



SECTION OF PSYCHOLOGY AND EDUCATION

HEALTH, EDUCATION AND WELLBEING

Covid 19 pandemic has posed considerable challenges worldwide, particularly as regards population health, wellbeing and education. Young people have been particularly affected especially in terms of online education, social isolation, and mental health. After more than two years, the issues of health and wellbeing as well as online training/forming still represent a top priority of basic and applied research worldwide. International bodies such as the World Health Organization, as well as educational institutions, are constantly researching and promoting these important issues. Applied research in Health, Education & Wellbeing, aims to provide conclusions and recommendations to some of the most concerning issues regarding physical, educational, mental and social dimensions of health and wellbeing in Albanian and international contexts.

- Youth health promotion and education
- Social policies and social service among children and youth
- Quality of life and stress management among students
- o Mental health (anxiety, depression), wellbeing and lifestyle in young adults
- Inclusive Learning, Cultural Diversity and Special Education
- Teacher Training and Curriculum Design
- Technology in Teaching and Learning and STEAM Education Experiences
- Leadership and Educational Management
- Research in education psychology: New Trends and Experiences















SECTION OF ECONOMICS AND TOURISM

EMBRACING CHANGE AND TRANSFORMATION - INNOVATION & CREATIVITY, LEADING CHANGE, TOURISM, YOUTH ENGAGEMENT

With all the changes that recent years have brought about, due to various factors, such as: the pandemic, business, economics and tourism sector have changed to adapt to the new environment. Creativity and innovations are indispensable for the growth of business and the success of the organization. They are important factors which helps companies and educational institutions in foreseeing the potential threats and rising competition also in providing new ways of operating in markets. Tourism also is a sector that plays an important role on the economy, it creates jobs opportunities and develops infrastructures of countries. In line with this trend and the impact of change, innovation, creativity and their impacts on economy and tourism sector, we are focused on bringing together researchers, lecturers, students and economics to share and discuss their latest research, ideas, and studies in the theoretical & practical areas regarding the area.

- New ways of learning
- Entrepreneurship, market challenges and innovation
- International economics and trade
- Behavioral finance and accounting
- The role of universities in fostering entrepreneurship
- Policies and Strategies for Sustainable Tourism Development
- Geotourism and heritage tourism (natural and cultural heritage)
- Innovation and Tourism marketing
- Agritourism and rural tourism
- Sustainable tourism management















SECTION OF LAW AND POLITICAL SCIENCE

HUMAN RIGHTS, GOOD GOVERNANCE, AND SUSTAINABLE DEVELOPMENT

Human Rights, good governance and sustainable development section is focused and aimed in providing the recent knowledge and interconnection of these three macro disciplines from an applied sciences perspective focused on technology and wellbeing. How the technology is shaping our societies and defining our future? What's its impact on the contemporary society, on the social institutions especially on the whole wellbeing of the societies? These hypothetical questions, but not only, will be the Central Theme of this section. Therefore this section intends to join in the roundtable a discussion forum on political theory and jurisprudence, and also to address and touch upon the special and common issues that the societies are facing today in terms of technology and wellbeing.

- Human rights in the digital age
- The right to vote and electronic voting
- Consumer rights and the Internet
- Cryptocurrencies and regulatory legislation
- Contracts concluded at distance and outside shopping centers
- Extensive participation for good governance
- Governance and sustainable development
- Effective and efficient local government
- The impact of security on well-being
- E-government and its impact















SECTION OF ARCHITECTURE, CREATIVE INDUSTRIES, COMPUTER SCIENCE

TECHNOLOGY AND SUSTAINABLE DEVELOPMENT

Global society due to technology evolution and the influence of the pandemic Covid-19 situation in the last years, have changed the way of living the space, the way of thinking & the interaction among people. Technology has affected the experience of designing and building a structure from the first drawings to the final buildings. Digital technologies have affected client experience in virtual design. Because of technological improvements, buildings can be more energy efficient and more durable and also have complex shapes and forms because of the improved technology of the advanced materials. Building projects today are not only created digitally, but they can also be realized digitally through file-to-factory processes by using computer aided manufacturing (CAM) and computer numerically controlled (CNC) technologies. The computer as a human extension has evolved from a simple tool to a sophisticated machine, able to undertake and comprehend complex human tasks that require years of learning in hours. Through neural networks machines are able to learn, adapt and reproduce tasks which were before thought as exclusive to the human mind. Computers are able to undertake creative tasks, from designing simple logos to organizing plan drawings for architects, tedious creative tasks have been democratized and made available to the general public. How are the designers of the future supposed to compete with a machine able to produce 200 logos every second? Or maybe better will we ever be able to compete again?

- Sustainable Architecture
- Energy Efficient Buildings
- The Impact of Technology on Spatial Design
- Green Technology
- Democratization of Design and Design Automation
- Future Sustainability
- IoT and IT aided agriculture and farming
- Object oriented modelling
- O Data security and electronic communication
- Smart technologies and internet of things
- Women 4/InScience















SECTION OF SPORTS

The Sports Session aims to discuss academically the topics of Physical Education and Sports, to explore the issues that this field deals with and to overcome them with modern knowledge capable of facing and gaining the current and future challenges of the professions. of physical education teacher, sports coach fitness instructor and recreation worldwide. In a sector with intensive expansion such as sports, the generation of knowledge by academia and sports researchers in the fields of prevention of sports trauma and in the field of their rehabilitation, as through this conference, stipulates a very good opportunity to develop a modern society with a tendency towards well-being and improvement of the quality of life through safe physical activity. The polyvalent benefit of research in sports fields, such as sports education, psychomotor development methods, trauma prevention, post-traumatic rehabilitation, etc. enables the simultaneous cooperation of ecosystem stakeholders such as society, schools, business and government and its policies that promote a healthy lifestyle. Confronting applied and theoretical concepts and methodologies based on scientific perspectives on implementation and in-depth research will add contemporary knowledge to an area of crucial importance such as health in terms of its definition (psychological) especially after the Covid 19 pandemic and its negative impact in health and life in general.

- Sports and children
- O Parents' role for sport in children
- O Market opportunities for graduates of physical education.
- O Sport traumas management
- O Injury trauma management
- Sport and rehabilitation
- Strength and physical performance
- Post covid wellbeing









