Relação dos Artigos Originados da Tese

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Resultados de pesquisa mais relevantes

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| --- | --- | --- | --- | --- | --- |
| **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. Challco, 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. Challco, 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. Challco, 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. Challco, 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. Challco, G.C. et al.: Personalization of Gamification in Collaborative Learning Contexts using Ontologies. IEEE Lat. Am. Trans. 13, 6, 1995–2002 (2015).

6. Challco, 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. Challco, 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. Challco, 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. Challco, 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).