

Luis Martín Sánchez Adame

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Born: November 14, 1990—Victoria de Durango, Durango, Mexico.
Nationality: Mexican.
Marital status: single, no children.

Areas of Specialisation

User Interface Design; Usability; User Experience; Human-Computer Interaction.

Areas of Interest

Architecture; Industrial Design; Graphic Design; Human Factors & Ergonomics; Epistemology; Digital Rights; Privacy & Security; *Shoah* Studies.

Education

2017-2021 PhD in Computer Science, CINVESTAV-IPN.

Thesis title: “*Epistemology of Anticipated User Experience: Task, User and Heuristic Approaches.*”

Advisors: Dr. Sonia Guadalupe Mendoza Chapa & Dr. Beatriz Adriana González Beltrán.

2013-2016 MSc in Computer Science, CINVESTAV-IPN.

Thesis title: “*Coherence Heuristics for the Design of Meta-user Interfaces.*”

Advisor: Dr. Sonia Guadalupe Mendoza Chapa.

2008-2013 BSc in Computer Engineering, Instituto Tecnológico de Durango.

Appointments Held

2022-Present LECTURER at the University Centre UAEM Valle de México, State of Mexico, Mexico.

Publications

PAPERS PUBLISHED IN JOURNALS INDEXED IN THE *JOURNAL CITATIONS REPORT*

- 2022 Mendoza, S., **Sánchez-Adame, Luis Martín**, Urquiza-Yllescas, J. F., González-Beltrán, B. A., & Decouchant, D. (2022). A model to develop chatbots for assisting the teaching and learning process. *Sensors*, 22(15). <https://doi.org/10.3390/s22155532>
- 2022 Urquiza-Yllescas, J. F., Mendoza, S., Rodríguez, J., & **Sánchez-Adame, Luis Martín**. (2022). An approach to the classification of educational chatbots [Accepted, in production]. *Journal of Intelligent & Fuzzy Systems*. <https://doi.org/10.3233/JIFS-213275>
- 2021 Mendoza, S., Cortés-Dávalos, A., **Sánchez-Adame, Luis Martín** & Decouchant, D. (2021). An architecture for collaborative terrain sketching with mobile devices. *Sensors*, 21(23). <https://doi.org/10.3390/s21237881>
- 2021 **Sánchez-Adame, Luis Martín**, Mendoza, S., Urquiza, J., Rodríguez, J., & Meneses-Viveros, A. (2021). Towards a set of heuristics for evaluating chatbots. *IEEE Latin America Transactions*, 19(12), 2037–2045. <https://doi.org/10.1109/TLA.2021.9480145>
- 2020 **Luis Martín Sánchez-Adame**, Urquiza-Yllescas, J. F., & Mendoza, S. (2020). Measuring anticipated and episodic ux of tasks in social networks. *Applied Sciences*, 10, 8199. <https://doi.org/10.3390/app10228199>

PAPERS PUBLISHED IN PROCEEDINGS OF PEER-REVIEWED INTERNATIONAL CONFERENCES

- 2020 Mendoza, S., Hernández-León, M., **Sánchez-Adame, Luis Martín**, Rodríguez, J., Decouchant, D., & Meneses-Viveros, A. (2020). Supporting student-teacher interaction through a chatbot. In P. Zaphiris & A. Ioannou (Eds.), *Learning and collaboration technologies. human and technology ecosystems* (pp. 93–107). Springer International Publishing. https://doi.org/10.1007/978-3-030-50506-6_8
- 2020 **Sánchez-Adame, Luis Martín**, Mendoza, S., González-Beltrán, B. A., Meneses-Viveros, A., & Rodríguez, J. (2020). The man in the besieged castle: Heuristic evaluation of home security systems. In A. Moallem (Ed.), *Hci for cybersecurity, privacy and trust* (pp. 250–260). Springer International Publishing. https://doi.org/10.1007/978-3-030-50309-3_17
- 2019 **Sánchez-Adame, Luis Martín**, Mendoza, S., Meneses Viveros, A., & Rodríguez, J. (2019). Towards a set of design guidelines for multi-device experience. In M. Kurosu (Ed.), *Human-computer interaction. perspectives on design* (pp. 210–223). Springer International Publishing. https://doi.org/10.1007/978-3-030-22646-6_15
- 2019 **Sánchez-Adame, Luis Martín**, Mendoza, S., Viveros, A. M., & Rodríguez, J. (2019). Consistency in multi-device environments: A case study. In K. Arai, R. Bhatia & S. Kapoor (Eds.), *Intelligent computing* (pp. 232–242). Springer International Publishing. https://doi.org/10.1007/978-3-030-22871-2_17

