About the Contributors

Carina Soledad González González is the head of the i-TED research group and the Educational Innovation and ICT, the Center of Virtual Teaching, and responsible of the Virtual Campus of the ULL. She has her PhD in Computer Science, specialized in AI and HCI techniques; she did her PhD about the development of an Intelligent Tutoring System (ITS) to support children with SEN. Her main focus area in research is the application of AI techniques, multimedia adaptive interfaces, and social videogames in education. She developed expert systems using Bayesian networks, CBR, and rule-based systems and identification trees. Currently, she is working on a model and evaluation of learning communities in virtual environments of CSCL and 3D games. In addition, she is a manager of the international and national research project in the field of ICT applied to SEN and of online masters courses on 3D and videogames. She has a wide experience in e-learning best practices and LMS systems. Carina has written widely in the field of computer science applied to the educational field.

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Geertje Bekebrede is an Assistant Professor at the Faculty of Technology, Policy, and Management of Delft University of Technology. She finished her PhD research in 2010 on the use of serious gaming for understanding complex infrastructure projects. Currently, her research topic is the use of gaming in education and policy-making, especially in relation to complex decision-making processes. She has been involved in a large number of game design projects for educational and policy purposes. Furthermore, she is involved in several evaluation projects on the effects of gaming. Her research is published in different journals and presented at conferences. She is Chair of the Board of the Dutch Simulation and Gaming Association, Saganet.

Francisco Blanco received his BSc in Physics from the University of Granada and in Anthropology from the UNED (Universidad Nacional de Educación a Distancia). After some years as a software analyst and teacher, he is pursuing a PhD in Computer Science at the University of la Laguna. He is researching how computer games can be used for educational and research purposes and how people interact between themselves and the environment in multiplayer games.

Marcos R. S. Borges is Full Professor in Computer Science at the NCE&IM Postgraduate Program in Informatics of the Universidade Federal do Rio de Janeiro, Brazil. He received his Ph.D. degree in Computer Science from the University of East Anglia, UK, in 1986. From 1994 to 1996, he had served as a visiting research scholar at Santa Clara University, California. His research interests include CSCW, CSCL, and Software Engineering.
Richard Byrne is a graduate of University College Cork. Richard holds an Undergraduate Degree in Computer Science and Economics and a Masters in Financial Economics. Richard is a member of the Social Science Research Network, The CFA Institute, and a candidate of the Chartered Financial Analysts Level 1 program. Richard now works as a Pricing Officer, Associate Level with State Street International (Ireland).

Eurídice Cabañes graduated in Philosophy (University of Valencia, 2007) and wrote her Doctoral Thesis about Computational Creativity in the PhD of Lògic and Philosophy of Science, in 2010. She interned at Imperial College of London in the Computational Creativity Group. Currently, she is the Vice President of ARSGAMES, is part the coordination team of the Observatorio para la Cibersociedad, and belongs to the Editorial Board of TEXTOS. She has organized and participated as a speaker in various conferences and seminars related with philosophy, synaesthesia, art, videogames, etc.

Thibault Carron is an Associate Professor of Computer Science at the University of Savoie. He is an Associate Researcher of the LIP6 Laboratory. He obtained his PhD in Computer Science at the Ecole Nationale Supérieure des Mines de Saint-Etienne in 2001. His current research interests deal with the study of collaborative activity observation. His research results are mainly applied to the educational field and more recently to serious games.

Luca Carrubba is an artist, digital craftsman, and independent researcher and educator. His artistic production focuses on the interaction between audio and video (always sharing the practices and code of both disciplines) in relation to the human perception. His practice expands from the philosophy of DIY (Do It Yourself) to the ideas of DOT (Do it Together), DIWO (Do It With Others), knowledge sharing, accessibility, recycling, social movements, and videogames. He has organised and participated in many workshops about free and open source software/technology/culture in Italy, Spain, Germany, France, UK, Argentina, Brazil, Palestine, Colombia, and China.

