
IADIS NEWSLETTER

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Upcoming events

March 2027 in Porto, Portugal for the IADIS International Conferences e-Society, Information Systems, Mobile Learning, and Educational Technologies

The 25th International Conference e-Society ([ES 2027](#)), the 20th IADIS International Conference Information Systems ([IS 2027](#)), the 23rd International Conference Mobile Learning ([ML 2027](#)) and the 12th International Conference on Educational Technologies ([ICEduTech 2027](#)) will be held between 13 - 15 March 2027, in Porto, Portugal.

25th International Conference e-Society

The ES Conference aims to address the main issues of concern within the Information Society. The conference is structured along with eight main tracks, covering different aspects from eSociety and Digital Divide, eBusiness / eCommerce, eLearning, New Media and E-Society, Digital Services in ESociety, eGovernment /eGovernance, eHealth, Information Systems and Information Management. For more details please check

<https://www.esociety-conf.org/conference-topics/>

20th IADIS International Conference Information Systems

The IS Conference aims to provide a forum for the discussion of IS taking a socio-technological perspective. It aims to address the issues related to design, development and use of IS in organisations from a socio-technological perspective, as well as to discuss IS professional practice, research and teaching. The conference covers five main areas: IS in Practice, Technology Infrastructures and Organisational Processes; IS Professional Issues; IS Learning and Teaching; IS Design, Development and Management Issues and Methodologies; and IS Research. These broad areas are divided into more detailed areas, for more information please check <https://www.is-conf.org/conference-topics/>

23rd International Conference Mobile Learning

Mobile learning is concerned with a society on the move. In particular, with the study of "... how the mobility of learners augmented by personal and public technology can contribute to the process of gaining new knowledge, skills and experience" (Sharples et al. 2007).

The ML Conference seeks to provide a forum for the presentation and discussion of mobile learning research which illustrate developments in the field.

For more details and information about topics please check <https://www.mlearning-conf.org/conference-topics/>

12th International Conference on Educational Technologies

The Educational Technologies 2027 conference (ICEduTech) is the scientific conference addressing the real topics as seen by teachers, students, parents and school leaders. Both scientists, professionals and institutional leaders are invited to be informed by experts, sharpen the understanding what education needs and how to achieve it.

The conference covers six main areas: Education in Context, Education as Professional Field, Curricular Evolution, Learner Orientation, Integrating Educational Technologies and International Higher Education. These broad areas are divided into more detailed areas, for more information please check <https://www.icedutech-conf.org/conference-topics/>

*** Paper Submission**

These are blind peer-reviewed conferences. Authors are invited to submit their papers in English through the conferences' submission systems. Submissions must be original and should not have been published previously.

*** Important Dates:**

- Submission Deadline (1st call extension): **13 November 2026**
- Notification to Authors (1st call extension): **18 December 2026**
- Final Camera-Ready Submission and Early Registration (1st call extension): **Until 15 January 2027**
- Late Registration (1st call extension): **After 15 January 2027**

**Join us in Porto, Portugal
in March 2027!**



Keynote Speaker

» [CELDA 2026](#) - 24 – 26 October 2026, Lisbon, Portugal

“Beyond automation and offloading: Rethinking Human–AI Collaboration for Learning”

By Professor Michail Giannakos, Co-Director of AI LEARN, Norwegian University of Science and Technology (NTNU), Norway
<https://www.celda-conf.org/keynote-speaker/>



Bio: Michail (Michalis) Giannakos is Professor of Interaction Design and Learning Technologies at the Department of Computer Science, NTNU, and Professor II at the Department of Information Systems, University of Agder (UiA). He leads the Learner-Computer Interaction Lab and is Co-Director of the AI Centre for the Empowerment of Human Learning (AI-LEARN), one of Norway’s six national AI centres. His research focuses on developing new ways for humans to interact with intelligent learning systems, with particular emphasis on human-centred AI, learning technologies, and human-computer interaction. His work has been published in leading international journals and conferences in HCI and learning technologies, and has received several best paper awards and distinctions at venues such as LAK, ITICSE, IDC, and ICALT. Giannakos is Editor-in-Chief of Behaviour & Information Technology. His research has been funded by the European Commission, Microsoft Research, Meta Reality Labs, the Research Council of Norway, and the US National Science Foundation. He is also a recipient of an ERCIM Fellowship and a “young research talent” grant from the Research Council of Norway. He was an Outstanding Academic Fellow at NTNU from 2017 to 2021, Honorary Professor at UCL from 2022 to 2023, and Visiting Professor at the Eindhoven AI Systems Institute, TU/e, from 2023 to 2024.

Abstract: Computational tools have long enabled humans to perform cognitive tasks beyond their unaided capabilities. Intelligence Augmentation (IA) refers to technologies that extend, rather than replace, human intellectual capacity, from everyday tools such as the Internet to advanced AI systems that keep humans meaningfully “in the loop.” Yet IA remains a challenging concept because it encompasses technologies with different levels of intelligence, autonomy, and support. What these technologies share is the partial delegation of cognition to technological systems. This makes it increasingly important to assess whether such systems genuinely augment human capabilities, merely substitute human effort, or provide convenience at the expense of understanding, meaningful performance, or agency. This is where Hybrid Intelligence (HI) becomes important. Rather than framing AI as a competition between humans and machines, HI focuses on designing sociotechnical systems in which humans and AI complement one another while preserving human agency, participation, and societal contribution. In this talk, I will discuss the emerging paradigm of HI and its role in developing new human-AI ensembles. Moreover, I will present some early results as well as the vision of the AI LEARN centre.

Latest from the media

[Quantum Machine Learning Framework Improves Prediction of Antigen Presentation and Immunotherapy Response](#) - The ASCO Post

[Artificial intelligence may enhance implementation of health policy](#) - News Medical

[AI Can Cut Blanket Antibiotic Use In Livestock Farms](#) - Code Blue

[Why human connection must be at the heart of education in the AI age](#) - World Economic Forum

[The AI Race Is Moving Too Fast, Its Leaders Warn. Will Anyone Slow Down?](#) - HPC Wire

[The next frontier is not artificial intelligence, it's artificial societies](#) - The Conversation

[The cloud is moving into orbit – and geopolitics will follow](#) - Lowy Institute

[Technology, Data, and Digital Sovereignty: China's Growing Presence in Latin America](#) - Diálogo Américas

[How I learned to stop worrying and love the gamification of finance](#) - TNW - The Next Web

[AI at Work: Why workflow redesign matters more than tool adoption](#) - people matters
[Oversight, standards needed for ethical integration of AI into public health systems, physicians say](#) - University of Minnesota

[The physical footprint behind AI and cloud computing: A breakdown of data center types](#) - Technical.ly

[Too Cloud to Fail \(Part One\)](#) - The Finanser

[Security by antiquity': Why older tech is sometimes safer from hackers](#) - BBC

[Skillveri lends gamified touch to stroke therapy](#) - DT Next

[New cloud security vulnerability uncovered](#) - TechXplore

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