Brunella Botte

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Education and Training

Computer Science PhD Student
Apr. 2021 - Today

PhD in Computer Science @Utrecht University: the research project aims at designing an adaptive gamified system that has at its core the satisfaction of the three psychological basic needs of the Self-Determination Theory. The project in cross-disciplinary, involving both the Computer Science and Psychology research areas.

Lego Serious Play Certified Facilitator
Dec. 2015

Lego Serious Play Certified Facilitator Course: to be a certified Lego Serious Play Facilitator means to be able to design and implement workshops based on such methodology.

e-Tutor Certification
Feb. 2010 - Sept. 2010

Advanced Training Course "e-tutor: skills for online education": Certification assessing skills in being an online tutor for distance education.

Master Degree
Jan. 2007 - Jul. 2009

Master Degree in Publishing, Multimedia Communication and Journalism (13/S)
@ "Sapienza" university of Rome
Summa cum laude: The thesis project "Serious games, serious learning: simulation, game, learning" intended to theorize a taxonomy aiming at clarifying the different typologies of game-based learning artifacts, based on scientific evidence.

Research activity & Projects

Nov. 2021 - Today

Extraordinary Professor @Link Campus University.
In addition to teaching, I'm co-responsible for a small research unit in the field of Gamification and Serious Game design. We work on many research projects, as listed below:

Ongoing projects:
- PROPEL (Funded by EU)
- Mira (National grant)
- Spooky Legacy (Research project funded by LCU)
- CTML (Funded by the Erasmus+ Programme);
- Future Work 4's (Funded by the Erasmus+ Programme).

Closed projects:
- Diversity + (Funded by the Erasmus+ Programme);
- Factive (Funded by the Erasmus+ Programme;
- Sailing expo (Mobile advergame);
- The World of Leonardo (Mobile game);
- Harmoonia VR (Serious Game);
- Harmoonia: Save the Guardians (Gamified Application);
- Smartainability: the game (Serious game for PC);
- CyberHunters (Serious Game);
- TrueHunters (Serious Game);
- MuSA (Funded by the Erasmus+ Programme);
- TECLO (Funded by the Erasmus+ Programme).

| Mar. 2014 – Oct. 2019 | **Research fellow @ Link Campus University** |

As member of the Hybrid Learning research group, I have carried out research activity mostly in regard to Gamification and Serious Game design, including the UX aspect of such kind of interactions. With my team I also experimented the application of diversified technologies to gamified activity and serious game, like the use of Augmented or Virtual Reality, or the design of gamified solution including IoT applications. During the years, I also worked on many different research projects.

Researcher @ Department of Communication and Social Research (CORIS)

Apr. 2011 – Dec. 2013

Sapienza University of Rome:
Research and development aimed at the creation of multimedia products for training and information in rapid e-learning, scenario-based narrative, interactive stories, games and simulations for learning.

Instructional Design. For Alitalia, design and development of courses for the training of flight and ground personnel. The activities included storyboarding, the development of teaching units using Storyline, the editing of graphic, audio and video materials through the use of Audacity, Final Cut, Adobe Studio Suite and Adobe Captivate, debugging of teaching units. The activities also included the loading of educational materials on the Docebo LMS.

Serious Games and UX Design. As part of the Intouch Project, funded by the European Commission, Leonardo da Vinci programme, conception, design and coordination of the development of mobile serious games, designed to train the staff of SMEs in the services sector.
The activities carried out were:
• **writing the screenplays** of serious games based on interactive storytelling (branching stories with multiple endings).
• **design of the gameplay** and the study of the **interaction of games for mobile devices**.

Instructional Design. For the Italian Revenue Agency, design and development of e-learning courses to be delivered to the internal staff of the Agency. Assistance in selection and training of mentors, identified in the Education and Human Resources divisions of the Regional Offices of the Revenue Agency. Defining the methodology for evaluating the effectiveness of training and satisfaction of e-learning courses and provided support in the analysis of the data collected.

Serious Games and UX Design. For the Italian Patent and Trademark Office (IPTO), design, planning and participating in the development of the Serious Game "Vero come loro" aimed at

raising awareness among adolescents on the fight against counterfeiting and exhibited at The False makes no Sense held in Palazzo Ruspoli in the months of January and February of 2011.

