## **Special Issue**

## **Engineering Behind Technology-Based Educational Innovations**

## **Guest Editors**

## Francisco José García-Peñalvo—University of Salamanca, Spain Martín Llamas Nistal—University of Vigo, Spain

Francisco José García-Peñalvo and Martín Llamas Nistal	763–767	Guest Editorial	
Jorge Joo Nagata, José García-Bermejo Giner and Fernando Martinez Abad	768–780	Augmented Reality in Pedestrian Navigation Applied in a Context of Mobile Learning: Resources for Enhanced Comprehension of Science, Technology, Engineering and Mathematics	
G. Hendeby, F. Gustafsson, N. Wahlström and S. Gunnarsson	781–789	Platform for Teaching Sensor Fusion Using a Smartphone	
Patricio R. Humanante-Ramos, Francisco J. García-Peñalvo and Miguel Á. Conde-González	790–796	Electronic Devices and Web 2.0 Tools: Usage Trends in Engineering Students	
Francisco Jurado and Renato Echeverría Meza	797–806	An Exploratory Study in the Use of Gamer Profiles and Learning Styles to Build Educational Videogames	
Francisco J. Gallego-Durán, Carlos Villagrá-Arnedo, Faraón Llorens-Largo and Rafael Molina-Carmona	807–815	PLMan: A Game-Based Learning Activity for Teaching Logic Thinking and Programming	
José A. Ruipérez-Valiente, Pedro J. Muñoz-Merino and Carlos Delgado Kloos	816–830	Detecting and Clustering Students by their Gamification Behavior with Badges: A Case Study in Engineering Education	
Fadi Castronovo, Peggy N. Van Meter, Sarah E. Zappe, Robert M. Leicht and John I. Messner	831–846	Developing Problem-Solving Skills in Construction Education with the Virtual Construction Simulator	
Darinka Ramírez-Hernández and Alejandro Montesinos-Castellanos	847–854	Improving Understanding and Motivation in Learning Transient State by Using a Remote Lab	
Ángeles M <sup>a</sup> Moreno Montero and David Retortillo Manzano	855–864	Design and Deployment of Hands-on Network Lab Experiments for Computer Science Engineers	
Octavian M. Machidon, Alina L. Machidon, Petru A. Cotfas and Daniel T. Cotfas	865–876	Leveraging Web Services and FPGA Dynamic Partial Reconfiguration in a Virtual Hardware Design Lab	
Vladimir Djurica and Miroslav Minović	877–886	Linux Based Virtual Networking Laboratories for Software Defined Networking	
Nikolas Galanis, Enric Mayol, Maria José Casañ and Marc Alier	887–897	Towards the Organization of a Portfolio to Support Informal Learning	
Martín Llamas Nistal, Fernando A. Mikic Fonte, Manuel Caeiro Rodríguez, Adrián Queipo Pardo and Martín Liz Domínguez	898–907	BeA Add-ons to Support On-line Assessment and to Improve Review Communications	
J. Ángel Velázquez-Iturbide and Antonio Pérez-Carrasco	908–917	Using the SRec Visualization System to Construct Dynamic Programming Algorithms	
Miguel Á. Conde, Lidia Sánchez-González, Vicente Matellán-Olivera and Francisco J. Rodríguez-Lera	918–926	Application of Peer Review Techniques in Engineering Education	
María Luisa Sein-Echaluce, Angel Fidalgo- Blanco, Javier Esteban-Escaño and Francisco García	927–937	The Learning Improvement of Engineering Students using Peer-Created Complementary Resources	
	938	Guide for Authors	