

Professor DI Dr. Maja Pivec

CV including description of Relevant Skills and Experience

Maja Pivec got her PhD at the Graz University of Technology. At the present she is lecturing Game-based Learning and Learning with Multimedia at the University of Applied Sciences FH JOANNEUM in Graz, Austria.

During 1993 – 2004 she received numerous international grants and awards for her research in the field of innovative computer-based learning approaches and knowledge based systems. 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 coordinator, scientific leader or partner in several EU or national founded projects. She is editor and co-editor of multiple 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. She was hosting European Conference on Game-Based Learning in 2009

Her research work was published and presented at more than 90 international conferences and publications. In the time period 1998 - 2000 she actively participated at the IEEE 1484 (Learning Technology Standardization Committee) with special interest in meta-data and personal profiles specification. She is member of Laboratory For Decision Processes And Knowledge-Based Systems, University of Maribor, Faculty of Organizational Sciences, Slovenia.

She is international advisory board member of MJET – Malaysian Journal of Educational Technology. She is Program Committee member of GAMEON conference and DIGITEL 2007 workshop. She is reviewer for European Science Foundation and for British Journal of Educational Technology (BJET) and she was conference chair for the European Conference on Game Based Learning in 2009.

Qualifications, Awards, Scholarships

Degrees/Diplomas	University	Field	Year conferred
Doctorate	Technical University Graz, Institute for Information Systems and Computer Supported New Media, Austria	Computer Science	2000
Master of Science	University of Maribor, Slovenia, Faculty of Organizational Sciences	Information Systems	1996
Bachelor of Science	University of Maribor, Slovenia, Faculty of Mechanical Engineering	Textiles Engineering	1989

Honours, prizes, scholarships, etc	Year awarded
European Science Foundation Award; Exploratory Workshop on Affective and Emotional Aspects of Human-Computer Interaction: Emphasis on Game-Based and Innovative Learning Approaches	2003
Herta Firnberg Award, Austria; research position (3 years post doc)	2001
ED-MEDIA - Outstanding Paper Award	2001
WebNet - Top Paper	1998
<i>8 months</i> European Union TEMPUS - Personal Mobility Grant for acquiring teaching experience at the Technical University Graz, Institute for Software Technology	1998
<i>1 month</i> Alpe – Adria scholarship for the research work at the Technical University Graz, Institute for Software Technology	1996
<i>grant</i> for the master thesis from the IFATCC (International Federation of Associations of Textile Chemists and Colourists)	1995
<i>4 months</i> grant from the Austrian government, Ministry of Research and Education – for the research work at the Technical University Graz, Institute for Software Technology	1995
<i>4 months</i> grant from the Austrian government, Ministry of Research and Education – for the research work at the Joanneum Research, Graz, Austria	1993

Academic History

Relevant academic and research experience	From year	To year
Professor, University of Applied Sciences – FH Joanneum, Information Design, Graz, Austria	2007	Present
Engage Learning, LLP Game-Based Learning Dissemination Project – Project manager & Key researcher. (www.engagelearning.eu)	2009	2010
Imagine, LLP Game-Based Learning Policy Project – Key researcher and Project partner.	2009	2010
AdeLE - Eye-tracking Supported Adaptable e-Learning (FH+ Projekt; Austria) – Project manager & key researcher	2003	2007
SIG-GLUE – Special Interest Group for Game Based Learning in Universities, EU E-Learning Initiative, project co-ordinator (www.sig-glue.net)	2004	2006
Scientific Leader of the UniGame , MINERVA Project	2002	2004
Lecturer, University of Applied Sciences – FH Joanneum, Information Design, Graz, Austria	2001	2007
Member of Laboratory For Decision Processes And Knowledge-Based Systems, University of Maribor, Faculty of Organizational Sciences, Slovenia	Since 1997	
University Assistant, University of Maribor, Faculty of Organizational Sciences (Information Systems), Slovenia	Since 1997	
Researcher, University of Maribor, Faculty for Mechanical Engineering, Slovenia	1996	2000
Research Fellow, University of Maribor, Faculty for Mechanical Engineering, Slovenia	1993	1996
Information System Manager, TTT - Textile factory Tabor, Maribor, Slovenia	1991	1993
Research Assistant, ECM (Maribor Centre for Economy), Slovenia	1989	1991

Number of Publications (exclude abstracts, proceedings or letters published or presented)	90+
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List of Publications from Previous Five Years

