LCT 2026
13TH INTERNATIONAL CONFERENCE ON
LEARNING AND COLLABORATION TECHNOLOGIES

Jointly held under one management and one registration with HCI International 2026

https://2026.hci.international/lct

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HCI International 2026

26-31 July 2026
Montreal Convention Centre,
Montreal, Canada

LCT 2026, one of the Conferences associated with the 28th International Conference on Human-Computer Interaction (HCI International 2026), is a forum for researchers, designers, and practitioners invested in developing a deeper understanding of technologies that support individual and collaborative learning. We invite papers that examine efficacy, cultural impacts, and tradeoffs associated with technology use for different forms of content, process, and socioemotional learning. We also welcome theoretical and ethical perspectives that push the community to consider how these technologies could transform critical human interactions or cause harm. Thus, we welcome researchers who focus on theory, implementation and evaluation, equity and inclusivity, design methodologies, design-based research, learning experience (LX), human-centered, learner-centered, or participatory design, as well as technology adoption and use in formal, informal, professional, and community-based educational contexts.

The related topics include, but are not limited to:

- Augmented, extended, mixed, and virtual reality applications
- Embodied and immersive learning
- Wearable technologies, mobile learning, and ubiquitous technologies
- Learning through play, joy, or gaming
- Educational robotics
- Emotion/Motivation and learning and collaboration technologies
- Using AI/Generative AI to support learning processes
- Human-computer interfaces and technology support for collaboration and learning
- Cultural issues in learning and collaboration technologies
- Theoretical perspectives on learning and collaboration technologies

- Learning and collaboration technologies to support individuals with special needs, aging populations, the digital divide, and disparities related to gender and race
- Designing for educational equity or empowerment
- Collaborative learning in online environments/CSCL
- Design, methodology, and architecture of collaborative learning systems
- Sense of community and relationship building in learning and collaboration technologies
- Informal learning with technology or in technologically enhanced collaborative spaces
- Maker culture and learning through design
- Learning design or learning experience (LX) design theory and practice
- Envisioning the future of learning and collaboration technologies

Submission deadlines are available at the HCII 2026 website:
https://2026.hci.international/submissions.html

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