- Classroom Management
- Collaborative Learning
- Community Building
- Distance Education
- e-Learning
- Gamification for Learning
- Learning Space Design
- Live Online Lessons
- Massive Open Online Courses (MOOC)
- New Pedagogic Paradigms
- Pedagogy Enhancement with E-Learning
- Research Methodologies
- Simulated Communities and Online Mentoring
- Virtual Museums and Virtual Exhibitions

#### Inclusive Learning and Technology

- Accessibility to Disabled Users
- Assistive Technologies
- Barriers to Learning
- Behavioral Problems
- Cognitive Disabilities
- Digital Divide
- ICT and Dyslexic Students
- Learning Space Design
- Multicultural Inclusion
- Students with Special Needs
- Technology Enhanced Learning
- Women and Minorities

#### Learning and Technology

- Learning and Cognitive Styles
- Learning and Memory
- Psychology of perception and attention

- Other relevant topics and applications


### TOPICS OF INTEREST

4 topics

Research papers are invited in, but not limited to, the following areas:

 Artificial Intelligence

 Music Education

 Educational Technology

 Digital Learning

## Venue Information



### **Virtual**

Special conference rates often available near the venue.