DEMOcon 2025

Florida Atlantic University, Boca Raton, FL, USA | October 5–7, 2025

CALL FOR PAPERS

MOOCS AND OTHER OPEN COURSE EXPERIENCES

We are pleased to announce that this year's DEMOcon will be held at Florida Atlantic University in Boca Raton, Florida, USA. We hope many of you will be able to join us. This IEEE conference offers academic, government, and industry professionals a platform to explore research pertaining to MOOCs, as well as the practical aspects of developing and delivering MOOCs and digital education to diverse global audiences. Now, in its eleventh edition, DEMOcon stands as a renowned international forum for collaboration, networking, learning, and sharing the latest advancements in MOOCs and digital education. Hosted at the Florida Atlantic University campus, this event aims to rejuvenate and broaden the conference's discourse to include blended learning and other forms of open courses.

TOPICS FOR DISCUSSION

We call for submissions from a variety of disciplines and topics. We encourage submissions that build on the theme of enhancing the definition of success of a MOOC project or digital education. All submissions will be double-blind peer-reviewed, and a selection will be chosen to present a vibrant program that maximizes time for discussion and participation through a single-track threaded with **full papers, short papers, poster session, hands-on workshops, and keynote presentations from leading experts.** Example topics, though not limited to this list, include:

» The role of open online courses in the higher education/professional development landscape
» Expanding the learner community
» Social implications of open online courses
» Inclusive and accessible design in online courses
» Open content, open licensing, and open delivery
» International cooperation in MOOC or blended learning projects
» Using open online learning in employee training
» Scaffolding online and blended courses and planning curricula
» Free or low-cost online degree programs
» Learning analytics
» Learning science and educational research models
» Applying the learning sciences in online course design
» Machine learning and AI applications in online learning design or delivery
» Successful implementations of virtual reality and augmented reality in open online learning
» Applications of technology and opportunities to improve the open online landscape
» Assessment of learning at scale
» Learner perspectives and impact
» Microcredentials, badges, and gamification

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