



Conferência Internacional sobre Informática na Educação

2 a 4 de dezembro de 2025

Recife - PE – Brasil

PROGRAMAÇÃO- APRESENTAÇÕES DOS FULL PAPERS

SESSÃO 1 FULL PAPER Data: 02/12/2025 (terça-feira) Horário: 10:30-12:30 Local: AUDITÓRIO TÉRREO DO CENTRO DE FILOSOFIA E CIÊNCIAS HUMANAS (CFCH) da UFPE Coordenadora da Mesa: Dra. Apuena Vieira (UFRN)		
TRABALHO		AUTORES
1	Leveraging Generative Artificial Intelligence for Formative Assessment in STEM	Gustavo Uruguay Castilho Victoria Alejandra Herrera
2	AI Ethics in Education: A Contextual Model for Global South Institutions	Carlos Pompeu Francisco Torres
3	Generative AI in Mathematics Education: A Comprehensive Review of the Current Scenario	Cleuselite Silva Taciana Falcão Kellyton Brito
4	Artificial Intelligence in Text Evaluation: Comparing the Performance of ChatGPT and Human Evaluators in Essay Grading	Deivison Gomes de Amorim Maria Clara da Silva Pereira Erick Ricardo da Silva Regina de Fátima da Silva Bezerra Thalita Millena Moura Costa

5	Teacher Adoption and Resistance to AI in Education: A Critical Literacy Study	José Garrote-Ramos Jaime Sánchez
6	Ethics in Artificial Intelligence in Education: What Do Publications of the Brazilian Computer Society Reveal?	Jefferson Rodrigo Speck Mariangela Deliberalli Clodis Boscarioli
7	AI Appropriation in University Virtual Environments	Priscilla Cabrera Jaime Sánchez

<p style="text-align: center;">SESSÃO 2 FULL PAPER Data: 03/12/2025 (quarta-feira) Horário: 13:30-15:30</p> <p>Local: AUDITÓRIO TÉRREO DO CENTRO DE FILOSOFIA E CIÊNCIAS HUMANAS (CFCH) da UFPE</p> <p>Coordenadora da Mesa: Dr. Marcello Mello (UniFBV)</p>		
TRABALHO		AUTORES
1	Games for Teaching Computer Networks – A Systematic Mapping of the Literature	Robert Kauan Barros de Aguiar Thiago Reis da Silva Eduardo Henrique da Silva Aranha Rommel Wladimir de Lima Diego Grosmann
2	Think, Grab, and Play: Learning Mathematics in Elementary School with Manipulatives and GCompris, Supported by Computational Thinking	Sonally Sales Luciana Gomes Júlia Pamplona Vivianne Leal
3	Factors that influence engagement and retention in educational games in old age: a systematic mapping of the literature	Ronan Loschi Rodrigues Ferreira Kaio Henrique Oliveira da Silveira Barbosa João Pedro Santana Marques João Paulo da Cruz Mark Junho Song Lucila Ishitani
4	Integrating Gamification, Artificial Intelligence, and Robotics: Fostering Engagement and Conceptual Understanding in Elementary Education	Caio Henrique Cordeiro Lins Mikael Josué

		Carvalho Alves Luis Eduardo Tavares Gomes da Silva Ravenna Lins Rodrigue
5	CodeStep Game: Utilizando A Dança Como Meio De Aprendizagem Para O Ensino De Algoritmos	Rhauana Ramos de Andrade Diogo Pereira Silva de Novais Josualdo Junior Dias da Silva
6	Development of a Gamified Educational Artifact on Metabolic Syndrome: Challenges and Solutions from an Interdisciplinary and Complexity Perspective	Alba F. Pereira Janaína A. Couto Patrícia S. Cavalcante
7	ScrumGame: Development of an Interactive Educational Game for Teaching Scrum with Agile Methodologies and BDD	Delfa Mercedes Huatuco Zuasnabar Salvador De Jesus Malavé Campos Miguel Raymundo Flores Santibanez

<p style="text-align: center;">SESSÃO 3 FULL PAPER Data: 04/12/2025 (quinta-feira) Horário: 8:30-10:30</p> <p>Local: AUDITÓRIO TÉRREO DO CENTRO DE FILOSOFIA E CIÊNCIAS HUMANAS (CFCH) da UFPE Coordenadora da Mesa: Dr. Cassiano Henrique de Albuquerque (IFAL)</p>		
TRABALHO		AUTORES
1	Computational Thinking in Chilean Education: Performance of Teachers and Students Based on Sociodemographic Variables	Gonzalo Salas- Viveros Patricio Cabello
2	A Usability Guideline-Driven Support Model for Digital Interface Development	Carla Cristina Ramos de Freitas Cecir Barbosa de Almeida Farias Ravenna Lins Rodrigues

