

Carolina A. Islas Sedano, PhD
List of published publications
January 31.2021

Table of Contents

1. International peer-review journals (10 items).....	2
2. International peer-review conferences (22 items).....	3
3. Book and book's chapters (8 items).....	6
4. Other Scientific Publications and Presentations (34 items).....	8

1. International peer-review journals (10 items)

	Reference	JUFO RANK	Personal Contribution
10	Lugmayr, A., Sutinen, E., Suhonen, J., Islas Sedano, C., Hlavacs, H. and Suero Montero, C. (2016) Serious storytelling- a first definition and review. <i>Multimedia Tools and Applications</i> . Online Sept 3, 2016. doi:10.1007/s11042-016-3865-5	1	Co-author.
9	M. B. Carvalho, F. Bellotti, R. Berta, A. D. Gloria, C. Islas Sedano, J. Baalsrud Hauge, J. Hu, and M. Rauterberg, (2015) . “An activity theory-based model for serious games analysis and conceptual design,” <i>Computers and Education</i> . vol. 87, pp. 166-181, 2015	3	Co-author. Offer guidance in the creation of the theory of the article, in reference to the Activity Theory aspects.
8	Laine, T. & Islas Sedano, C. (2015). Distributed Pervasive Worlds: The Case of Exergames . <i>Journal of Educational Technology and Society</i> (pp.50-66).	1	Co-author Conceptualization of theory understanding of distributed pervasive worlds.
7	Islas Sedano, C., Leendertz, V., Vinni, M., Sutinen, E., Ellis, S. (2013). Hypercontextualized Learning Games: Fantasy, Motivation and Engagement in Reality. <i>Journal of Simulations and Gaming</i> .	1	Main Author Conduct the research, evaluation, wrote the article.
6	Islas Sedano, C. (2012) Workshop: Designing games for Specific Contexts. The 4 th International conference on Games and Virtual Worlds for Serious Applications (VS-GAMES’12). <i>Journal Proceedings Computer Science</i> , Vol. 15, pp. 328-339.	1	Only author.
5	Duveskog, M., Tedre, M., Islas Sedano, C., and Sutinen, E. (2012). Life Planning by Digital Storytelling in a Primary School in Rural Tanzania. <i>Educational, Technology and Society Journal</i> . 15(4)225-237	1	Co-author Design the research intervention on the analysis of data and conclusions.
4	Islas Sedano, C., Sutinen, E., Vinni, M., Laine, T. H. (2012). Designing Hypercontextualized Games: a Case Study with LieksaMyst. <i>Journal of Educational Technology & Society</i> . Vol. 15(2), 257-270	1	Main author Design the research, gather the data, analyze it and conclude the work by writing the article.
3	Laine, T., Vinni, M., Islas Sedano, C. and Joy, M. (2010) On designing a pervasive mobile learning platform. <i>ALT-J Research in Learning Technology</i> , 18(1), March, pp. 3-17, ISSN 0968-7769 print, 1741-1629.	1	Co-author Contribution on the conceptualization of the interaction of the digital platform with the end-user and its environment.
2	Laine, T., Islas Sedano, C., Joy, M. and Sutinen, E. (2010) Critical Factors for Technology Integration in Game-Based Pervasive Learning Spaces. <i>IEEE Transactions on Learning Technologies</i> , 3(4), October-December, pp. 294-306, ISSN 1939-1382.	1	Co-author Contribution on the conceptualization of the interaction of the digital platform with the end-

	Reference	JUFO RANK	Personal Contribution
			user and its environment.
1	Vesisenaho, Mikko; Kemppainen, Jyri; Islas Sedano, Carolina; Tedre, Matti; Sutinen, Erkki (2006) Contextualizing ICT in Africa: The Development of the CATI Model in Tanzanian Higher Education. African Journal of Information and Communication Technology 2(2), June 2006:pp. 88-109.	1	Co-author Contribution on the creations of visuals to support the analysis and publications of this research.

