



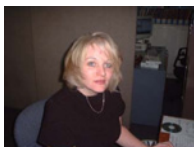
**Begoña Gros** holds a PhD in Pedagogy. She has been a lecturer at the University of Barcelona since 1988 and holds the Advanced Research accreditation from the AQU (2004). In recent years, she has supervised research at the Faculty of Education Sciences (2001-2003) and has been head of research at the Institute for Education Sciences at the University of Barcelona (2004-2007). She has participated in a number of research and innovation projects at national and international level. She sits on a number of scientific committees of national and international journals (International Journal of Web Based Communities, Educational Research and Development, etc.) and has published a number of papers on virtual learning environment design and materials for university teaching. Begoña Gros is currently the primary researcher of the research group set up by the Catalan Regional Government Environments and materials for learning (EMA). Her specialisation focuses on studying the integration of information and communication technologies in education and learning.



**Claudio Dondi**, born in Modena in 1958 and an industrial economist as a university background, is the President of SCIENTER - a non-profit research organisation based in Bologna and active Europe-wide in the field of innovation of education and training systems - since its establishment in 1988. In this position his main activities are the co-ordination of large national and European projects, as well as policy advice and evaluation at regional, national and international level. His other positions include: Member of the Board of the MENON EEIG (enabling eLearning) in Brussels, Member of the Editorial Board of the British Journal of Educational Technology, and President of EFQUEL - the European Foundation for Quality in eLearning. From 2001 to 2006 he has been Vice-President of EDEN - the European Distance Education Network.



**Dorina Marin** is a primary school teacher and educational project coordinator. She is responsible for commission methodology for primary teachers in her school-"Dimitrie Anghel"School-Cornesti-Miroslava-Iasi Romania. Dorina has 17 years experience in education and has participated in a considerable number of international projects, e.g. [etwinning](#) and in "[Nanoyou](#)"- a project about nanotechnology, in national, regional or local project with her students.



**[Eileen Brennan Freeman](#)** teaches French and German at Portmanock Community School and a research associate at Trinity College Dublin.



**Engin Kursun** is a PhD student and research assistant of the Department of Computer Education and Instructional Technology, Middle East Technical University. He is mainly interested in Open Educational Resources, Human Computer Interaction and Educational Games in Open Learning Environments. He is also member of Simulations and Games in Education Research Group at [METU](#).



**Erik Jonsson** teaches English and Swedish at a Swedish sixth form-school called Staffangymnasiet. His students specialize in three major fields - technical, mathematical and Arts and Design. Erik has used digital games his class on many occasions in order to inspire, to motivate and to raise topics in different matters. He is convinced that it is a good tool in education, if used properly.



**Gearóid Ó Súilleabháin** is the research manager for the [DEIS Department of Education Development](#) in the Cork Institute of Technology, a higher education institute where he also works as a lecturer in modules relating to the fields of education, learning theory and educational technology. He had been working in the field of educational technology for over 12 years and has over this time published and presented extensively on a range of topics. He is currently undertaking a Phd on the study of the phenomenon of learning transfer in novice and expert computer game players.



**Gina Souto** is an independent Researcher on IT & Education, Teacher Trainer at distance and face-to-face, author of learning contents, e-Tutor collaborative networks, Teacher Assessor, and consultant on Educational Technologies.



**Jose Luis Soler** is a computer science engineer specialised in software engineering and data bases. He has expertise in ICT projects management for SMEs and large multinational companies having been in the CEO position for more than 6 years. Today he is ICT Teacher dealing with, among other things, software development, ICT in business, Enterprise 2.0. Jose Luis' research interests involve ICT in education - he works on a research project with the Open University of Catalonia University - focusing on learning with social videogames and m-learning.