Teaching activity

The teaching activity started in 2014 and took place in different institutions.
All the LCU courses are held in English.

Subject	Type of Course	Institution	AA.YY.	Role
Gamification Strategies	Master degree in Interaction Design	Link Campus University	2020/2021 2021/2022 2022/2023 2023/2024	Contracting professor
Introduction to Artificial Intelligence	Bachelor degree in Innovative Technologies for Digital Communication	Link Campus University	2022/2023 2023/2024	Contracting professor
Digital Skills	Bachelor degree in Political Sciences	Link Campus University	2021/2022 2023/2024	Contracting professor
Internet of Things	Bachelor degree in Innovative Technologies for Digital Communication	Link Campus University	2021/2022	Contracting professor
Information Technologies and Digital Applications	Bachelor degree in Innovative Technologies for Digital Communication	Link Campus University	2020/2021 2021/2022	Contracting professor
Interactive Storytelling	Bachelor degree in Innovative Technologies for Digital Communication	Link Campus University	2018/2019 2019/2020 2020/2021 2021/2022 2022/2023	Contracting professor
MOODLE Platform	Training for Professors	Engineering srl	2020	Trainer
Introduction to Serious Games & Gamification	Bachelor degree in Innovative Technologies for Digital Communication	Link Campus University	2015/2016 2016/2017 2017/2018 2018/2019 2019/2020 2020/2021	Contracting professor
Digital entertainment	Bachelor degree in Innovative	Link Campus University	2017/2018	Contracting professor

	Technologies for Digital Communication			
Training course about Storyline2	Continuing education course	AssiLea (National Leasing Association)	2015	Trainer
Instructional design course	Training for internal employees	Alitalia	2011/2012 2012/2013 2013/2014	Trainer

Professional activities

March 2023 - Today

Gamification designer and Interaction designer
Collaboration with DotSLot for the design of the gamified digital learning system Verse, whose principal target are middle and high school students.

Nov. 2022 – Dec. 2022

Gamification designer and Interaction designer
Consultant for DotSlot in the framework of the KidVerse project, aimed at pre-school kids. KidVerse is an immersive milti-device learning environment.

January 2018 – June 2020

Instructional Designer Freelance
Freelance instructional Designer for **Media Engineering**, in Rome. The job required the macro and micro design of multiple traditional e-learning courses and Serious Games.

July 2014 – June 2015

Instructional Designer Freelance
Freelance instructional Designer for **Istituto Luigi Sturzo,** in Rome. The job required the micro-design and development with Storyline of an e-learning course.

January 2014 – July 2014

Instructional Designer Freelance
Freelance Instructional Designer for **Medita,** in Rome. The job required to draw up a user manual for an application for ENEL.