3	DigCompEdu as a Reference for Teacher Training in Digital Competence: a Systematic Literature Review	Luzia da Silva Araújo Micheli Silva Gildásio da Costa Teixeira Carlos Franklin Ferreira de Oliveira José Guilherme Villaça Apuena Vieira Gomes
4	The Purpose and Structure Model: A New Framework and Evaluation Rubric for Brazilian Makerspaces	Cassiano Henrique de Albuquerque Patrícia Smith Cavalcante Lillian Franciele Silva Ferreira
5	Programming Logic for Deaf Students: Validation Process of a Bilingual Educational Resource	Gabriel Vieira Barreto Amanda Maria Domingos de Oliveira Flávia Roldan Viana
6	Artificial Intelligence and Computational Thinking in Elementary Education: An Approach with Robotics and Visual Programming	Gilmar Rodrigues Campelo Carlos Augusto F. Freire Ulremberg B. T. da Silva Walquiria Pereira dos Santos Gabriel Candido da Silva Rodrigo Lins Rodrigues
7	Maker Culture, PjBL, and Prototyping: Innovation Ecosystems and the Development of Student Entrepreneurship	Emanuely Miranda Yara Sá

<p style="text-align: center;">SESSÃO 4 FULL PAPER Data: 04/12/2025 (quinta-feira) Horário: 10:30-12:30</p> <p>Local: AUDITÓRIO TÉRREO DO CENTRO DE FILOSOFIA E CIÊNCIAS HUMANAS (CFCH) da UFPE Coordenadora da Mesa: Dra. Renata Pereira (IFAL)</p>	
TRABALHO	AUTORES

1	Assistive Technologies for Students with Hearing Impairment in Basic Education: An Integrative Literature Review	Poliana F. O Pereira Vanderléia Benedet Réus Vânia Ribas Ulbricht Marcio Vieira De Souza
2	Use of Digital Technologies for Tracking Students' Mental Distress – An Integrative Literature Review	Patricia Jantsch Fiuza Clarice Bento Venancio Inacio
3	Immersive Virtual Reality App and Resources for Students with Special Educational Needs	Isabel Cristina Machado de Lara João Pedro Neves Frare Vinicius Chrisosthemos Teixeira Gabriel Kirchmann Kondach Pedro Lubian Cabral Márcio Pinho
4	Bridging Theory and Practice in Control Systems Teaching: Design, Implementation, and Validation of an Accessible Web-Based Educational Tool	Vitor Nascimento Marcus Fernandes
5	Virtual Reality as an inclusive educational tool: an application for students with Cerebral Palsy	Luiz Eduardo Rossatto Isabel Cristina Machado de Lara
6	Actividades interactivas en Canvas y su impacto sobre el aprendizaje de Cálculo Diferencial	Fabiola Lobos Samuel Pereira
7	Active Learning in Evening High School: A Contextualized Instructional Design Case Study	Amanda C. D. Tavares Lucélio D. Aquino

SESSÃO 5 - FULL PAPERS

Data: 04/12/2025 (quinta-feira)

Horário: 13:30-15:45h

Local: AUDITÓRIO TÉRREO DO CENTRO DE FILOSOFIA E CIÊNCIAS HUMANAS (CFCH) da UFPE

Coordenadora da Mesa: Dra. Paula Levay Lage (UFRPE)		
TRABALHO		AUTORES
1	Adoption of Information and Communication Technologies in Pernambuco State Educational System: Analysis of Patterns, Barriers and Teachers' Perceptions	Thyago José Oliveira Costa Rodrigo Lins Rodrigues Taciana Pontual Falcão
2	Proposta avaliativa de vídeos do TikTok em relação ao seu potencial uso metodológico no Ensino de Química.	João Paulo Araujo De Albuquerque Flávia Cristina Gomes Catunda de Vasconcelos
3	Research Landscape on Self-Regulation in Higher Education: A Bibliometric Analysis (2015–2025)	Gildasio da Costa Teixeira Luzia Daniele da Silva Araújo Micheli Gomes da Silva Samela da Silva Ferreira Apuena Vieira Gomes
4	Contextualized Instructional Design in Teacher Training in Parnamirim, RN	José Guilherme Gomes Villaça Carlos Franklin Ferreira de Oliveira Francisca Soraya Rodrigues de Macedo Farias Gildásio da Costa Teixeira Micheli Gomes da Silva Luzia Daniele da Silva Araujo Apuena Vieira Gomes
5	Online English Language Teaching and Learning at the University: Perspectives from Students, Instructors, and Institutional Demands	Paula Levay Lage Eduardo Barbuio Juliana Diniz Sonia França Patricia Smith Cavalcante
6	A Bibliometric Analysis of Studies on ICTs and Academic Performance in Large-Scale Assessments	Gabriel Candido da Silva Rodrigo Lins Rodrigues
7	Digital Competencies as Predictors of Academic Achievement: A Multiple Regression Analysis of ICT	Marcello Mello Rodrigo Rodrigues

	Variables among Brazilian Students in PISA 2022	
8	Challenges, Benefits, and Perspectives on the Use of Virtual Laboratories in Computer Networks Teaching: A Systematic Mapping	Diego Grosmann Thiago Reis Da Silva Robert Kauan Barros de Aguiar Mario Meireles Teixeira