Books and Chapters

- Pivec, M. & Pivec, P. (2009) Misconceptions about being Digital. Chapter in Zheng R. (Ed.): Adolescent Online Social Communication and Behavior: Relationship Formation on the Internet. (In press)
- Pivec, P. & Pivec, M. (2009) Collaborative Online Roleplay for Adult Learners. Chapter in Zemliansky P. (Ed.): Design and Implementation of Educational Games: Theoretical and Practical Perspectives. (In press)
- Pivec M., Pivec P. (2009) IMAGINE report on Game-Based Learning projects within the European community and good practice case studies spread across all levels of education. July 2009, <http://www.imaginegames.eu/eng/Reports>
- Pivec M., Pivec P.(2009) Chapter 7: What do we know from research about the use of games in education?, http://games.eun.org/upload/gis-full_report_en.pdf
- Pivec M., Moretti M. (Eds.), (2008) Game-based Learning: Discover the pleasure of Learning. Pabst Vrlg.
- Pivec M., Panko M. (2008) Instructional design – sex driven?. Chapter in Chen I., Kidd T. (Eds.): Social Information Technology: Connecting Society and Cultural Issues” (Idea Group Publishing, 2008)
- Pivec M. (2007) Informationsdidaktik: E-Learning. Chapter in Weber W. (Ed.): Kompendium Informationsdesign (Springer Verlag, x.media.press)
- Pivec M (Ed.), (2006) Affective and emotional aspects of human-computer interaction; Game-Based and Innovative Learning Approaches. Vol.1: The Future of Learning (IOS Press, 2006), ISBN 1-58603-572-x
- Pivec M., Koubek A., Dondi C. (Eds.), (2004) “Guidelines on Game-Based Learning”. Pabst Vrlg. 2004, ISBN: 3899671937

Journal Publications

- Pivec, P. & Pivec, M. (2009) Immersed and how? That is the question. In Human IT Journal for Information Technology Studies as a Human Science. . 10(1):80-104
- Pivec, M., & Kearney, P. (2007). Games for Learning and Learning from Games. Informatica 31 (2007) pp 419-423
- Pivec M., (2007) Play and Learn: Potentials of Game-based Learning. Guest Editorial, BJET, Vol. 38, Issue 3, May 2007
- Kearney P., Pivec M., (2007) Sex, Lies and Videogames. BJET, Vol. 38, Issue 3, May 2007
- Pivec M., (2007) Igra i učenje: Potencijali učenja kroz igru. Edupoint casopis, 49 (VI) 2006. Published 30th of November, 2006

- Pivec M., Trummer Ch., Pripfl J. (2006) Eye-Tracking Adaptable e-Learning and Content Authoring Support. *Informatica (An Int. Journal of Computing and Informatics)* 30 (2006) p. 83 – 86, ISSN 0350-5596
- Pivec M, (2005) Play and Learn: Potentials of Game-Based Learning; Volume 5, Number 1, June 2005, *Malaysian Journal of Educational Technology*, ISSN 1675 0292
- Pivec M. (2005): The benefits of game-based learning. Published on 11. July 2005, in elearningeuropa.info
- Gutl, C., Pivec, M., Trummer, C., Garcia-Barrios, V.M., Modritscher, F., & Pripfl, J., Umgeher, M. (2005) AdeLE (Adaptive e-Learning with Eye-Tracking): System Architecture and Application Scenarios. Published in *EURODL*
- Bouras, C., Igglesis, V., Kapoulas, V., Misedakis, I., Dziabenko, O., Koubek, A., Pivec, M., and Sfiri, A.: Game-based learning using web technologies. Published in *International Journal of Intelligent Games and Simulation*
- Pivec, M., Dziabenko, O. (2004): Game-based learning framework for collaborative learning and student e-teamwork". *e-mentor 2/2004*; On-line ISSN 1731-7428 (English version).
- Pivec, M., Dziabenko, O. (2004): Model gry edukacyjnej. *e-mentor 2/2004*; 11-14, print ISSN 1731-6758
- Pivec, M., Baumann, K.,(2004): The Role of Adaptation and Personalisation in Classroom-Based Learning and in e-Learning. Special Issue of *J.UCS "Human Issues in Implementing eLearning Technology"* , January 2004
- Pivec, M., Dziabenko, O. ,(2004): Game- Based Learning in Universities and Lifelong Learning: "UniGame: Social Skills and Knowledge Training" game concept. Special Issue of *J.UCS "Human Issues in Implementing eLearning Technology"*, January 2004
- Gutl, C., Pivec, M. (2003): A Multimedia Knowledge Module Virtual Tutor Fosters Interactive Learning. *Jl. of Interactive Learning Research* (2003) 14(2), pp. 209-236.

