

Relação dos Artigos Originados da Tese

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Resultados de pesquisa mais relevantes

No	Ano	Tipo	Publicação	Qualis (No Cit.)	Ref.
1	2016	Artigo (Periódico)	Toward A Unified Modeling of Learner's Growth Process and Flow Theory.	B1 (2)	[7]
2	2016	Artigo (Periódico)	Computer-based systems for automating instructional design of collaborative learning scenarios: a systematic literature review	B2 (0)	[3]
3	2016	Artigo (Periódico)	An Ontology Framework to Apply Gamification in CSCL Scenarios as Persuasive Technology	B3 (0)	[2]
4	2015	Artigo (Periódico)	Personalization of Gamification in Collaborative Learning Contexts using Ontologies	B1 (6)	[5]
5	2017	Capítulo de Livro	Using Ontology and Gamification to Improve Students' Participation and Motivation in CSCL	B4 (0)	[9]
6	2015	Capítulo de Livro	Gamification of Collaborative Learning Scenarios: Structuring Persuasive Strategies Using Game Elements and Ontologies	B5 (2)	[4]
7	2015	Artigo (Conferência)	Steps Towards the Gamification of Collaborative Learning Scenarios Supported by Ontologies	A2 (1)	[6]
8	2014	Artigo (Conferência)	An Ontology Engineering Approach to Gamify Collaborative Learning Scenarios	B1 (9)	[1]
9	2014	Artigo (Conferência)	Towards an Ontology for Gamifying Collaborative Learning Scenarios	B1 (11)	[8]

Referências

1. Chalco, G.C. et al.: An Ontology Engineering Approach to Gamify Collaborative Learning Scenarios. In: Baloian, N. et al. (eds.) 20th International Conference on Collaboration and Technology. pp. 185–198 Springer (2014).
2. Chalco, G.C. et al.: An Ontology Framework to Apply Gamification in CSCL Scenarios as Persuasive Technology. *Braz. J. Comput. Educ.* 24, 2, 67–76 (2016).
3. Chalco, G.C. et al.: Computer-based systems for automating instructional design of collaborative learning scenarios: a systematic literature review. *IJKL*. 11, 4, 273–297 (2016).
4. Chalco, G.C. et al.: Gamification of Collaborative Learning Scenarios: Structuring Persuasive Strategies Using Game Elements and Ontologies. In: *Social Computing in Digital Education - First International Workshop, SOCIALEDU 2015, Stanford, CA, USA, August 19, 2015, Revised Selected Papers*. pp. 12–28 (2015).
5. Chalco, G.C. et al.: Personalization of Gamification in Collaborative Learning Contexts using Ontologies. *IEEE Lat. Am. Trans.* 13, 6, 1995–2002 (2015).
6. Chalco, G.C. et al.: Steps Towards the Gamification of Collaborative Learning Scenarios Supported by Ontologies. In: Conati, C. et al. (eds.) *International Conference on Artificial Intelligence in Education*. pp. 554–557 Springer (2015).
7. Chalco, G.C. et al.: Toward A Unified Modeling of Learner’s Growth Process and Flow Theory. *Educ. Technol. Soc.* 19, 2, 215–227 (2016).
8. Chalco, G.C. et al.: Towards an Ontology for Gamifying Collaborative Learning Scenarios. In: Trausan-Matu, S. et al. (eds.) *12th International Conference on Intelligent Tutoring Systems*. pp. 404–409 Springer (2014).
9. Chalco, G.C. et al.: Using Ontology and Gamification to Improve Students’ Participation and Motivation in CSCL. In: Christea, A.I. et al. (eds.) *First International Workshop on Social, Semantic, Adaptive and Gamification Techniques and Technologies for Distance Learning*. Springer International Publishing, Maceió, Brazil (2017).