- 2018 **L. M. Sánchez-Adame**, Mendoza, S., González-Beltrán, B. A., Rodríguez, J., & Viveros, A. M. (2018b). Aux and ux evaluation of user tools in social networks. *2018 IEEE/WIC/ACM International Conference on Web Intelligence (WI)*, 104–111. <https://doi.org/10.1109/WI.2018.0-101>
- 2018 **L. M. Sánchez-Adame**, Mendoza, S., González-Beltrán, B. A., Rodríguez, J., & Viveros, A. M. (2018a). Ux evaluation over time: User tools in social networks. *2018 15th International Conference on Electrical Engineering, Computing Science and Automatic Control (CCE)*, 1–6. <https://doi.org/10.1109/ICEEE.2018.8533950>
- 2018 **Sánchez-Adame, Luis Martín**, Mendoza, S., González-Beltrán, B. A., Meneses Viveros, A., & Rodríguez, J. (2018). Towards an aux evaluation framework for user tools in virtual communities. In A. Rodrigues, B. Fonseca & N. Preguiça (Eds.), *Collaboration and technology* (pp. 25–33). Springer International Publishing. https://doi.org/10.1007/978-3-319-99504-5_3

PATENTS

- 2020 Decouchant, D., **Sánchez Adame, Luis Martín**, Hernández León, M., & Mendoza Chapa, S. G. (2020). Sistema de chatbot inteligente basado en modelos cognitivos [Patent Application MX/a/2020/013949 <https://vidoc.impi.gob.mx/visor?usr=SIGA&texp=SI&tdoc=E&id=MX/a/2020/013949>]
- 2019 Meneses Viveros, A., González Beltrán, B. A., Mendez García, D., Rodríguez García, J. G., **Sánchez Adame, Luis Martín** & Mendoza Chapa, S. G. (2019). Sistema y método para generar una interfaz de usuario multimodal en múltiples dispositivos de cómputo que conforman espacios interactivos [Patent Application MX/a/2019/012611 <https://vidoc.impi.gob.mx/visor?usr=SIGA&texp=SI&tdoc=E&id=MX/a/2019/012611>]

SCIENCE OUTREACH

- 2022 **Sánchez Adame, Luis Martín**. (2022). Epistemología de la experiencia de usuario anticipada [Available Online <https://avanceyperspectiva.cinvestav.mx/epistemologia-de-la-experiencia-de-usuario-anticipada/>]
- 2022 Desarrollan alternativa para procesos de comunicación entre dispositivos inteligentes [Available Online <https://conexion.cinvestav.mx/Publicaciones/desarrollan-alternativa-para-procesos-de-comunicacion-entre-dispositivos-inteligentes>]. (2022)
- 2022 Con realidad aumentada, creativos pueden colaborar fácilmente [Available Online <https://conexion.cinvestav.mx/COVID-19/Contenido-COVID-19/con-realidad-aumentada-creativos-pueden-colaborar-facilmente>]. (2022)
- 2022 Mendoza, S., & **Sánchez Adame, Luis Martín**. (2022). Covid-19, el detonador de una pandemia que logró la masa crítica de usuarios de los sistemas colaborativos [Available Online <https://avanceyperspectiva.cinvestav.mx/covid-19-el-detonador-de-una-pandemia-que-logro-la-masa-critica-de-usuarios-de-los-sistemas-colaborativos/>]

- 2022 **Sánchez Adame, Luis Martín & Mendoza, S.** (2022). El lenguaje de la experiencia de usuario [Available Online <https://avanceyperspectiva.cinvestav.mx/el-lenguaje-de-la-experiencia-de-usuario/>]

Conference Presentations

- 2020 *Supporting student-teacher interaction through a chatbot*. HCII 2020. Copenhagen, Denmark. July 24, 2020.
- 2020 *The man in the besieged castle: Heuristic evaluation of home security systems*. HCII 2020. Copenhagen, Denmark. July 19, 2020.
- 2019 *Consistency in multi-device environments: A case study*. Computing Conference 2019. London, England. July 16, 2019.
- 2018 *AUX and UX evaluation of user tools in social networks*. WI 2018. Santiago, Chile. December 4, 2018.
- 2018 *Towards an AUX evaluation framework for user tools in virtual communities*. CRIWG 2018. Costa da Caparica, Portugal. September 6, 2018.