2. International peer-review conferences (22 items)

	Reference	JUFO RANK	Personal Contribution
22	Timo Vasankari, Liina Vahala, Carolina Islas. <i>Lessons learned from FiTech Turku, a 18 million euros university collaboration project to complement the regional demand for Master degree engineers.</i> FIE 2021	1	Author
21	Carolina Islas, Timo Vasankari. <i>Encourage students to apply their knowledge and think “out of the box” while collaborating with local industry - Case Study Industrial Seminar.</i> FIE 2021	1	Main author
20	Carolina Islas, Sari Stenvall-Virtanen. <i>Content analysis to Faculty of Technology’s curriculum - Addressing the dimensions of multidisciplinary, industry collaboration and sustainability.</i> FIE 2021	1	Main author
19	Virtually Escaping Lock Down – co-creating a mixed reality escape room narrative with Namibian learner – Itenge, Helvi; Islas Sedano, Carolina; Winschiers-Theophilus, Heike. Presented in AfriCHI 2021	0	Supervisor and co-author
18	Silvia De Ascaniis, Elide Garbani-Nerini, Carolina Islas-Sedano, Lorenzo Cantoni (2020). Online communication strategies of the Cultural Routes of the Council of Europe . In Proceedings of the Heritage, Tourism and Hospitality International Conference – HTHIC2020: Living Heritage and Sustainable Tourism. pp. 81-98. Lugano, Switzerland.	0	Co-author
17	Timo Vasankari, Carolina Islas Sedano, Erkki Sutinen (2019). Filling an engineering specialist void: FITech University Network - a cooperative education initiative to support the growth of Southwestern Finland . Proceedings EEE Frontiers in Education Conference. October 16-19. Covington, KY, USA.	1	Co-author
16	Islas Sedano Carolina, Schweikert Christian, Vinni Mikko, Harfield Antony (2018) Triggering interest in outdoor gallery exhibitions through touch, sound and games . In Proceedings of the Second African Conference for Human Computer Interaction: Thriving Communities. December 3-7, 2018. Windhoek,	0	Main author

	Reference	JUFO RANK	Personal Contribution
	Namibia.		
15	Tayebi, A. & Islas Sedano, C. (2014). What can your ears do? A systematic literature review regarding the role of non-speech audio. In Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2014 (pp. 2653-2663). Chesapeake, VA: AACE.	1	Co-author Mentor and Master Thesis supervisor of Tayebi, A. I offer the guidance on how to approach this research and the supervision of this report.
14	Moreno A., Sutinen, E. and Islas Sedano, C. A game concept using conflictive animations for learning programming. (2013) International Games Innovation conference. September 23-25. Vancouver, British Columbia Canada.	1	Co-author. Contribute in the knowledge of game design and its corresponding effect in the analysis of the research.
13	Munezero, M.,Kakkonen, T., Islas Sedano, C. Sutinen, E., Montero, C. (2013) EmotionExpert: Facebook Game for Crowdsourcing Annotations for Emotion Detection. International Games Innovation conference. September 23-25. Vancouver, British Columbia Canada.	1	Co-author Contribute in the knowledge of game design and its corresponding effect in the analysis of the research.
12	Islas Sedano, C., Carvalho, M.B., Secco, N. and Longstreet, C.S. (2013) Collaborative and cooperative games: Facts and assumptions. International Conference on Collaboration Technologies and Systems. May 20-24 San Diego CA.	0	Co-author Guide the concept of the paper
11	Duveskog, M., Islas Sedano, C. and Sutinen, E.: Working for My Dreams - A Tanzanian OLPC Experience. IST-Africa 2010 Conference proceedings, May 19, 2010, pp. 1-10, ISBN 978-1-905824-19-9.	1	Co-author Conceptualized the intervention, gather data and co-create conclusions.
10	Islas Sedano, C., Duveskog, M. and Sutinen, E. (2010). Hypercontextualizing a Game Workshop in Tanzania. IST-Africa Conference. May 19, 2010, pp. 1-9, ISBN 978-1-905824-19-9.	1	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
9	Islas Sedano, C., Pawlowski, J., Sutinen, E., Naumanen, M., Vinni, M. and Laine Teemu H (2010) Involvement of non-technical individuals in the design of successful digital games. IEEE Multidisciplinary Engineering Education Magazine, 5(3), September, pp. 10-18, ISSN 1558-7908.	1	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
8	Laine, T., Islas Sedano, C., Vinni, M. and Sutinen, E. (2009) Uncovering the richness of an authentic living museum through pervasive learning environment. Ninth IEEE International Conference on Advanced Learning Technologies, ICALT, pp.	1	Co-author Contribution on the conceptualization of the interaction of the digital