Ian J. Cole is a Lecturer in Information and Communication Technology for the Department of Health Sciences at the University of York, where he teaches Informatics. His research interests include virtual learning environments, usability, educational technology, human computer interaction, computer software design, and music technology. He holds a MSc in Multimedia and Educational Software Design and a MA in Music Technology. The majority of work that he is involved in focuses on the student experience, while using virtual learning environments and e-learning software. He has published predominantly on the usability of VLEs and the student experience of using e-learning. In his spare time, he writes experimental music and works on sound design projects.

César A. Collazos is an Assistant Professor of Computer Science at the Universidad del Cauca (Colombia). He received his Ph.D. in Computer Science at the Universidad de Chile. He received his Bachelor degree in Computer Science from Universidad de los Andes in Bogota (Colombia). His research interests include computer-supported collaborative learning and human-computer interaction, especially the modeling, design, and building processes of educative software applications.
Manuel Contero is Full Professor of Engineering Graphics and CAD with the Graphic Engineering Department at the Universidad Politécnica de Valencia, Spain (UPV). He earned a MSc degree in Electrical Engineering in 1990, and a PhD in Industrial Engineering in 1995, both from UPV. In 1993, he joined Universidad Jaume I of Castellón, Spain (UJI) as Assistant Professor, promoting to Associate Professor in 1997. In 2000, he returned to UPV, being appointed Full Professor in 2008. His research interests focus on sketch-based modeling, collaborative engineering, human computer interaction, development of spatial abilities, and technology-enhanced learning.

Ouafae Debdi received the Diploma in Informatics in 2007 with a special studies award. She studied the Master Degree in Information Technologies and Computing Systems in 2008 and the Master Degree in Decision Engineering in 2009, all from the Universidad Rey Juan Carlos, Madrid, Spain. She is PhD student since 2009, as well as a member of the Laboratory of Information Technologies in Education (LITE). Her research interests are innovation in education, educational software to learn programming, software visualization, and human-computer interaction.

Ines Di Loreto received her Ph.D. in Computer Science in 2009 at the University of Milan (Italy) within the area of collaborative systems and virtual communities. For several years, she worked on collaborative serious games, also in the health field (for example for the Mojos project—www.mojos.fr—at the University of Montpellier II, France). Her current research areas include post WIMP interfaces, collaborative systems, and serious games design.

Maria das Graças Dias Pereira, Professor of the Department of Letters at Pontificia Universidade Católica do Rio de Janeiro (PUC-Rio), member of the Language Studies Post-Graduation Department, research line: Discourse, Daily, and Professional Practices. PhD in Applied Linguistics received from PUC-Rio (1993), Postdoctoral held at ILTEC and Universidade de Lisboa (2008-2009), Master’s Degree in Letters from PUC-Rio (1981). Language, Culture, and Work research group leader at CNPq/PUC-Rio. Member of the work group Applied Linguistics Identity Practices (ANPOLL), and of the following associations: Brazilian Association of Linguistics (ABRALIN), Brazilian Association of Applied Linguistics (ALAB), International Pragmatics Association (IPra), Latin American Association of Discourse Studies (ALED), and the International Association of Lusitanists. Dr. Maria Dias Graças develops research in applied linguistics, narrative analysis, interactional sociolinguistics, conversation analysis, and pragmatics. Her areas of interest are discursive practices and identity construction in professional contexts, narrative analysis, social and discursive identity, interaction and new technologies, and national and international migration.

Vicente Galiano is Full Professor of the Physics and Computer Architecture Department at the Miguel Hernandez University in Elche (Spain). He received the Ing. grad. from Polytechnic University of Valencia and the PhD degree in Computer Science in 2007. His main research interests include parallel algorithms for heterogeneous platforms for solving linear and nonlinear systems, high-level interface design in parallel libraries for using them in meteorological and biological applications, and parallel simulations for modeling electronic systems. He is also working on incorporating virtual reality in teaching tools and integrating them with the social networks.
Rosa Maria Gil Iranzo, PhD in Computer Science. She is currently a Professor in the Department d'Informàtica i Enginyeria Industrial at Universitat de Lleida (UdL). She was born in Barcelona, graduated in Physics (Earth, Air, and Cosmos) at the University of Barcelona (UB), earned a Masters in Environmental Management and later a PhD at the University Pompeu Fabra (UPF), has since worked in the fields of Semantic Web and Human Computer Interaction, mainly focusing their latest work in related areas such as design interfaces and emotional cultural elements.