**Maja Pivec**, Ph.D, is professor of Game Based Learning and Learning with Multimedia at the University of Applied Sciences FH JOANNEUM in Graz, Austria. For her research achievements Maja Pivec received in the year 2001 Herta Firnberg Award (Austria) in the field of computer science. In the 2003 she was awarded by European Science Foundation in form of a grant for an interdisciplinary workshop organisation in the field of affective and emotional aspects of human-computer interaction, with emphasis on game-based learning and innovative learning approaches. She is co-ordinator, scientific leader or partner in several EU or national founded projects. She is editor and co-editor of two book publications in the area of innovative learning approaches. She is guest editor of British Journal of Educational Technology, Special issue on learning from games, May 2007.



**Manuel Moreno García** is a marketing communication manager with more than 9 years of experience in the video game industry, e.g. marketing and promoting computer games, managing game releases but also leading the whole creative process of game production. He managed game events for high-level audiences like *Campidoglio di Roma* (Italian Senate) or the European Parliament. As a result of his activities a game was presented to both mass media and political members for the first time in the history of the European organism (see [video](#) and [photo gallery](#) of the event).



**Pau Mendoza** graduated in Computing Science at the Polytechnic University of Valencia. He is currently working on his PhD and is teacher at Florida Training Center. He is involved in diverse ICT research projects. He is the pedagogical co-ordinator of the ENGAGE project in Florida.



**Philippe Delanghe**, Sales Director of U&I Learning France. He has been working in the “technology and learning” area since 1997, at Oracle, SumTotal, HyperOffice and U&I Learning. Philippe is a relentless Serious Games evangelizer on the French market. He has always believed that the computer was a very powerful learning tool, and is happy to see it happening now.



**Pier Guiseppe Rossi** is a full professor at Macerata University in the Department of Education and in the Education Faculty, where he teaches General Didactics and Instructional Design. Since 2009 he has been Dean of Education Faculty and since 2005 the Rector's Delegate for Informatics and e-Learning. He is the delegate for e-Learning at the Conference of Italian University Rectors and he is member of CINECA Board of Directors. Pier Guiseppe is also Director of CELFI-University centre for e-Learning and integrated education and since 2006 he also directs CAIM-University centre for informatics and multimedia. He is the Director of the Ph.D. programme in e-learning and knowledge management of Macerata University. Pier Guiseppe furthermore designed and directed different masters about e-learning and multimedia and has been/is still active in several European projects about e-Learning and multimedia.



**Rolf Reinhardt** is an engineer in Media Technology specialized in multimedia. He has worked for several lighthouse E-Learning-projects as consultant and manager, has assisted in publishing houses and has extensive experience in the field of healthcare. He is experienced in organizing seminars and workshops together with Fraunhofer IAO, the European Foundation for Quality in E-Learning (EFQUEL) and others, dedicated to national and international audiences. He organizes the international conference on quality in E-Learning, the EFQUEL Innovation Forum.



**Sébastien Reinders** is an ICT educational Adviser and project manager of [Pedago-ICT](#) active in the French Community of Belgium. The project was initiated by the competence center TechnofuturTIC with the goal to aid and support teachers to acquire general and specific skills for successful integration of ICT in education (ICTE ).



**Stefanie Grün** works at the University of Leipzig and is a project collaborator of the media educational pilot project ComputerSpielSchule Leipzig. The center offers advanced trainings for teachers and multipliers and aims at improving the communication between children and adults concerning video games. Presently Stefanie writes her thesis about 'Concepts for video game usage in class'.



[Turkan Karakus](#) is a PhD student at Computer Education and Instructional Technology Department in Middle East Technical University. Her dissertation is based on instructional design with computer games and game-like learning environments.



**Xavier Vilella** is a teacher of mathematics in a secondary school. Since 1991 he has been interested in relationships between videogames and education, and how to use videogames in schools. Xavier is also a member of F9 study group of Institut de Ciències de l'Educació of Barcelona University within the Master programme Educative Informatics (Salamanca University, Spain) publishing many articles from "Comunicación y Pedagogia" and other journals. He has organized a conference about videogames and education in 2007 for a special educational commission of the European Parliament.



[Yasmine Kasbi](#) is a trainer in multimedia technology in a [public digital center](#). She is specialized in the practice of serious games with children and adults.