	Reference	JUFO RANK	Personal Contribution
	655-657, ISBN 978-0-7695-3711-5.		platform with the end-user and its environment. Co-creation of concepts.
7	Laine, T., Islas Sedano, C., Vinni, M. and Sutinen, E. (2009) Characteristics of Pervasive Learning Environments in Museum Contexts. 8th World Conference on Mobile and Contextual Learning Proceedings, mlearn 2009, pp. 26-34, ISBN 978-0-578-04051-6.	1	Co-author Contribution on the conceptualization of the interaction of the digital platform with the end-user and its environment. Co-creation of concepts.
6	Islas Sedano, C., Botha, A., and Pawlowski, J. (2008) A conceptual framework for ubiquitous mobile environments. The 2nd. IEEE International Interdisciplinary conference on Portable Information Devices August 17-20, 2008. Garmisch-Partenkirchen, Germany.	1	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
5	Islas Sedano, C., Botha, A., Marais, M. and Sutinen, E. (2008). Merging Real Life Experiences With Technical Knowledge in a Playful Manner - A Case in e-Inclusion. Proceedings of the 3 rd International Conference on e-Learning. June 26-27, 2008. University of Cape Town, Cape Town, South Africa.	1	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
4	Islas Sedano, C., and Kampf C. (2008). Designing Games as a Vehicle for passing on cultural knowledge: A Case Study of Finnish Seniors in the Digital Age. Proceedings of the Cultural Attitudes towards Technology a Communication Conference (CATAC). June 24-27, 2008. Nimes, France.	0	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
3	Islas Sedano, C., Laine, T.H., Vinni, M. and Sutinen, E. Where is the answer? - the importance of curiosity in pervasive games. Presented at the Future game conference, Ontario, Canada. November 14-18, 2007. ACM Digital Library.	1	Main author Conceptualized the intervention, gather data, analyze, build conclusions and write the article.
2	Kuts, E. Islas Sedano, C. and Sutinen, E. Communication and collaboration in educational multiplayer mobile games. To be presented of Cognition and Exploratory Learning in Digital Age. December 7-9, 2007. Alarve Portugal.	0	Co-author Supervisor of Ms. Kuts
1	Vesisenaho, Mikko; Islas Sedano, Carolina; Tedre, Matti; Sutinen, Erkki. Implementing Information and Communication Technology in Higher Education in Tanzania. Presented at the IST-Africa 2006 Conference, Pretoria, South Africa, May 3 rd -5 th 2006	1	Co-author Designing the graphics to transmit the message of the paper

3. Book and book's chapters (8 items)

	Reference	TYPE	Personal Contribution
8	Islas Sedano, C., De Ascaniis, S., Sutinen, E. and Cantoni, C. (2022) Co-creating on-the-road ICT solutions to promote sustainable tourism in World Heritage Sites. In Handbook on Heritage, Sustainable Tourism and Digital Media . (Ed.) Silvia De Ascaniis and Lorenzo Cantoni	Chapter	Main author
7	Güven Çatak, Jesse Himmelstein, Carolina Islas Sedano, Daniel K. Schneider, Nicolas Szilas, Jouni Smed, Erkki Sutinen (2017). Game Co-design with and for Refugees: An Intercultural Approach. In Kutlur un Informatik Mixed Reality . (Ed). Carten Busch, Christian Kassung, Jürgen Sieck.	Chapter	Contributor
6	Islas Sedano, C. (2016) A fundamental competence: Curiosity and Wonder (2016). In Red Global MX Europe (Ed). The future of Professional Fields, Views from the Mexican Diaspora in Europe .	Chapter	Only author
5	Islas Sedano, C. and Nevalainen, S. (2015). The Book of Magicians and Spells. Science Park. Joensuu, Finland.	Book	Editor
4	Islas Sedano, C. (2012). Hypercontextualized Games.(Doctoral dissertation) Defended on September 4, 2012. University of Eastern Finland	Book	Dissertation Only author
3	Islas Sedano, C., Pawlowski, J., Sutinen, E., Vinni, M., Laine, T.H. (2011). From global games to re-contextualized games: The design process of TekMyst. In Ma, M. Oikonomou, A., Jain, L. (Eds). Serious Games and Edutainment Applications. Springer-Verlag, UK.	Chapter	Book Chapter Main Author Got access to make the research at the Museum of Technology in Helsinki, Design the research, gather the data, analyze it and conclude the work by writing the article.
2	Laine T H, Nygren E, Sutinen E, Islas Sedano C, Joy M & Blignaut S. 2011. Ubiquitous Mathematics from South Africa to Finland: Does Reverse Transfer Work?. In: Terry T. Kidd and Irene Chen (ed.) , Ubiquitous Learning: Strategies for Pedagogy, Course Design, and Technology. Information Age Publishing. ss. 249-282.	Chapter	Book Chapter Co-author Contributor on aspects of the tools utilized in this research.
1	Kuts, E., Islas Sedano, C., and Sutinen, E. (2009) Let's Play Together with the Camera of Your Mobile Device. In Kankaanranta, M., and Neittaanmäki, P (Eds.). on Design and Use of Serious Games. Series: Intelligent Systems, Control and Automation: Science and Engineering , Vol. 37 2009, VIII, 208 p., Hardcover. ISBN: 978-1-4020-9495-8	Chapter	Book Chapter Co-author Mentor and Master Thesis supervisor of Tayebi, A. I offer the guidance on how to approach this research

Reference	TYPE	Personal Contribution
		and the supervision of this report.