José Luis González Sánchez, PhD in Software Engineering, Lecturer in the Software Engineering Department of University of Lleida, and Research Member of the Research Group in Specification, Development and Evolution of Software at the University of Granada, Spain. He graduated in Computer Engineering at the University of Granada, earned a Masters in Software Development and later a PhD at the University of Granada. He is specialized in interactive systems, user interface design, and user experience, especially in video games. He is a member of the Human-Computer Spanish Association and Academic of Science and Interactive Arts from Spain.

Luis A. Guerrero is an Assistant Professor of Computer Science at the Universidad de Chile. He received his Ph.D. in Computer Science at the Pontificia Universidad Católica de Chile, a M.Sc. degree in Computer Science from Instituto Tecnológico de Costa Rica, and a Bachelor degree in Computer Science from Universidad de Costa Rica. His research interests include the modeling, design, and building processes of collaborative applications, object-oriented technologies, and collaborative learning.

Francisco L. Gutierrez Vela, PhD in Software Engineering, Lecturer in the Software Engineering Department and Research Member of the Research Group in Specification, Development and Evolution of Software at the Department of Languages and Computer Systems, University of Granada, Spain. He is specialized in interactive systems, user interface design, and collaborative design systems. He is interested in the use of videogames and interactive systems applied to education. He is a member of the Human-Computer Spanish Association.

Casper Harteveld is a PhD researcher in the Faculty of Technology, Policy, and Management at Delft University of Technology and is an Affiliate Member of Deltares Institute for Delta Technology. His interdisciplinary research draws on theories from management science, cognitive science, and human-computer interaction. He focuses on the design, use, and evaluation of games in a wide variety of public policy domains but most notably crisis and safety management. He recently wrote a book called Triadic Game Design and has established a game-based game design workshop (see http://triadicgamedesign.com). His dissertation deals with the use and evaluation of a game that helps to make sense of risks.

Victoria Herranz is Full Professor of the Mathematics, Statistics, and Informatics Department and Researcher Member of the Center of Operations Research, both at the University Miguel Hernandez in Elche (Spain). She received the PhD degree in Mathematics in 2007 at the University Miguel Hernandez in Elche (Spain). Her main research interests are studying error correction codes and turbo codes and their use in new telecommunications standards, such as 4G or Wimax. She is also interested promoting new educational techniques with new technologies for students and analyzing the students’ behavior using these new tools. She has worked on creating new virtual contents, such as a virtual mathematics museum.
About the Contributors

Robyn Hromek is a practicing Educational Psychologist working in Australian schools with a Masters degree in Educational Psychology from the University of Newcastle, NSW. She is an Honorary Associate of the Faculty of Education at The University of Sydney, Australia. While working as an Educational Psychologist she has developed her expertise in the socio-emotional development of children and has drawn on the ideas of Vygotsky, Bandura, Goldman, and Gardner to produce a set of innovative games that readily engage children in the process of becoming the best they may be. Robyn has spoken at numerous international conferences—The International Conference of Moral Education in Nanjing 2011, Fifth European Conference on Positive Psychology in Copenhagen 2010, Second International Conference on Games-Based Learning in Barcelona 2008, and Division of Educational and Child Psychology Annual Conference in Glasgow 2007. She is also the author of three books published through Sage.

