

## 9<sup>th</sup> Illia O. Teplytskyi Workshop (CoSinE 2021) on Computer Simulation in Education

Co-located with the 17<sup>th</sup> International Conference  
on ICT in Education, Research, and Industrial Applications:  
Integration, Harmonization, and Knowledge Transfer (ICTERI 2021)

September 28, 2021, Kherson – Ukraine

<http://icteri.org/icteri-2021/workshops-calls-for-papers/cosine-2021/>

Facebook Event: <https://www.facebook.com/events/455943082297943>

Facebook Group: <https://www.facebook.com/groups/ccseminar>

Proceedings: CEUR-WS indexed by DBLP and Scopus

Post-proceedings: Springer CCIS, indexed by: Scopus, Web of Science, EI-Compendex, Mathematical Reviews, SCImago



Venue: Kherson State University

### CoSinE 2021 as is

CoSinE is a peer-reviewed international workshop focusing on theory and practice of computer simulation in education. This workshop was founded by Illia O. Teplytskyi (1941-2018), whose pioneering works in the field of computer simulation in education inspires us.



The information about previous workshops:

1<sup>st</sup>, March 29, 2005, Kryvyi Rih State Pedagogical University  
<https://books.google.com.ua/books?id=aYEIDwAAQBAJ>

2<sup>nd</sup>, April 26, 2006, National Metallurgical Academy of Ukraine  
<https://books.google.com.ua/books?id=t4IIDwAAQBAJ>

3<sup>rd</sup>, April 24, 2008, National Metallurgical Academy of Ukraine  
<https://books.google.com.ua/books?id=wYIIDwAAQBAJ>

4<sup>th</sup>, May 12, 2011, National Metallurgical Academy of Ukraine  
[https://books.google.com.ua/books?id=\\_oIIDwAAQBAJ](https://books.google.com.ua/books?id=_oIIDwAAQBAJ)

5<sup>th</sup>, April 6, 2012, National Metallurgical Academy of Ukraine

<https://books.google.com.ua/books?id=xIMIDwAAQBAJ>

6<sup>th</sup>, April 12, 2013, Kryvyi Rih National University

<https://books.google.com.ua/books?id=X4olDwAAQBAJ>

7<sup>th</sup>, June 12, 2019, Kherson State University

<http://ceur-ws.org/Vol-2393/>

8<sup>th</sup>, October 06, 2020, V.N. Karazin Kharkiv National University

<http://ceur-ws.org/Vol-2732/>

CoSinE puts special emphasis on real-world applications of computer simulation in education. Therefore, all contributors are strongly encouraged to demonstrate how and for what purpose the proposed solutions are to be used. Examples could be taken from case studies involving new tools and/or methodological approaches in education, experimental studies with usable learning applications, or surveys revealing new modelling tools in educational research and practice.

The CoSinE 2021 program will include a presentation of the accomplished work and works in progress.

### Important Dates

(23:59 Hawaii time)

Monday, 28.06.2021 – **paper** submission deadline

Monday, 02.08.2021 – **acceptance** notification

Monday, 28.08.2021 – **camera ready** papers submission deadline

Monday, 28.08.2021 – **registration** deadline

Tuesday, 28.09.2021 – **workshop** day

### No Workshop Fee

CoSinE does not charge any workshop fee. Participation is free.

### Topics of interest

CoSinE topics of interest include, but are not limited to, the following:

- Computer simulation in STEM education
- AI in education
- Educational data mining and learning analytics
- Learning environments models
- Learning virtualization
- Modelling systems in education

### Submission Types and Requirements

CoSinE solicits (i) full research papers, (ii) discussion, survey, or problem analysis papers, (iii) short/research-in-progress papers. The same evaluation criteria as are used at the ICTERI 2021

Conference. Please refer to <http://icteri.org/icteri-2021/submission-types/> for more details.

## Submission Guidelines

The language of CoSinE is **English**. Submissions in any other language will be rejected without review. Presentations in any other language are accepted.

All submissions shall be annotated by the key words/phrases freely chosen by the authors. At least three and at most five key phrases have to be provided.

All submissions must comply with the [Springer LNCS format guidelines](#), [Formatting instructions and template](#), as well as [submission guidelines](#), are provided for your convenience at the ICTERI 2021 web site: <http://icteri.org/icteri-2021/>.

Submissions must be made in **.pdf** by via the [EasyChair](#) System: <https://easychair.org/conferences/?conf=icteri2021>.

Please submit your paper to the **ICTERI-2021 CoSinE Workshop** Track.

## Evaluation of Workshop Papers

Every submission will be evaluated by at least three members of the CoSinE Program Committee. Based on evaluation results, the best papers will be accepted for their presentation at the workshop and publication in the proceedings. To ensure the overall high quality of proceedings volume, ICTERI 2021 Program Chairs will do final checks of the papers recommend for the inclusion in the proceedings. In this context, we retain our right to not accept the papers which do not meet the quality standard of ICTERI. Keeping this standard at a persistently high level is crucial for further ICTERI series publications.

More details on the evaluation process are explained in the **Process and Milestones** page at the ICTERI 2021 web site: <http://icteri.org/icteri-2021/process-and-milestones/>.

## Publication of CoSinE 2021

1. Only papers written in proper English can be recommended, if accepted by the CoSinE Program Committee and ICTERI Program Chairs, for the inclusion into the ICTERI 2021 Workshop Proceedings which will be published electronically at CEUR-WS (indexed by DBLP and Scopus).

2. The best papers among the accepted and presented at the conference will be selected and invited by the ICTERI 2021 Steering Committee to be revised and extended for the ICTERI post-proceedings volume by Springer Communications in the Computer and Information Science (CCIS) series.

Please check the **Previous ICTERI Conferences** page at the ICTERI 2021 web site (<http://icteri.org/icteri-2021/previous-icteri-conferences/>) to access the proceedings and post-proceedings volumes published by the previous conferences.

## Presentation

Accepted papers **must be presented at the conference** by one of their authors, who commit to register and attend the workshop. Workshop organizers will withdraw the paper from the publication in CEUR-WS proceedings if the author(s) do not present their paper at the workshop.

## Program Committee (PC) of CoSinE 2021

### PC Co-Chairs

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**Zarema Seidametova**, *Crimean Engineering and Pedagogical University, Ukraine*  
**Oleksandra Sokolyuk**, *Institute of Information Technologies and Learning Tools of the NAES of Ukraine, Ukraine*  
**Kateryna Vlasenko**, *Donbas State Engineering Academy, Ukraine*  
**Longkai Wu**, *National Institute of Education, Singapore*  
**Yuliia Yechkalo**, *Kyryvyi Rih National University, Ukraine*

## How to Get to Kherson

Kherson is the regional capital city in the South of Ukraine. It is a nice and calm city with many nations living in one comfortable place. It is famous for its traditions of southern-Ukrainian hospitality. Kherson region is also known for its passion and effort in protecting and maintaining the natural environment. The city and neighborhood offer abundant attractions for traditional and ecological tourism. Kherson is well connected to international air hubs through its local airport (<http://airport.kherson.ua/?lang=en>). More details are available at the **Conference Venue** page at the ICTERI 2021 web site: <http://icteri.org/icteri-2021/conference-venue/>.