



PROGRAMME

Schedule in UTC+2 (Central European Summer Time; CEST)



WEDNESDAY, NOVEMBER 29th

TIME	ACTIVITY	LANGUAGE	LOCATION
09:00 – 11:15	Welcome Working Session 1: Gamification in Human Resources	English	https://meet.google.com/tdn-hzme-ign?authuser=1
<i>11:15 – 11:45 Coffee break</i>			
11:45 – 14:00	Working Session 2: Gamification and Sustainability	Spanish	https://meet.google.com/vct-biqv-zew?authuser=1
11:45 – 14:00	Working Session 3: Gamification in Education I	Spanish	https://meet.google.com/aam-wyqi-auu?authuser=1
<i>14:00 – 16:00 Lunch break</i>			
16:00 – 18:30	Working Session 4: Escape Rooms	Spanish	https://meet.google.com/goa-ggkn-got?authuser=1



THURSDAY, NOVEMBER 30th

TIME	ACTIVITY	LANGUAGE	LOCATION
09:30 – 11:45	Working Session 5: Gamification in Education II	English	https://meet.google.com/bfz-uewh-xmn?authuser=1
09:30 – 11:45	Working Session 6: Gamification in Education III	Spanish	https://meet.google.com/rtx-bhpi-mrf?authuser=1
<i>11:45 – 12:15 Coffee break</i>			
12:15 – 14:30	Working Session 7: Gamification in Education IV	English	https://meet.google.com/jdr-yozd-duh?authuser=1
12:15 – 14:30	Working Session 8: Gamification (miscellaneous)	English	https://meet.google.com/dfv-vnpz-sje?authuser=1
<i>14:30 – 16:00 Lunch break</i>			
16:00 – 18:00	Working Session 9: Gamification in Marketing	Spanish	https://meet.google.com/mpg-mtxe-qxc?authuser=1
18:00	Awards and Closing Ceremony	English	

Wednesday, November 29th

09:00 **Welcome** <https://meet.google.com/tdn-hzme-ign?authuser=1>
Prof. Sara Catalán, Chair of the GAMOTEC 2023 Workshop

09:00 – 11:15 **Working Session 1: Gamification in Human Resources**

Chair: Sara Catalán (language: English)

Google Meet link: <https://meet.google.com/tdn-hzme-ign?authuser=1>

Analysing gamified e-training systems to improve employees' security self-efficacy and information security behaviours

Paula Bitrián, Isabel Buil and Sara Catalán (University of Zaragoza) and Dominik Merli (University of Applied Sciences Augsburg)

Game over? On the use of game design elements in Human Resources

María Soguero and Ramón Hermoso (University of Zaragoza)

Is game-based assessment fair? How the method of assessment affects its perception

Tobiasz Naryniecki (University of Warsaw)

Health-cy-game: a way for gamifying cyber awareness in health

Ana Carreiro and Silva Carina (Polytechnic Institute of Lisbon) and Mário Antunes (Polytechnic of Leiria)

Usage of peer reviewing on social networks to support soft skills screening: A case study about the platform GetBoarded on the usage of gamification tools for human resources management

Raquel Magalhães Cabral (University of Aveiro)

11:45 – 14:00 **Working Session 2: Gamification and Sustainability**

Chair: Sara Catalán (language: Spanish)

Google Meet link: <https://meet.google.com/vct-biqv-zew?authuser=1>

La sostenibilidad y los líderes del futuro: la gamificación como técnica para el desarrollo de habilidades directivas

Angelo Puccia, Julia Núñez and Miguel González (University of Córdoba)

Uso del *serious game* "Nawaiam" para la predicción del desempeño adaptativo

Pedro Ramos, Elena Fernández and Patricia Navas (University of Zaragoza)

Gamificación y *design thinking*: una experiencia de aplicación para el diseño de juegos que promuevan el ODS 12

José Luis Vázquez, Ana Lanero, César Sahelices and María Purificación García (University of Leon)

