

## **Professor DI Dr. Maja Pivec**

### **CV including description of Relevant Skills and Experience**

My involvement in many successful project consortiums, either in the role of coordinator, scientific leader or project manager, gives me a wealth of experience in drafting and evaluating research project proposals, consortium composition, project formulation, project planning and the implementation phase, including project monitoring.

My ability to speak and understand several languages, communicate clearly and precisely at all levels of an organisation, and my passion for high standards assist me to be successful within my work. Growing up in a country with a history of cultural and ethnic issues, and now working in various languages involving many cultural backgrounds, I have developed personal communication skills and abilities to manage large scale teams and projects where conflict often arises. I pride myself on my work ethic and my time management skills that allow me to meet deadlines that are often complicated through the involvement of many project partners spread across many countries. I take my work seriously and you will never hear me say, "It is someone else's problem".

During my academic career as Professor of e-learning at FH Joanneum, my research and work has focused on creating innovative ways of using technology and related methods for learning in formal, non-formal and informal settings. I have published these results in numerous papers on using e-learning and game-based learning (GBL) to further education for people of all ages, cultures, and abilities. I initiated the Serious Game Design Summer School – in interdisciplinary and intercultural intensive workshop on applied game design. I was project leader for both SIG-GLUE (Special Interest Group for Game Based Learning in Universities), an EC program initiative for life-long learning, and ENGAGE, a web based portal for dissemination of previous and current research in the area of learning with digital games. I am also the editor of numerous books on innovative learning and teacher training.

Although my recent projects have focused on e-learning and GBL, during 1993 through 2004, I received numerous international grants and awards for my research in the field of innovative computer-based learning approaches and knowledge based systems. For my research achievements I received in the year 2001 Herta Firnberg Award (Austria) in the field of computer science. In 2003 I 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. From 2003 to 2007 I was project manager and lead researcher for the Eye-tracking Supported Adaptable e-Learning research project, AdeLE.

I am editor and co-editor of four book publications in the area of innovative learning approaches and my research work has been published and presented at more than 100 international conferences and publications. In the time period 1998 - 2000 I actively participated at the IEEE 1484 (Learning Technology Standardization Committee) with special interest in meta-data and personal profiles specification. I was a member of Laboratory For Decision Processes And Knowledge-Based Systems, University of Maribor, Faculty of Organizational Sciences, Slovenia. I was on the Program Committee member of GAMEON conferences and F.R.O.G. Future and Reality of Gaming, Vienna Games Conference 2008 –

2010. I am scientific committee member of the AVADA conference (<http://forum.avada.lt/scientific-committee>), organized by International Academic Association of Management and Administration (AVADA, [avada.lt/en](http://avada.lt/en)) and New Age Science and Business Cluster, together with European Scientific Institute. I am member of the Advisory Committee of Media and Learning conference, held annually in Brussels (<http://media-and-learning.eu/home>). I am mentor at the Open Education Challenge portal (<http://openeducationchallenge.eu/>).

I am Editorial tem member of eLearning Papers available via the Open Education Europe Portal ([http://www.openeducationeuropa.eu/en/elearning\\_papers](http://www.openeducationeuropa.eu/en/elearning_papers)). I am an international advisory board member of MJET – Malaysian Journal of Educational Technology. I regularly review for the European Science Foundation, for Hong Kong research council and for British Journal of Educational Technology (BJET). I was the guest editor for special issue on game-based learning of BJET in May 2007.

**Further information and contact details are as follows:**

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## 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

## Employment and Academic History

Relevant academic and research experience	From year	To year
<b>Job Title and Employer</b>		
<b>Professor</b> University of Applied Sciences – FH Joanneum, Information Design, Graz, Austria	2007	Present
<b>Key Responsibilities</b>		
Lecturing e-learning and game-based learning, project management and entrepreneurship. Research and publications in the area of e-learning, using ICT for learning and innovative learning approaches. Acquisition of national and international funding research projects. Management and supervision of research projects. Supervision of Bachelors and Master Theses.		
<b>Key Research Projects</b>		
Jam Today – Learning to change learning ( <a href="http://www.jamtoday.eu/">http://www.jamtoday.eu/</a> )	2014	2016
Avatar, Added value teaching in a Virtual World – Follow up project focusing on vocational training.	2013	2015
Serious Game Design Summer School ( <a href="http://sgdss14.engagelearning.eu/">http://sgdss14.engagelearning.eu/</a> )	2013	2014
Serious Game Design Summer School ( <a href="http://summerschool.engagelearning.eu/">http://summerschool.engagelearning.eu/</a> )	2012	2013
Green Games in Tourism and Hospitality ( <a href="http://greengamesproject.com/">http://greengamesproject.com/</a> )	2013	2015
Serious Sports ( <a href="http://serious-sports.org/">http://serious-sports.org/</a> )	2011	2013
GREAT – Game based Research Education and Action Training ( <a href="http://www.projectgreat.eu/">http://www.projectgreat.eu/</a> )	2011	2013
Avatar, Added value teaching in a Virtual World – Key researcher and Project partner. ( <a href="http://www.avatarproject.eu">www.avatarproject.eu</a> )	2010	2012
Engage Learning, LLP Game-Based Learning Dissemination Project – Project manager & Key researcher. ( <a href="http://www.engagelearning.eu">www.engagelearning.eu</a> )	2009	2010
Imagine, LLP Game-Based Learning Policy Project – Key researcher and Project partner. ( <a href="http://www.imaginegames.eu">www.imaginegames.eu</a> )	2009	2010
Discover, Helping teachers to discover the pleasure of learning and teaching – Key researcher and Project partner. ( <a href="http://www.discoverproject.net">www.discoverproject.net</a> )	2006	2008