Conference Publications

- Pivec, M. (2009). Games in Schools. Invited presentation at Game Based Learning 2009 Conference, London, 19-20 March, 2009.
- Pivec, P., & Pivec, M. (2008). The Training Room: A Web-based Multi-user Teaching Tool. Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2008 Vienna, Austria, 2008.
- Pivec, M., & Pivec, P. (2008). Playing to Learn: Guidelines for Designing Educational Games. Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2008 Vienna, Austria, 2008.
- Kearney, P., & Pivec, M. (2008). Virtual worlds and Avatar chat rooms: Do we perceive emotions in Avatars? In Proceedings of Future and Reality of Gaming conference. Vienna 17.-19. October 2008.
- Pivec, M., & Kearney, P. (2008). The Training Room: A Web-based Multi-user Teaching Tool. Proceedings of EDEN 2008 Annual Conference. Lisbon, Portugal, 11 – 14 June 2008.
- Pivec, M., & Kearney, P. (2007). Games for Learning and Learning from Games. In Proceedings of Information Society, 12 – 13th October 2007, Ljubljana Slovenia.
- Kearney, P., & Pivec, M. (2007). Recursive loops of game based learning. In Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2007 Vancouver BC, Canada, 2007, pp. 2546 – 2553
- Kearney, P., & Pivec, M. (2007). Informal discussion forums: Can we harness the same passion in class? Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2007), Vancouver, Canada.
- Kearney, P., & Pivec, M. (2007). Immersed and how? That is the question. Paper presented at the Games in Action Conference, Gothenburg, Sweden.
- Kearney, P. & Pivec, M. (2006) *Game-Based E-Learning Systems: What we can learn from game developers*. Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2006), Orlando, Florida.
- Pivec, M., Pripfl, J., Trummer, C. (2005) *Adaptable Features and needed Content Authoring Support*, Paper presented at the AACE World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education (E-LEARN 2005), Vancouver, Canada.
- Pivec, M., Dziabenko, O., Kearney, P (2005), *Game-Based Learning for E-Inclusion*, Paper presented at the AACE World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education (E-LEARN 2005), Vancouver, Canada.
- Pivec, M., Pripfl, J., Trummer, C. (2005) The future is now?! Proceedings of The Joint Workshop of Cognition and Learning Through Media-Communication for Advanced e-Learning, Tokyo, September, 2005 (invited contribution)

- Pivec, M. (2005) Should we learn or should we play – or is this the same? (key note speech) Proceedings of the ISEL 2005 (International Symposium on E-Learning: Towards Lifelong Learning), Kota Kinabalu, Sabah, Malaysia.
- Pivec, M., Pripfl, J., Trummer, C. (2005) Adaptable E-learning by means of Real-Time Eye-Tracking. Proceedings of the ED-MEDIA 2005, Montreal, Canada.
- Pivec, M., Sfiri, A. (2005) SIG-GLUE Strengthens Competencies and Supports Practitioners in Application of Games for Learning Proceedings of the ED-MEDIA 2005, Montreal, Canada.
- Pivec, M., Pripfl, J., Gütl, C., Garcia-Barrios, V.M., Mödritscher, F. & Trummer, C. (2005). AdeLE First Prototype: Experiences Made. Proceedings of I-KNOW'05, Graz, Austria.
- Pripfl, J., Pivec, M., Trummer, C. & Umgeher, M. (2005). Look into my eyes and I will tell you how to learn. Proceedings of the EDEN 2005 Annual Conference, Helsinki, Finland.
- Pivec, M., Pripfl, J., Umgeher, M. & Trummer, C. (2005). The Pupils' Pupils. In G. Chiazesse, M. Allegra, A. Chifari and S. Ottaviano (Eds.), *Methods and Technologies for Learning*. Ashurst Southampton, WIT Press.
- Pivec, M., Baumann, K., Gütl, C., (2004): Everything virtual - virtual classes, virtual tutors, virtual students, virtual emotions - but the knowledge. ED-MEDIA04, June 27th-July 2nd, 2004, Lugano, Switzerland
- Pivec, M., Preis, A. M., García Barrios, V. M., Gütl, C., Müller, H., Trummer, C., Mödritscher, F., (2004): Adaptive Knowledge Transfer in E-Learning Settings on the Basis of Eye Tracking and Dynamic Background Library. EDEN 2004 Annual Conference, 16-19 JUNE, 2004, Budapest University of Technology and Economics Budapest, Hungary
- García Barrios, V. M., Gütl, C., Preis, A. M., Andrews, K., Pivec, M., Mödritscher, F., & Trummer, C. (2004). AdeLE: A Framework for Adaptive E-Learning through Eye Tracking. Proceedings of I-KNOW '04 - 4th International Conference on Knowledge Management, Graz, Austria.
- Dziabenko, O., Pivec, M., Bouras, C., Igglesis, V., Kapoulas, V. and Misedakis, I. (2003): "A web-based game for supporting game-based learning", In Proc. of 4th annual European GAME-ON Conference (GAME-ON 2003), London, United Kingdom, November 19-21, 2003, pp. 111-118
- Pivec, M., Dziabenko, O. (2003): "It is time to play a game" or Innovative Learning Approaches", MindTrek Media Week, November 10-16, 2003 Tampere, Finland <http://www.mindtrek.org/sc/papers/>
- Pivec, M., (2003): Eye-Tracking Supported E-Learning. The Joint Workshop of Cognition and Learning Through Media-Communication for Advanced e-Learning, Berlin 8-9- September, 2003, pp.169 - 173.
- Pivec, M., Baumann, K.: Adaptation and personalization issues from the perspective of face-to-face teaching vs. e-learning. In Proceedings of I-KNOW '03, 2003, pp. 274-280.
- Pivec, M., Dziabenko, O., Schinnerl, I.: Aspects of game-based learning. In Proceedings of I-KNOW '03, 2003, pp. 216-225.
- Albert, D., Pivec, M., Spörk-Fasching, T., Maurer, H.: Adaptive intercultural competence testing: a computerized approach based on knowledge space theory UNESCO Conference on Intercultural Education, Jyväskylä, Finland, 15.–18.6.2003
- Pivec, M., Dziabenko, O., Schinnerl, I.: "UniGame: Collaborative and Game-Based Learning". Newsletter, "Neue Medien in der Lehre an Universitäten und Fachhochschulen", Mai, 2003

