

Enlaces para el curso

“Realización de experiencias de aprendizaje basado en juegos”

Herramientas

Plataforma SGAME para crear videojuegos educativos.

Plataforma web: <https://sgame.etsisi.upm.es>

Videotutoriales: <https://www.youtube.com/playlist?list=PLBm-hVuW42UHHGnKI3CVbr7IkK8SIJ2d>

Manual de usuario: https://sgame.etsisi.upm.es/Manual_SGAME_es.pdf

Herramienta e-Adventure para crear juegos de tipo aventura gráfica “point and click”:

<https://www.e-ucm.es/es/portfolio-item/eAdventure>

Herramienta u-Adventure para crear juegos de tipo aventura gráfica “point and click”:

<https://www.e-ucm.es/uAdventure>

Herramienta RPG Playground para crear juegos del género RPG (Role Playing Game):

<https://rpgplayground.com>

Herramienta Genial.ly para crear juegos web de tipo escape room.

Plataforma web: <https://www.genial.ly>

Plantillas: <https://genial.ly/es/plantillas/gamificacion/escape-games>

Herramientas para crear recursos educativos compatibles con el estándar de e-Learning SCORM.

Presentación empleada en el curso ‘Creación de recursos educativos interactivos para el aula y entornos virtuales de aprendizaje’ impartido en el ICE que incluye un listado de herramientas de creación de contenidos educativos: <https://vishub.org/excursions/1597>.

Artículos sobre aprendizaje basado en juegos.

Artículos publicados sobre experiencias de aprendizaje basado en videojuegos educativos creados con la plataforma SGAME:

[1] A. Gordillo, D. López-Fernández, E. Tovar, and J. Mayor, “A comparison of the usefulness of game-based learning and video-based learning for teaching software engineering in online environments,” in Proceedings of the 2023 Frontiers in Education Conference (FIE 2023), 2023, doi: 10.1109/FIE58773.2023.10343449.

[2] D. López-Fernández, A. Gordillo, R. Lara-Cabrera, and J. Alegre, “Comparing effectiveness of educational video games of different genres in computer science education,” Entertainment Computing, vol. 47, 2023, doi: 10.1016/j.entcom.2023.100588.

[3] D. Lopez-Fernandez, A. Gordillo, J. Perez, and E. Tovar, “Learning and motivational impact of game-based learning: Comparing face-to-face and online formats on computer science education,” IEEE Transactions on Education, vol. 66, no. 4, pp. 360–368, 2023, doi: 10.1109/TE.2023.3241099.

[4] A. Gordillo, D. López-Fernández, and E. Tovar, “Comparing the effectiveness of video-based learning and game-based learning using teacher-authored video games for online software engineering education,” IEEE Transactions on Education, vol. 65, no. 4, pp. 524–532, 2022, doi: 10.1109/TE.2022.3142688.

- [5] D. López-Fernández, A. Gordillo, P. P. Alarcón, and E. Tovar, "Comparing traditional teaching and game-based learning using teacher-authored games on computer science education," *IEEE Transactions on Education*, vol. 64, no. 4, pp. 367–373, 2021, doi: 10.1109/TE.2021.3057849.
- [6] A. Gordillo, E. Barra, S. López-Pernas, and J. Quemada, "Development of teacher digital competence in the area of e-safety through educational video games," *Sustainability*, vol. 13, no. 15, 2021, doi: 10.3390/su13158485.
- [7] A. Gordillo, E. Barra, and J. Quemada, "SGAME: An authoring tool to easily create educational video games by integrating SCORM-compliant learning objects," *IEEE Access*, vol. 9, pp. 126414–126430, 2021, doi: 10.1109/ACCESS.2021.3111513.
- [8] A. Gordillo, S. López-Pernas, and E. Barra, "Students' perceptions toward the use of teacher-created educational games in a secondary education setting," in *Proceedings of the 12th International Conference of Education, Research and Innovation (ICERI 2019)*, 2019, pp. 1986–1996, doi: 10.21125/iceri.2019.0557.

Artículos publicados sobre experiencias de escape rooms educativas creadas con Genial.ly:

- [1] C. Jiménez, N. Arís, Á. A. Magreñán, and L. Orcos, "Digital escape room, using Genial.Ly and a breakout to learn algebra at secondary education level in Spain," *Education Sciences*, vol. 10, no. 10, 2020, doi: 10.3390/educsci10100271.

Otros artículos interesantes sobre aprendizaje basado en juegos:

- [1] C. Udeozor, R. Toyoda, F. Russo Abegão, and J. Glassey, "Digital games in engineering education: systematic review and future trends," *European Journal of Engineering Education*, 2022, doi: 10.1080/03043797.2022.2093168.
- [2] E. A. Boyle et al., "An update to the systematic literature review of empirical evidence of the impacts and outcomes of computer games and serious games," *Computers & Education*, vol. 94, pp. 178–192, 2016, doi: 10.1016/j.compedu.2015.11.003.
- [3] T. M. Connolly, E. A. Boyle, E. MacArthur, T. Hainey, and J. M. Boyle, "A systematic literature review of empirical evidence on computer games and serious games," *Computers & Education*, vol. 59, no. 2, pp. 661–686, 2012, doi: 10.1016/j.compedu.2012.03.004.
- [4] P. Caserman et al., "Quality criteria for serious games: Serious part, game part, and balance," *JMIR Serious Games*, vol. 8, no. 3, pp. 1–14, 2020, doi: 10.2196/19037.