<b>Job Title and Employer</b>		
<b>Acting Head of Research and Design Lab</b> Design and Communication Institute – FH Joanneum, Graz	2013	Present
<b>Key Responsibilities</b>		
International standing of rdl Lab, networking, national and international promotion of the research topics, project acquisition.		

<b>Job Title and Employer</b>		
<b>Prof. for Applied IT for European Project Managers</b> Masters for European Project Management, IBSA, Graz, Austria	2013	Present
<b>Key Responsibilities</b>		
Lecture development, content development, lecturing & supervising master theses.		

<b>Job Title and Employer</b>		
<b>Expert Proposal Evaluator</b> European Commission, Research Funding Department, Luxembourg & Brussels	2007	Present
<b>Key Responsibilities</b>		
Employed on a contract bases to evaluate proposals applying for funding in the area of Technology Enhanced Learning and eContent. Several assignments to review and monitor progress of already funded project, including evaluation of their outcomes.		

<b>Job Title and Employer</b>		
<b>Lecturer/Researcher</b> University of Applied Sciences – FH Joanneum, Information Design, Graz, Austria	2001	2007
<b>Key Responsibilities</b>		
Lecturing basics of Computer Science, Learning with Multimedia, E-Learning and Game-based Learning. Development of curriculum and lesson plans, including resources for subjects. International research, cooperation and publications. Management and supervision of research projects.		
<b>Key Research Projects</b>		
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, research project co-ordinator ( <a href="http://www.sig-glue.net">www.sig-glue.net</a> )	2004	2006
Scientific Leader of the UniGame , MINERVA Project. EC funded Research project into collaborative learning.	2002	2004

<b>Job Title and Employer</b>		
<b>Researcher</b> University of Maribor, Faculty for Mechanical Engineering, Slovenia, Tertiary Education, Maribor, Slovenia	1996	2000
<b>Key Responsibilities</b>		
Research and Lecturing in the area of ICT and support of production processes,		

application of expert systems for production. Also in charge of Information Documentation Center for Textile department; Field Editor (1995-1998) in Tekstilec. ISSN 0351-3386

**Key Research Projects**

Elected as University Assistant, University of Maribor, Faculty of Organizational Sciences (Information Systems), Slovenia and member of Laboratory For Decision Processes And Knowledge-Based Systems, University of Maribor, Faculty of Organizational Sciences, Slovenia.	1997	2007
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**Job Title and Employer**

<b>Research Fellow</b> University of Maribor, Faculty for Mechanical Engineering, Slovenia, Tertiary Education, Maribor, Slovenia	1993	1996
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**Key Responsibilities**

Research and publications.  
Field Editor (1995-1998) in Tekstilec. ISSN 0351-3386

**Job Title and Employer**

<b>Information Systems Manager</b> TTT - Textile Factory Tabor, Maribor, Production, Maribor, Slovenia	1991	1993
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**Key Responsibilities**

Head of ICT department, responsible for the ICT in production as well as accounting areas. Planning and execution of internal projects, e.g. bar code introduction in warehouse, stock and cost assessment; coordination with external technical support organizations and program providers. Internal schooling and training of people working with new applications. Responsible for five staff.

**Job Title and Employer**

<b>Research Assistant</b> ECM (Maribor Centre for Economy), Slovenia, Business Information Systems, Maribor, Slovenia	1989	1991
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**Key Responsibilities**

The company was providing tailored business and productions information system solutions for medium enterprises. My duties involved assessment of the current state, production optimization suggestions and design of related ICT support.

