PROGRAM AT A GLANCE

Wednesday, May 8, 2024						
13:30	Registration | Panacea Amphitheatre Lobby					
14:30	WS: Enhancing Learning/Teaching Experience Through Interactive Courseware Materials & Engineering Auto-graded Exercises Using MATLAB Live Editor and MATLAB Grader	T: First Steps Using the Digital Markerspace - a Tool With Multipurpose Use & Potential for Teaching & Others	T: Developing Trustworthy Educational Metaverses Using Open Source Generative AI (GenAI) & Mixed Reality (MR) Technologies	WS: Empowering Paths: Women in Engineering Education Amidst Digital Transformation in Academic Societies & Innovative Ecosystems Through the X.0 Wave/Age Theory	WS: Negotiating Games: Developing Transversal Skills to promote Sustainability Skills With a Wind Turbine Case Study	WS: Physical Computing Tools and Applications for STEM	WS: Introduction to the Forthcoming International Handbook of Engineering Ethics Education
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Syndicate 2.1
16:00	Exhibits | Coffee Break | Ground Level: Lobby Area					
16:30 – 18:00	WS: AI-Enabled Metaverse – the Future of Education	WS: How to Conduct an Educational Experiment	WS: Inquiry Based Learning for Pre-University Students, Using Hands-On Activities With Emphasis on the Engineering Design Process	WS: Culturally Relevant Pedagogy in Engineering: Examining How Who We are Informs How We Teach	WS: Visible Light Communications: The Pathway for LiFi	WS: Generative AI for Personalized Teaching in Higher Education	
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	

PROGRAM AT A GLANCE

IEEE EDUCON 2024
IEEE Global Engineering Education Conference
Kos, Greece || May 8-11, 2024 || Kos International Convention Centre

Thursday, May 9, 2024

7:30	Registration | Panacea Amphitheatre Lobby

8:30	YP Mentoring Session IEEE young professionals EDUCATION SOCIETY	Digital Transformation 1	Engaging Undergraduate Students in Research 1	Game-based Learning and Gamification 1	K-12 STEM Education Initiatives 1	Student-centered Learning Environments 1	Student-centered Learning Environments 10	Generative AI in learning & Educational Settings 4	SS: Generative AI Applications in Engineering Education 1	Multidisciplinary & Transdisciplinary Education 1
	Room: Syndicate 23	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7

10:00	Exhibits | Coffee Break | Ground Level: Lobby Area
10:30	Opening Session | 15th Anniversary Celebration | Panacea Amphitheatre
11:15	Plenary: Diana Andone | Exploring the Complexities of Generative AI in Engineering Education | Panacea Amphitheatre
12:15	Round Table: Is Generative AI the Panacea in Engineering Education | Panacea Amphitheatre
13:15	Lunch

14:15	Digital Transformation 2	Engaging Undergraduate Students in Research 2	Game-based Learning and Gamification 2	K-12 STEM Education Initiatives 2	Student-centered Learning Environments 2	Student-centered Learning Environments 11	Multidisciplinary & Transdisciplinary Education 2	SS: Cybersecurity Professional Education & Training: Advancements & Future Directions 1	VIRTUAL 1
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7

15:45	Exhibits | Coffee Break | Ground Level: Lobby Area

16:15 – 17:45	WS: Publications of the IEEE Education Society	Engaging Undergraduate Students in Research 3	Game-based Learning and Gamification 3	Multidisciplinary and Transdisciplinary Education 3	Student-centered Learning Environments 3	Student-centered Learning Environments 12	SS: Generative AI Applications in Engineering Education 1	SS: Cybersecurity Professional Education & Training: Advancements & Future Directions 2	VIRTUAL 2
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7

