SPECIAL SESSION

Education for a Green Future (EGF'26)

CALL FOR PAPERS

AIM & SCOPE

The Special Session on **"Education for a Green Future" EGF 2026** focuses on how education can act as a strategic driver for sustainability, environmental responsibility, and societal transformation. It explores innovative pedagogies, digital learning technologies, green skills development, and institutional strategies that empower learners to contribute actively to environmental protection and sustainable development.

This session highlights approaches that integrate sustainability into teaching, learning, and educational ecosystems. It emphasizes eco-literacy, critical thinking, immersive learning experiences, and the responsible use of technologies such as AI, digital platforms, and smart learning environments to support environmental awareness.

"Education for a Green Future" provides a platform for researchers, educators, policymakers, technologists, and sustainability experts to exchange ideas, discuss challenges, and present innovative educational solutions. By fostering interdisciplinary collaboration and knowledge sharing, this session aims to advance sustainable education practices that create long-term positive impact on learners, institutions, society, and the environment.

OBJECTIVES

- Promote transformative green pedagogies and sustainability-driven learning approaches.
- Support the responsible integration of emerging technologies into education for environmental awareness.
- Develop eco-literacy, critical thinking, environmental responsibility, and green skills.
- Encourage inclusive and equitable access to sustainable education.
- Strengthen institutional capacity to build sustainable learning ecosystems.

TOPICS OF INTEREST

The Special Session on "Education for a Green Future" welcomes contributions related to innovative educational practices, sustainability-oriented learning approaches, and technology-enhanced green education. Topics include, but are not limited to:

- **Green Pedagogies:** Environmental education, project-based , and teacher leadership.
- **Experiential Learning:** Outdoor education, nature-based learning, and active citizenship.
- **Digital Innovation:** AI, digital tools, and immersive technologies (AR/VR) for sustainability.
- **Virtual Ecosystems:** Serious games, virtual laboratories, and eco-simulations.
- **Human Development:** Green competencies, skills-mapping, and professional development.
- **Smart Infrastructure:** Green campuses, sustainable school design, and IoT for eco-schools.

EXPECTED OUTCOMES

- Innovative research contributions and new theoretical frameworks.
- Demonstrated best practices and impactful case studies.
- Technological and pedagogical advancements for sustainable development.
- Stronger collaboration networks for global sustainable education.

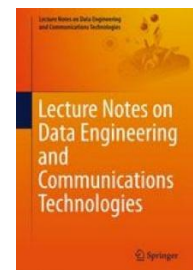## Submission & important dates

o **Submission Protocol:**

Papers must be submitted via **CMT** with the prefix **'EGF'** (e.g., EGF_[Your Paper Name]).
https://cmt3.research.microsoft.com/ISGAIE2026

o **Important Dates**
- **Paper Submission:** February 10th, 2026
- **Acceptance Notification:** March 20th, 2026
- **Registration & Camera-Ready:** April 15th, 2026

Session Chairs

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