## Language and Computer Skills

Language	Speak	Write	Read	Understand
English	Excellent	Excellent	Excellent	Excellent
German	Excellent	Very Good	Excellent	Excellent
French	Fair	Fair	Fair	Good
Spanish	Good	Fair	Good	Good
Slovene	Excellent	Excellent	Excellent	Excellent
Croatian	Excellent	Very Good	Excellent	Excellent
Italian	Slight	Slight	Slight	Good

Computing	Usage
Internet/Email/Skype usage	Advanced
Presentation tools (Powerpoint/Keynote)	Advanced
Spreadsheets (Excel/Numbers/SAP)	Advanced
Word Processing (Word/Pages)	Advanced
Web site creation (Html/Wordpress)	Advanced
Elearning Systems (Webct,Moodle,etc)	Advanced
Project Management (MS Project, Merlin, BaseCamp)	Advanced

## Publications from Previous Five Years

Total Number of Publications (exclude abstracts, proceedings or letters published or presented)	100+
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### Books and Chapters

- Pivec, M. & Pivec, P. (2012) Lernen mit Computerspielen. Ein Handbuch für Pädagoginnen/Pädagogen. Bundesministerium für Wirtschaft, Familie und Jugend. [Online version](#).
- Pivec, P. & Pivec, M. (2010) Collaborative Online Roleplay for Adult Learners. Chapter in Zemliansky P. (Ed.): Design and Implementation of Educational Games: Theoretical and Practical Perspectives.
- Pivec, M. & Pivec, P. (2010) Misconceptions about being Digital. Chapter in Zheng R. (Ed.): Adolescent Online Social Communication and Behavior: Relationship Formation on the Internet.
- 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](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 M., Schönbacher T.: E-Learning meets Game-Based Learning (GBL) – Transfer of GBL Research Results in The E-Learning Project Management Course” has been accepted for publication in the eLearning paper issue number 39 "Learning in cyber- physical worlds".



- Dreiseitl, S., Pivec, M., Binder, M. (2012): Differences in examination characteristics of pigmented skin lesions: results of an eye tracking study. *Artificial Intelligence In Medicine* 54 (2012) 201–205, ISSN0933-3657
- Pivec, M., Stefanelli, M.C., Christensen, I.-M. F., Pauschenwein, J. (2012): AVATAR – The Course: Recommendations for Using 3D Virtual Environments for Teaching. *eLearning Papers Annual Special Edition 2012 - Opening Learning Horizons. Discovering the potential of co-creation, games and open learning*, March 2012, 80-88,
- Pivec, M., Stefanelli, M.C., Christensen, I.-M. F., Pauschenwein, J. (2011): AVATAR – The Course: Recommendations for Using 3D Virtual Environments for Teaching. *eLearning Papers - Game-Based Learning: new practices, new classrooms*, No. 25, July 2011
- Pivec, P. & Pivec, M. (2011) Digital Games: Changing Education, One Raid at a Time. In *International Journal of Game Based Learning* . 1(1):1-18
- Pivec, M. (2011) Computerspiele für den Unterricht. *Pädagogische Führung (Zeitschrift für Schulleitung und Schulberatung*, Vol.22, No.1, 2011, pp. 8-10.
- Pivec, M. (2010) Videoigre – Motivator za učenje ali izguba časa? *Šolski razgledi*, No. 9, 7.May 2010, p. 8.
- 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](http://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. JI. of Interactive Learning Research (2003) 14(2), pp. 209-236.

### **Conference Publications**

- Pivec M., Schönbacher T.: Game-Based Learning Elements in an e-Learning Project Management Course. Proceeding of eLearning Tag, Graz, Austria, 2013.
- Pivec M. (2013): Theoretical Framework for Assessment of Sport Related Games. Proceedings of the FFH, Dornbirn, Austria, 2013.
- Pivec M, Costa E. (2013): Serious Games: Research Framework for Assessment of User Needs and Research Results. Proceedings of the FFH, Dornbirn, Austria, 2013.
- Pivec, M., Costa, E. (2012). Game Based Research in Education and Action Training. Proceedings of 6th European Conference on Games Based Learning, 4. – 5. October 2012, Cork, Ireland.
- Coakley, D., Garvey, R., Pivec, M., OSuilleabhain, G. (2012). Serious Sports: Game-Based Learning in Sports. Proceedings of 6th European Conference on Games Based Learning, 4. – 5. October 2012, Cork, Ireland.
- Pivec, M., Hable, B., Coakley, D. (2012). Serious Sports: Game-Based Learning in Sports. Proceedings of ICL – Interactive Computer Aided Learning conference, 26. – 28. September 2012, Villach, Austria.
- Pivec, M. (2012). Game-based Research in Education and Action Training: Preliminary Research Results. Proceedings of the International Conference The Future of Education , 7. – 8. June 2012, Florence, Italy
- Mascitti, I., Pivec, M., Stefanelli, C. (2011). Added value of teaching in a virtual world: lesson learnt from the AVATAR project. Proceedings of EADTU Annual Conference 2011 "Universities and regional development in an open knowledge society; sharing

innovation and knowledge in European universities”, 3-4 November, 2011, Eskisehir, Turkey, pp 172 – 179. ISBN 978-90-79730-09-4