18:00	Tour of Kos and Welcome Reception

PROGRAM AT A GLANCE

Friday, May 10, 2024

7:30	Registration | Panacea Amphitheatre Lobby									
8:30	Cybersecurity Training Module 1	Digital Transformation 3	Engaging Undergraduate Students in Research 4	SS: Online & Remote Laboratories 1	K-12 STEM Education Initiatives 3	Student-centered Learning Environments 4	Student-centered Learning Environments 13	Generative AI in Learning & Educational Settings 1	SS: Generative AI Applications in Engineering Education 2	Student-centered Learning Environments 22
	Room: Syndicate 23	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7
10:00	Exhibits | Coffee Break | Ground Level: Lobby Area									
10:30	Plenary: Chetwyn Chan | Influence of Metaverse on Cognitive and Affective Development | Panacea Amphitheatre									
11:25	MathWorks Presentation | Panacea Amphitheatre MathWorks®									
11:45	Lunch									
12:45	Cybersecurity Training Module 3	Digital Transformation 4	WS: An Introduction to Systematic Literature Reviews for Engineering Education Researchers	Online & Remote Laboratories 2	K-12 STEM Education Initiatives 4	Student-centered Learning Environments 5	Student-centered Learning Environments 14	Generative AI in Learning & Educational Settings 2	SS: Reflections on Immersive Learning	STEM Education Initiatives 8
	Room: Syndicate 23	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7
14:15	Exhibits / Coffee Break | Level 0 Lobby Area									
14:45	Cybersecurity Training Module 4	Digital Transformation 5	Ethical Challenges 1	Non-traditional Lab concepts 2	K-12 STEM Education Initiatives 5	Student-centered Learning	Student-centered Learning	Generative AI in learning and educational settings 3	Special Session: Pre-University STEM Outreach: Igniting Interest in STEM in School-Aged Children	WS: Applying for International Research Grants and Fellowships
	Room: Syndicate 23	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7
16:15	Break									
16:25 – 17:55	Cybersecurity Training Module 2	Digital Transformation 6	Ethical Challenges 2	Student-centered Learning	K-12 STEM Education Initiatives 6	Student-centered Learning	Student-centered Learning	Student-centered Learning Environments 21	Special Session: Technology Major Student Engagement: Pedagogical Paradigms 1	Student-centered Learning Environments 23
	Room: Syndicate 23	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1	Room: Syndicate 2.7
20:00	Gala Dinner | Kipriotis Panorama Pool @ Kipriotis Hotels									

PROGRAM AT A GLANCE

	Saturday, May 11, 2024							
7:00	Registration Panacea Amphitheatre Lobby							
8:30	Digital Transformation 7	Future-oriented and Personalized Educational Concepts 1	Student-centered Learning Environments 20	K-12 STEM Education Initiatives 7	Student-centered Learning Environments 8	Student-centered Learning Environments 17	Women for Leadership in Engineering Equity, Diversity, and Inclusion 1	Special Session: Technology Major Student Engagement: Pedagogical Paradigms 2
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1
10:00	Exhibits | Coffee Break | Ground Level: Lobby Area							
10:30	Plenary: Qing Li | GSA: Facilitating Intra-Subject Study and Inter-Subject Development with Course Knowledge Graphs | Panacea Amphitheatre							
11:25	Round Table: Innovative Strategies to Foster Inclusion and Equity in Engineering Education | Panacea Amphitheatre							
12:15	Lunch							
12:45	Education in the Industry 5.0 era	Future-oriented and Personalized Educational Concepts 2	Topics in Engineering Education	Non-traditional Lab concepts 1	Student-centered Learning Environments 9, Non-traditional Lab concepts 1	Student-centered Learning Environments 18	Women for Leadership in Engineering Equity, Diversity, and Inclusion 2	Special Session: Embedding Employability Into Engineering Curriculum
	Room: Aegle A	Room: Akeso	Room: Melambus	Room: Chiron	Room: Homer	Room: Aegle B	Room: Panacea Amphitheatre	Room: Syndicate 2.1
14:15	Awards & Closing | Panacea Amphitheatre							