Amer Ibrahim is a PhD student at the Department of Software Engineering of the University of Granada. His research subject is Educational Video Games. He is a Member of the Research Group in E-Learning and Video Games at the University of Granada, Spain. He graduated in Information Technology Engineering from the University of Damascus, earned a Masters in Software Development at the University of Granada, and currently is a PhD student at the University of Granada. Interests focus on introducing a new design methodology for educational video games based on playability and player experience.

Norena Martin-Dorta is an Assistant Professor of Engineering Graphics and CAD at La Laguna University (ULL). She earned a degree in Architectural Technology in 1998 from ULL, an MS degree in Library Science and Documentation in 2005, and a Ph.D. in Industrial Engineering in 2009 from UPV. She joined La Laguna University in 2001, and her research interests include development of spatial abilities using multimedia technologies, sketch-based modeling, and technology-enhanced learning.

Jean-Charles Marty is an Associate Professor of Computer Science at the University of Savoie, France. His research interests are mainly in the observation and regulation of collaborative activities. The results of his research are applied to technology enhanced learning, and more recently to game-based learning environments.

Noirin McCarthy is a Lecturer in the Department of Economics and currently teaches on the BA (Economics), MBS (Economics of Business Practice) programme and Masters in Economic Science (M.Econ.Sc) programme. She is an undergraduate of University College Cork (B.Comm) and also holds a Postgraduate Diploma in Health Economics and Evaluation Studies as well as a Masters Degree in Economics (M.Econ.Sc), also from University College Cork. Her research interests include small business economics and labour economics.

Sebastiaan Meijer has been an Assistant Professor at Delft University of Technology since 2008 and is a visiting fellow at CSTEP, India. His research focuses on the use of gaming simulation methods for empirical research and testing of designs. This research is particularly located in the domains of supply chain management, transport systems, and emergency management. He publishes mainly in domain-related periodicals, and collaborates closely with industry to bring gaming simulation into the operating core. He serves as Secretary of the International Simulation and Gaming Association, and regularly lectures on game design in several countries.
Natalia Padilla Zea, PhD in Software Engineering at the University of Granada and Research Member of the Research Group in Specification, Development, and Evolution of Software at the Department of Languages and Computer Systems, University of Granada, Spain. She is specialized in educational video games, collaborative learning, and collaborative educational video games. She is member of the Human-Computer Spanish Association.

Antonio Pérez-Carrasco received the Graduate degree in Informatics in 2008 and the Master degree in Information Technologies and Computing Systems in 2009, both from the Universidad Rey Juan Carlos, Madrid, Spain. He has been a teacher since 2008 at the Escuela Técnica Superior de Ingeniería Informática of the Universidad Rey Juan Carlos. Currently, he is a Member of the Laboratory of Information Technologies in Education (LITE). His research interests are innovation in education, educational software to learn programming, software visualization, and human-computer interaction. He won a second prize given by the Spanish Chapter of the IEEE Education Society to the Best Educational Capstone Project.

José A. Pino is Associate Professor of Computer Science and Director of the Ph.D. program in Computer Science at the Universidad de Chile. His research interests include CSCW, HCI, and Software Industry Studies. He served as President of the Chilean Computer Science Society and President of CLEI (the Latin American Association of Universities Concerning IT). He has co-authored six books and published research papers in journals, including Journal of the ACM, Communications of the ACM, Decision Support Systems, Interacting with Computers, and Information Technology and People.

María Rubio Méndez is Member of ARSGAMES and Coordinator of the GAMESTAR(T) project, has a degree in Philosophy from the University of Valencia. She completed the Master in Secondary School Teacher Training at the Complutense University of Madrid, in the course of which she wrote a Master thesis on Pedagogical Innovation. She has also received the interuniversity Master’s degree in Logic and Philosophy of Science, where she specialized in the field of Science, Technology, and Society, focusing mainly on Philosophy of Technology, Gender, and Videogames. She is currently writing her PhD thesis on this research field.

Geraldine Ryan holds a PhD in Economics from University of Warwick. Her research interests include small business economics and stock price predictability. She has published a number of pieces on information and incentive problems in economics and knowledge management, financial indicators, and regulation.