- Pivec, M., Pauschenwein, J. (2011). AVATAR Course: Teachers Training for Teaching in 3D Virtual Worlds. Proceedings of ICL conference, 21.-23. September, 2011, Piest'any, Slovakia
- Pivec, M. (2011). Designing Games for Learning: Challenges of Transferring a Course into a Summer School Format. Proceedings of Global Learn Conference, Melbourne, Australia, 2011
- Pivec, M. (2011). AVATAR Course: Experience Report of an Interdisciplinary and Intercultural Journey. Proceedings of Global Learn Conference, Melbourne, Australia, 2011
- Pivec, M. (2010). Games for Learning – time to get serious? Presentation at IMAGINE workshop, EMINENT Conference, Copenhagen, Denmark, 2010
- Pivec, M., Pauschenwein, J. (2010). AVATAR – Unterrichten in virtuellen Welten. Conference presentation at eLearning Didaktik Fachtagung, Wien, Austria, 2010
- Pivec, M., Pauschenwein, J., Jandl, M., Schönbacher, T. (2010). AVATAR – V-Learning für Schulen. eLearning Tag Tagungsband, Graz, Austria, 2010
- Pivec, M. (2010). Educational Resources and More. Presentation at Game Based Learning 2010 Conference, London, 29-20 March, 2010.
- 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, Tokio, 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**

- Keynote Speaker at Irish Game Based Learning Symporium, 6. June 2014, Cork, Ireland. <http://igblconference.wordpress.com>
- Invited Speaker at the GameOn Conference, 23-23 of May 2014. Moscow, Russia.
- Creativity in Games and Games for Creativity, Invited Speaker, 27. 06. 2013 ProALV Event, Lisabon, Portugal
- Research and Design of Applied Games, Invited Speaker, VeGa, Stuttgart, 2013 Germany. <http://design.fh-joanneum.at/2013/04/vega-camp-stuttgart/>
- Keynote Speaker at IASK Teaching and Learning Conference 2010, 29 Nov. – 1 Dec. 2010, Seville, Spain <http://www.iask-web.org/tl10/programme.html>
- Invited speaker at EC Design and Learning Conference, Thematic Session 2: Designing 21st century education , 25 – 26 November 2010, Brussels, Belgium, <http://design-learning.teamwork.fr/>
- Plenary talk at Buchklub Steiermark, 8. Oct. 2010, Frauenalpe, Murau, Austria

- Chairperson at ECGBL 2009 European Conference on Game Based Learning, October 12-13, Graz, Austria
- Organizer and presenter at Imagine Academic Panel at ECGBL 2009 on Game-based Learning, 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
- 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.
- 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.
- Text for user generated interview published at the elearningeuropa portal on 13th of april, 2006
- Pivec M.: Potentials of games and digital game-based learningWien 18. September, 2003: e-Learning & IKT: What's new? Informationsveranstaltung MINERVA (Presentation of the UniGame project)

### **Workshops**

- SGDSS (Serious Game Design Summer School). 4-17 May, 2014 – Graz, Austria <http://sgdss14.engagelearning.eu>
- SGDSS (Serious Game Design Summer School) 18 – 31 August, 2013 – Tampere, Finland <http://summerschool.engagelearning.eu>
- Learning in the 3D Virtual Environments – eLearning Tag, 2011, Graz, Austria
- Workshop at Buchklub Steiermark, 8. Oct. 2010, Frauenalpe, Murau, Austria
- Organized [Round table on Increasing Mainstreaming of Games In Learning Policies](#) with special focus on adult and life long learning sector sector. 17. May, 2010, Ljubljana, Slovenia

- Hosted Engage Game Based Learning Workshop at Online Educa, December 2nd 2009, Berlin, Germany
- Workshop on “Game-based Learning” (14-17 June 2006) Eden 2006 Annual Conference (E-Competencies for Life, Employment and Innovation), Vienna, Austria
- 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)

### Other Activities

- Reviewing for Hong Kong Research Council
- Reviewing for European Commission
- Reviewing for Simulation and Gaming
- Judge/Juror for EuroPrix Multimedia Awards
- Reviewing for ESF <http://www.esf.org>
- Program Committee Member of the F.R.O.G. conferences 2009, 2010, 2011
- Reviewing for British Journal of Educational Technology
- Reviewing for GAME-ON 2005-2014 conferences
- Reviewing for I-KNOW conference 2003, 2004
- Reviewing for AACE/SITE Journals
- Field Editor (1995-1998) in *Tekstilec*. ISSN 0351-3386

### Personal details

<b>Marital Status:</b>	Married
<b>Date of Birth:</b>	13 March 1966
<b>Place of Birth:</b>	Slovenia
<b>Nationality at Birth:</b>	Slovenian
<b>Present Nationality:</b>	Austrian

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