Hacia la concienciación medioambiental a través del juego serio: efecto de la experiencia y la competencia del usuario

Elías Vega and Carmen Camarero (University of Valladolid)

11:45 – Working Session 3: Gamification in Education I

14:00

Chair: Rafael Bravo (language: Spanish)

Google Meet link: <https://meet.google.com/aam-wyqi-auu?authuser=1>

La gamificación vs el aprendizaje basado en juegos en las aulas de Educación Primaria: un estudio contrastivo

Silvia Cantero and Agustín Reyes (University of Valencia)

One minute paper a través de la gamificación como recurso didáctico en Criminología

Laura Carrascosa (International University of Valencia) and Jessica Ortega-Barón (University of Valencia)

Acompañamiento, gamificación y STEAM en la educación respetuosa

Marco Gutiérrez and Janet Val (El Ardal School)

Adaptación de la Tierra Media de Tolkien a la asignatura Estadística Aplicada en el Grado en Nutrición Humana y Dietética

Azael Herrero (European University Miguel de Cervantes)

Creación de memes como recurso didáctico en la educación superior

Jessica Ortega-Barón (University of Valencia) and Laura Carrascosa (International University of Valencia)

16:00 – Working Session 4: Escape Rooms

18:30

Chair: José Miguel Pina (language: Spanish)

Google Meet link: <https://meet.google.com/goa-ggkn-qot?authuser=1>

Escape rooms y formación de maestros: qué piensan los futuros maestros

Mario Grande de Prado, Sheila García and Roberto Baelo (University of León) and Victor Abella (University of Burgos)

Escape Room virtual como método de gamificación para el aprendizaje de farmacología

Alberto García, Sonia Santander, María Luesma (University of Zaragoza), Luis Olivos, María Barahona, Antonio Rodríguez, Manuel San Andrés, José de Lucas, Juan Gilabert, María Gómez, Felipe Ortega, Esmerilda García, Raquel Pérez, Sebastián Sánchez, Ana D'Ors, Eva de Lago, Belén López, Pablo Morón, Celia Llorente, Julia Serrano, Ana Sánchez, Ada Quintero, Marta Arias, Inés Belloso, Oiane Licerias, Marina Arribas (Complutense University of Madrid), Isabel Lastres (Autonomous University of Madrid)

Implementación de un escape room educativo para la enseñanza de un tema de sostenibilidad ambiental en la asignatura Economía de 1º de Bachillerato

Juan Guerrero, María Teresa Tascón and Oliver Fernández (University of León)

Propuesta de aprendizaje basada en un escape room para trabajar contenidos matemáticos

Félix Yllana, David González, Jin Su Jeong and Ana Isabel Montero (University of Extremadura)

Potenciando la experiencia educativa en nivel superior a través de la gamificación: Un enfoque con escape rooms

Paula Puente, Miguel Ángel García, Sonia Rodríguez and Vanesa Delgado (University of Burgos)

Thursday, November 30th

09:30 – 11:45 Working Session 5: Gamification in Education II

Chair: Paula Bitrián (language: English)

Google Meet link: <https://meet.google.com/bfz-uewh-xmn?authuser=1>

Gamification in Engineering education after the COVID-19 pandemic

Serafeim Triantafyllou (Greek Ministry of Education and Religious Affairs) and Andreas Oikonomou (ASPETE)

Designing gamified augmented reality based escape rooms

Robertas Damasevicius (Vytautas Magnus University) and Tatjana Sidekierskiene (Kaunas University of Technology)

Playing with purpose: The road to ethical competition in gamified experiences

Landelin Delcoucq (University of Mons)

Game-based learning for Higher Education: Fostering critical thinking through a virtual escape room

Ana Fanjul and María Muñoz (University of Leon)

Student-driven development of online agile games

Claudia Reuter (University of Applied Science Augsburg)

09:30 – 11:45 Working Session 6: Gamification in Education III

Chair: Rafael Bravo (language: Spanish)