Isabel Sánchez Berriel is Assistant Professor of Graphic Programming and Artificial Intelligence with the Statistic, Operational Research, and Computing Department at the Universidad de La Laguna, Spain (ULL). She earned a degree in Mathematics in 1998 from ULL, and she is doing a PhD at the Universidad de Las Palmas de Gran Canaria (ULPGC). In 1998, she joined ULL, Spain, as Assistant Professor. Her research interests focus on mobile programming, videogames, technology-enhanced learning, and natural language processing.
About the Contributors

Flavia Maria Santoro is an Associate Professor in the Department of Computer Science of the University of Rio de Janeiro, Brazil. She received her D.Sc. degree in Computer Science from the Federal University of Rio de Janeiro in 2001. Her research interests are in the areas of CSCL, CSCW, computers in education, and distance learning.

Neide Santos earned a D.Sc. degree in Engineering of Production from the Federal University of Rio de Janeiro in 1994. She is an Associate Professor in the Department of Computer Science at the State University of Rio de Janeiro, Brazil. Her main areas of interest include computers in education, educational hypermedia, and Web-based education.

José Luis Saorín is an Assistant Professor of Engineering Graphics and CAD at La Laguna University (ULL). He earned an MS degree in Energy Engineering in 1991, and a Ph.D. in Industrial Engineering in 2006 from UPV. He worked for private companies from 1992, as a project engineer in water supply systems. He joined La Laguna University in 2001, and his research interests include development of spatial abilities and the use of advanced technologies for learning and teaching drawing.


Pedro Toledo Delgado received the degrees in Computer Science Technical Engineering and Computer Science Engineering from the University of La Laguna (Spain) in 2002 and 2004, respectively. He was a Ph.D student at the same university in 2004, in the Department of Systems Engineering and Control and Computer Architecture. In addition, he collaborated with the DTAI group of the Computer Science Department of the Katholieke Universiteit Leuven during the year 2008, and with the Information Systems Group of the Computer Science Department of the Technische Universiteit Eindhoven, during 2009, 2010, and 2011. His current research interests include reinforcement learning, graph mining, workflow induction, and educational data mining.

J. Ángel Velázquez-Iturbide received the Graduate Degree in Informatics in 1985 and the PhD Degree in Informatics in 1990, both from the Universidad Politécnica de Madrid, Spain. He was a teacher since 1985 at the Facultad de Informática of the Universidad Politécnica de Madrid. In 1997, he joined Universidad Rey Juan Carlos, where he currently is Full Professor and Chairman of the Laboratory of Information Technologies in Education (LITE). His research interests are innovation in education, educational software to learn programming, software visualization, information visualization, and human-computer interaction. Dr. Velázquez-Iturbide is a Member of ACM, ACM SIGCSE, IEEE Computer Society, and IEEE Education Society. He also is the Chairman of the Spanish Association for the Advancement of Computer in Education (ADIE).
Harald Warmelink is an Assistant Professor finishing his PhD research at the Faculty of Technology, Policy, and Management of Delft University of Technology. He researches on the numerous meanings games can have for organizations, most notably the notion and emergence of “playful organizations”: a type of organization in which employees value their ability to play so much that the organization becomes highly creative, spontaneous, and pleasurable. Together with several colleagues, he has also evaluated a great many educational games developed and used at Delft University of Technology and several other educational institutes in The Netherlands. He co-edited the book Learning in a Virtual World: Reflections on the Cyberdam Research and Development Project with Dr. Igor Mayer.

Ranran Xiong is currently studying for an MSc in Computing Science in University College Cork, having previously studied Systems Management in Henan University of Finance and Economy, Zhengzhou, China. She is interested in data mining, optimization, information systems, and in business management/economics.

Sergio G. Zapata is a Researcher in the Instituto de Informática at Universidad Nacional de San Juan, Argentina, and Professor of Information Systems in the Computer Science program. He is a candidate of a Master degree in Software Engineering. He has more than 15 years of experience in high educations and software engineering.