Other languages

English   **Understanding**

- Listening: C1
- Reading: C1

Speaking
- Interaction: C1
- Production: C1

Writing: C1

Academic pubblications
Musella, F., Marinensi, G., & Botte, B. (2023). An Intersectional Study On Student Learning Outcome Perceptions. In *INTED2023 Proceedings* (pp. 3213-3213). IATED.
B. Botte, G. Marinensi, F. Musella (2022) Higher education students' perception of their learning outcomes: validation of a measurement scale, INTED2022 Proceedings, pp. 8613-8620.
Marinensi, G., & Botte, B. (2022). Fostering Motivation to Learn Through Gamification: Understanding the Impact of Different Kinds of Rewards on Learner Motivation. In *Handbook of Research on the Influence and Effectiveness of Gamification in Education* (pp. 618-635). IGI Global.
Marinensi, G., Botte, B., & Romero Carbonell, M. (2022). Gamification in higher education: a self-determination theory perspective on the reward system. *Gamification in higher education: a self-determination theory perspective on the reward system*, 81-110.
Botte B., Marinensi G., Musella F. (2021). "Higher education student's perception of their learning outcomes: validation of a measurement scale", In Proceedings of INTED 2021 (To be published)
Botte B., Bakkes S., Veltkamp R. (2020). Motivation in Gamification: Constructing a Correlation Between Gamification Achievements and Self-determination Theory. Games and Learning Alliance. GALA 2020. Lecture Notes in Computer Science, vol 12517. Springer, Cham.
Botte B., Marinensi G. (2017). TECLO: a MOOC course for future textile managers. In Proceedings of: ITMC (International conference on intelligent textiles and mass customisation)
G. Marinensi, B. Botte, S. Barca (2017). True Hunters: the game that teaches teenagers to respect intellectual property. In Proceedings of: 12th WIPO Advisory Committee on Enforcement
Botte B., Barca S., Marinensi G., Medaglia C.M. (2016). True Hunters. A Serious Game against counterfeiting. In Proceedings of: The 10th European Conference on Games Based Learning - ECGBL 2016. Paisley, UK
Imbellone A., Marinensi G., Botte B., Medaglia C.M. (2015). Appling game-based learning principles to the design of a Massive Open Online Course (MOOC): the TECLO project approach. In Proceedings of: CIAAF 2015 - 1st IBERO-AMERICAN CONFERENCE ON FUTURE LEARNING ENVIRONMENTS. Porto, Portugal
Botte B., Imbellone A., Marinensi G., Barca S., (2015). The Chronicles of Knowledge: Learning with a Tabletop Game. In Proceedings of: CIAAF 2015 - 1st IBERO-AMERICAN CONFERENCE ON FUTURE LEARNING ENVIRONMENTS. Porto, Portugal.
Botte B., Imbellone A., Marinensi G., Medaglia C.M. (2015). The ludic and narrative components in game-based learning: a classroom training experience. In Proceedings of: The 9th European Conference on Games Based Learning ECGBL 2015. Stenkjer, Norway. ISBN: 978-1-910810-58-3, ISSN: 2049-0992.
Imbellone A., Botte B., Marinensi G., Medaglia C.M., (2015). A ludic/narrative interpretation of the willingness to repeatedly play mobile serious games. International Journal On Advances in Networks and Services, volume 8, issue 3&4, ISSN 1942-2644.

Imbellone A., Botte B., Medaglia C.M. (2015). An Empirical Study on the Ludic and Narrative Components in Mobile Game-Based Learning. In: Proceedings of the Seventh International Conference on Mobile, Hybrid, and On-line Learning (eLmL 2015). p. 8-13, ISBN: 978-1-61208-385-8, Lisbon (Portugal), February 22-27.

Imbellone, A., Botte, B., Medaglia, C.M. (2015). Serious Games for Mobile Devices: the InTouch Project Case Study. International Journal of Serious Games (IJSG), 1(2), 17-27.

Imbellone A., Botte B., Medaglia C.M. (2014), Intouch: Mobile Game-Based Learning for non Routine Skills Proceedings of Gala Conference 2014, Bucharest, Romania.

Botte B., Marinensi G., Medaglia C.M., Putz T. (2012), InTouch: an innovative m-learning kit to improve non-routine skills, Proceedings of EDULEARN12 Conference. ISBN: 978-84-695-3176-1

Barca S., Botte B., Marinensi G., Matera C., & Medaglia C. M. (2012), A Taxonomy and a Proposal for a Classification of Serious Games. In M. Cruz-Cunha (Ed.), Handbook of Research on Serious Games as Educational, Business and Research Tools (pp. 1064-1079). doi: 10.4018/978-1-4666-0149-9.ch055

Botte B., Marinensi G., Medaglia C.M., (2011), Progettare soluzioni di lifelong learning mediante l'utilizzo di serious games per device mobili: l'esperienza InTouch, Atti del VIII Congresso SIe-L, Società Italiana di e-Learning.02.

Botte B., Matera C., Sponsiello M. (2009), "S Serious Games between simulation and game. A proposal of taxonomy", Journal of e-Learning and Knowledge Society, v.5, n.2

Awards

Oct. 2019	**GaLA Conf 2019, Serious Game Competition.** First prize as *Best gamified application* in the Academic category
Dec. 2020	**GaLA Conf 2020 Laval, best paper award.** Second prize with the paper *Motivation in Gamification: Constructing a Correlation Between Gamification Achievements and Self-determination Theory*

Rome, 26/02/2024   Brunella Botte