4. Other Scientific Publications and Presentations (34 items)

Reference	Type
34 De Ascaniis, S. Garbani-Nerini, E. Islas Sedano, C. and Cantoni L. (2021) Online communication strategies of the Cultural Routes of the Council of Europe. 1st. cultural routes Academic Workshop .	Presentation
33 Islas Sedano, C. (2021) Cultural tourism can support innovation on sustainable development. IMPACTOUR ReDiscover Europe Workshop. May 29 th , 2021. Available: https://impactourworkshop.pt/	Presentation
32 Islas Sedano, C. (2016). Presentation of Windows to the World at the Market Place Exhibitions and Ideas organized by the ICEE committee of iCOM. 3-9 July, Milano, Italy.	Presentation
31 Islas Sedano, C. (2016). What do we mean with serious games? Presented at the International Workshop of Higher Education. Junio 17. University of Vic, Cataluña, España.	Presentation
30 Islas Sedano, C. (2016). Merging handicrafts with digital technology allows the creation of inclusive learning environments for the XXI century. Presented at the Innovationmatch. April 6-8. Guadalajara, Jalisco, México. URL: http://innovationmatchmx.com/	Poster
29 Schweikert, C. and Islas Sedano, C. (2016) <i>Einführung in die MINE Methode anhand einer Fallstudie: spielerische Vermittlung von Information bei gleichzeitiger Unterstützung des Spracherwerbs. Presented at Flüchtlinge und Migration – Neue Aufgabenfelder und Chancen für die Museen</i> . Bayerische Museum Academy. March 17th. Bavaria, Germany. URL: http://www.bayerische-museumsakademie.de/cms/upload/veranstaltungen/2016/03/2016_03_17-18_Ruegheim_Programm.pdf	Workshop
28 Schweikert, C. and Islas Sedano, C. (2016). <i>Best practices. MINE. Methode zur Unterstützung kultureller Bildung und sozialer Integration. anwendungsbeispiel. Keko @ Kitee</i> . March 16th. Bavaria, Germany. URL: http://www.slideshare.net/ubium/presentation-with-dings-at-the-fluchtlinge-und-migration-neue-aufgabenfelder-un-chancen-fr-die-museen	Presentation
27 Islas Sedano, C. (2015). <i>Industria del juego en Finlandia</i> . Presented at teacher training CECYTES. Aguascalientes, México. October 15th.	Presentation
26 Islas Sedano, C. (2015). <i>Contextualized Games</i> . Presented at ICT for a Brighter Future – Present Solutions to Pressing Problems: Case LAC-EU. Cholula, Puebla, México. October 8th. URL: http://www2.uef.fi/en/edtech/ict-workshop-mexico	Presentation
25 Islas Sedano, C. (2015). <i>Fantasía, motivación y compromiso con la exposición a través del juego contextual. – Caso de estudio el juego de</i>	Presentation