Alumni

- 2021 BSc IN COMPUTER ENGINEERING, Sharon Daniela Balderas Chávez, “*Aplicación web de dibujo colaborativa*.” UAM-Azcapotzalco (Co-advisor: Dr. Beatriz Adriana González Beltrán).

External Reviewer of Theses

- 2020 MSc IN COMPUTER SCIENCE, Gabriela Alejandra García Robledo, “*Interfaz de consulta en idioma español para la búsqueda de información en un ambiente académico*.” UAM-Azcapotzalco.

Participation in Research Projects

- 2018-2021 *Development of an intelligent chatbot to assist the teaching/learning process in educational and technological subjects*. Role: Participant. Funding Agency: SEP-CINVESTAV (Call 2018). Number of project 120. Amount: \$396,505 MXN (\approx \$19,413.50 USD).

Research Stays

- 2015 Institution: Laboratoire d'Informatique de Grenoble (LIG), Université Grenoble Alpes, Grenoble, France. Period: June, 15 to July, 15. Advisor: Joëlle Coutaz, Professor Emeritus.

Courses Taught

UNDERGRADUATE - BSc IN COMPUTER ENGINEERING

2022 Artificial Intelligence – 128 hours, Semester August - December.

2022 Robotics – 128 hours, Semester August - December.

2022 Computer Graphics (2 groups) – 128 hours, Semester August - December.

Program Committee Member

2022 IEEE CTSoc International Conference on Games, Entertainment & Media (GEM) 2022 - Publications Chair.

2018 Regional Consortium for Computing Sciences and their Foundations (RCCS+SPIDTEC2) 2018 - Preliminary Scientific Committee.

2018 International Conference on Computer Networks Applications (ICCNA) 2018 - Technical Program Committee.

2017 International Conference on Computer Networks Applications (ICCNA) 2017 - Technical Program Committee.

Reviewer

Journal *IEEE Access* (21 papers reviewed).

Journal *IEEE Latin America Transactions* (3 papers reviewed).

Journal *Journal of Intelligent & Fuzzy Systems* (1 paper reviewed).

Supervision

- 2019 *Industrial stay* - Luis Alejandro Pérez Sarmiento. Project supervised: “Chatbot inteligente para asistir el proceso de enseñanza/aprendizaje”. From 2 September to 14 December 2019 (600 hours).
- 2019 *Professional stay* - Hilda Ameyalid Hernández. Project supervised: “Marco de trabajo para el desarrollo de aplicaciones ejecutables en un arreglo irregular de dispositivos móviles”. From 2 September to 13 December 2019 (600 hours).
- 2019 *Professional stay* - Raciél Pacheco Hernández. Project supervised: “Marco de trabajo para el desarrollo de aplicaciones ejecutables en un arreglo irregular de dispositivos móviles”. From 2 September to 13 December 2019 (600 hours).
- 2019 *Professional stay* - Javier Alejandro Regueira Hipólito. Project supervised: “Chatbot inteligente para asistir el proceso de enseñanza/aprendizaje”. From 11 February to 14 June 2019 (500 hours).
- 2018 *Industrial stay* - Luis Alejandro Pérez Sarmiento. Project supervised: “MetaPaint”. From 13 to 31 August 2018 (120 hours).

Professional Societies

Member of the Institute of Electrical and Electronics Engineers (IEEE).

Member of the IEEE Computer Society.

Member of the IEEE Consumer Technology Society.

Member of the Association for Computing Machinery (ACM).

Member of the ACM's Special Interest Group on Computer Human Interaction (ACM SIGCHI).

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