- Pivec, M., Müller, H.: Media Competence and Cross-Cultural Experience due to Joint lectures and Student e-Teamwork. ICTE – Int. Conf. On Information and Communication Technology, Badajoz, 2002, Spain.

Invited Talks and Workshops

- Hosted Engage Game Based Learning Workshop at Online Educa, December 2nd 2009, Berlin, Germany
- Chairperson at ECGBL 2009 European Conference on Game Based Learning, October 12-13, Graz, Austria
- Moderator for Imagine Academic Panel at ECGBL 2009 on Engage Learning Project, October 12, Graz, Austria
- Keynote Speaker (day 2) at ECGBL 2009 on Engage Learning Project, October 13, Graz, Austria
- Keynote Speaker at Game Based Learning 2009 Pre-Conference, London, 19-20 March, 2009.
- Keynote Speaker at eMapps final conference. “What we know about game based learning”. Prague, 12 Feb, 2008.
- Invited speaker at MODSIM World 2007 Conference. September 11 – 13, 2007, Virginia Beach, USA
- Chairperson/Moderator for Panel on “Game-based Learning”. Online-Educa 12th International Conference on Technology Supported Learning and Training. November 29 – December 1, 2006, Berlin, Germany
- Symposium “Game-Based and Innovative Learning Approaches: A Symposium in conjunction with SIG-GLUE” to be held at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2006), Orlando, Florida.
- Workshop on “Game-based Learning” (14-17 June 2006) Eden 2006 Annual Conference (E-Competencies for Life, Employment and Innovation), Vienna, Austria
- Invited presentation at the Social Skills durch Social Software conference, 23. – 24.th of Mai, 2006, Salzburg, Austria. Pivec M.: The Secret Life of Virtual You.
- Text for user generated interview published at the elearningeuropa portal on 13th of april, 2006 Pivec M.: Potentials of games and digital game-based learning
- Tokyo, September, 2005: The Joint Workshop of Cognition and Learning Through Media-Communication for Advanced e-Learning – personal invitation of the organising committee
- “Welcome to SIG-GLUE”, pre-conference workshop at Online Educa Madrid, 11. 5. 2005 CODICE 5: Congreso de Diseno; Puebla, Mexico, 21.-23.4. 2005; Invited Lectura

- Workshop “It’s time to play a game”: Game-based Learning in Universities and Lifelong Learning (29th sep. 2004) ICL 2004 – International conference Interactive Computer Aided Learning, Villach, Austria
- Workshop on “Game-based Learning” (3. dec. 2003) Online Educa 2003 (9th International Conference on Technology Supported Training and Learning), Berlin, Germany
- Workshop “Game-based Learning” – Polytechnic Tampere, Finland (11. 11. 2003)
- Berlin 8-9- September, 2003: The Joint Workshop of Cognition and Learning Through Media-Communication for Advanced e-Learning (Presentation: Eye-Tracking Supported e-Learning)
- Wien 18. September, 2003: e-Learning & IKT: What’s new? Informationsveranstaltung MINERVA (Presentation of the UniGame project)

Other Activities

- Judge/Juror for EuroPrix Multimedia Awards
- Reviewing for ESF <http://www.esf.org>
- Reviewing for British Journal of Educational Technology
- Reviewing for GAME-ON 2005, 2006 conferences
- Reviewing for I-KNOW conference 2003, 2004
- Reviewing for AACE/SITE Journals
- Field Editor (1995-1998) in *Tekstilec*. ISSN 0351-3386

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