Reference		Type
	<i>LieksaMyst para el Museo Pielisen</i> . Presented at the 4° Simposio Internacional: Ocio, Museos y Turismo. Mexico City, México. October 22nd. URL: http://ccemx.org/4-simposio-internacional-ocio-museos-y-turismo/	
24	Islas Sedano, C. (2015). <i>¿Que es sisu? el ingrediente secreto de los videojuegos digitales finlandeses</i> . Presented at LEIVA, CENART. Mexico City, México. August 14 th . URL: https://www.youtube.com/watch?v=XAN-QR29rCc	Presentation
23	Islas Sedano, C. (2015). Taller de análisis del jugador, dinámicas de juego y evaluación de jugabilidad. Presented at LEIVA, CENART, CONACULTA. August 10-18. Mexico City, Mexico. URL: https://leiva2015.wordpress.com/actividades/taller-de-analisis-del-jugador-dinamicas-de-juego-y-evaluacion-de-jugabilidad/	Workshop
22	Islas Sedano (2015). <i>¿Que es sisu?</i> Talked given at the CONACULTA / CENART. México city.	Presentation. CENART
21	Islas Sedano (2015). Usability testing in games. CONACULTA/CENART.	Workshop. CENART
20	Islas Sedano (2015). Lecture in Hypercontextualized Games. May 14-15. Ajou University.	Lecture Invitation made by Ajou University
19	Islas Sedano (2015). North-South-South Business Informatics on the Ground Intensive Course: BIG Challenge. March 13-17. Ho Chi Minh City, Vietnam	Lecture and facilitating workshop. Ministry of Finland organized
18	Islas Sedano (2014). Desarrollando juegos contextuales. DevHrMx, Foro Internacional de Profesionales del Videojuego. México City, Mexico.	Conference
17	Islas Sedano (2014). Understanding Games. Naresuan University, Thailand.	Lecture and support on Game development. Thailand.
16	Islas Sedano (2013). La responsabilidad y retos de diseñadores mexicanos en juegos digitales. DevHrMx, Foro Internacional de Profesionales del Videojuego. México City, Mexico.	Lecture and facilitating workshop
15	Kelle, S. and Islas Sedano, C. (2013). Workshop on Learning Game Design. resented at the 9th. Joint European Summer School on Technology Enhanced Learning.	Giving a workshop
14	Islas Sedano, C. and Vinni, M (2013). Implications of involving context in game design, the case of BraheaMyst. 7th Vienna Games Conference. Future and Reality of Gaming. September 26-29. Vienna, Austria.	Poster
13	Islas Sedano, C. (2012) Let's promote innovative and enjoyable experiences in Museums: a case study of TekGame. Presented at CIMUSET. August 28-31. Tampere, Finland.	Abstract and presentation
12	Islas Sedano, C. (2012). Designing Games for Specific Contexts. Presented at the VS-Games conference.	Workshop
11	Islas Sedano, C. (2012). Basics of Game Design. Presented at the 8th. Joint	Workshop

Reference		Type
	European Summer School on Technology Enhanced Learning.	
10	Laine, T., Islas Sedano, C. and Sutinen, E.: Viable and portable architecture for pervasive learning spaces. Proceedings of the 9th ACM International Conference on Mobile and Ubiquitous Multimedia, MUM'10, Limassol, Cyprus, December 1-3, 2010, ISBN 978-1-4503-0424-5.	Conference
9	Laine, T., Islas Sedano, C., Sutinen, E., Yong, K., Woo, H., Lee, C. and Jaakkola, T.: Heroes of Koskenniska and Self: Application of Body and Exercise Monitoring to a Pervasive Educational Game. The 3rd International Symposium on Learning and Teaching of Motor Skills, Jyväskylä, Finland, 2009.	Poster
8	Islas Sedano, C.: Playing and sharing knowledge through the use of portable devices, formally known as Mobile Phones. IPID ICT4D Symposium, September 7-9, Joensuu, Finland, 2008.	Symposium
7	Kampf, C. and Islas Sedano, C. (2008). Approaching socio-technical issues in Knowledge Communication. New Sociotechnical Insights in Interaction Design. May, 2008. London, UK.	Workshop participant
6	Kampf, C. and Islas Sedano, C. (2008) Can mobile technology enable knowledge communication in a learning environment. The 2nd International Conference in the 360 Conference Series, Encompassing Knowledge. May 15-17, 2008. Aarhus, Denmark.	Conference
5	Kuts, E., Islas Sedano, C. and Sutinen, E. (2008) Let's Play Together with the Camera of Your Mobile Device. Proceedings of The Nordic Conference of Serious Games. February 28-29, 2008, University of Jyväskylä, Finland.	Conference
4	Islas Sedano, C. (2007). Can 'Virtual Worlds' trigger a self-reflection for a better understanding between individuals in their real world? – What experts tell us about it. Presented at the seminar Gamers in Society, April 17, University of Tampere, Finland.	Seminar
3	Islas Sedano, C. and Sutinen, E. (2007) Seniors as game designers. Proceedings of Learning with Games conference. September 24-26, 2007, Sophia Antipolis, France.	Conference
2	Laine, T.H., Islas Sedano, C., Vinni, M. and Sutinen, W. Engagement, Motivation and Inspiration: SciMyst Framework in Museums. Proceedings of Fourth Conference on New Exploratory Technologies. October 25-27. Seoul, Korea.	Conference
1	Islas Sedano, Carolina; Tedre, Matti; Riempp, Ronald. A Learning Object in Engineering Education: A Case Study. International Conference on Multicultural Learning and Media Literacy in the Modern World, Hämmenlinna, Finland, May 21st-23rd 2006.	Conference