Google Meet link: <https://meet.google.com/rtx-bhpi-mrf?authuser=1>

Estudio del impacto de la gamificación en una asignatura en la motivación y actitud hacia el aprendizaje de las ciencias en maestros en formación inicial

Gregorio Jiménez, Carlos Heras, Genina Calafell and Noëlle Fabre (University of Barcelona)

Inteligencia Artificial (IA) en el aula: Synthesia, Rask AI, Youtube y una hoja de papel

José Enrique Ramos (University of Córdoba)

Explorando la gamificación educativa en México: un caso de aprendizaje en estudiantes de turismo

Karina Romo and Ismael Manuel Rodríguez (Autonomous University of Aguascalientes)

Comparación de cinco metodologías docentes mediante el análisis de la satisfacción y utilidad para el alumnado: ¿existe una simbiosis positiva entre técnicas innovadoras y clásicas?

José Fortuna and Pedro Luis Vega (University of Valladolid)

Gamificación en el aula de Anatomía

Alberto García, Ana Isabel Cisneros, Jesús Rodríguez, Itziar Lamiquiz, María Carmen Garza and Jaime Whyte (University of Zaragoza)

12:15 – 14:30 Working Session 7: Gamification in Education IV

Chair: Paula Bitrián (language: English)

Google Meet link: <https://meet.google.com/jdr-yozd-duh?authuser=1>

Gamification on Instagram: Assessment of Nursing students' satisfaction and learning perception in an educational game and its effectiveness in a Bachelor of Nursing course - An experimental study

Antonio Rosa, Alba Roselló, Elena Maestre and Montserrat Solà (University of Barcelona)

A gamified learning experience through motivational technologies in the Future Classroom Lab for mathematics and science courses

Ana Isabel Montero, Jin Su Jeong, David González and Félix Yllana (University of Extremadura)

Proposal of gamification for the subject Research Methods in Health Sciences

Azael Herrero (European University Miguel de Cervantes)

A digital and gamified psychoeducational intervention program for Spanish children with learning difficulties

María Carmona, Isabel Monte, Macarena de los Santos, Sara Mata and Francisca Serrano (University of Granada) and José Francisco Bravo, Manuel González and Emilio Jiménez (MS2S INNOVACIÓN)

NeuroApp, a serious games application for Neurosciences: Impact on academic performance and usability

Daniel Burguera, Rosa Redolat and Patricia Mesa (University of Valencia) and José Antonio Gil (Valencia Polytechnic University)

12:15 – 14:30 Working Session 8: Gamification (miscellaneous)

Chair: José Miguel Pina (language: English)

Google Meet link: <https://meet.google.com/dfr-vnpz-sje?authuser=1>

360 Music video production: Exploring the power of game engines for cinematic virtual reality experience

Fadilah Husna Arief

Level up the academia: Can social VR change the way we think about scientific conferences?

Aleksandra Czastkiewicz (Maria Curie-Skłodowska University), Jan Waligórski (AGH University of Krakow), Zofia Samsel (Université Paris Cité) and Natalia Frys (Jagiellonian University)

16:00 – 18:00 Working Session 9: Gamification in Marketing

Chair: Sara Catalán (language: Spanish)

Google Meet link: <https://meet.google.com/mpg-mtxe-qxc?authuser=1>

Entorno para el diseño de estrategias de gamificación

Alejandro Calderón, Javier Martín-Lloret and Mercedes Ruiz (University of Cádiz)

La transferencia de valor en los programas de lealtad gamificados

Júlia Marchan (University of Zaragoza)

La gamificación en museos: una revisión sistemática de la literatura

Lorena Muro (University of Zaragoza)

Creación de un juego de cartas para la marca de hamburguesas Goiko

Matías López, Mónica Matellanes and Sandra Espiga (European University Miguel de Cervantes)

18:00 Awards and Closing ceremony

<https://meet.google.com/mpg-mtxe-qxc?authuser=1>

Acknowledgements



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