

A selection of papers accepted for publication

Gonzalez-Rogado *et al.*—Mobile Technology in the Teaching Lab

Balderas *et al.*—A Domain Specific Language for Online Learning Competence Assessments

Blanco *et al.*—Improving Robotics Teaching in the Computer Engineering Degree through the Action-Research Approach

Esteban *et al.*—Surgical Learning Systems through Haptic Simulators—A Domain Expertise Approach

Lopez and Marticorena—Acquisition of Transferable Skills Associated with Software Maintenance and Development Using Tools for Versioning and Task Management

Fonseca *et al.*—Assessment of Augmented Visualization Methods in Multimedia Engineering Education

Rodriguez-Cerezo *et al.*—User-centered Development of Generative Educational Systems for Computer Engineering: The Evaluators Case Study

Cantero *et al.*—STELLA 3D: Introducing Art and Creativity in Engineering Graphics Education

Hakulinen—Using Alternate Reality Games to Teach Computer Science Concepts—Case: Stop Toilworn Diamond

Le *et al.*—A Framework for Using Mobile Based Virtual Reality and Augmented Reality for Experiential Construction Safety Education

Casan *et al.*—Improving the Way to Communicate Learning Activities to an Informal Learning Collector

Fidalgo-Blanco *et al.*—Monitoring Indicators for CTMTC: Comprehensive Training Model of the Teamwork Competence in Engineering Domain

Martin-Gutierrez *et al.*—Improving the Teaching-Learning Process of Graphic Engineering Students Through Strengthening of their Spatial Skills

Galaup *et al.*—Mecagenius[®]: An Innovative Learning Game for Mechanical Engineering

Cok *et al.*—Multicultural Issues of Product Development Education in Virtual Teams

Merayo *et al.*—The Software Application AIM-Mobile Learning Platform to Distribute Educational Packets to Smartphones

Conde *et al.*—The Application of Business Process Model Notation to describe a Methodology for the Recognition, Tagging and Acknowledge of Informal Learning Activities

Molins-Ruano *et al.*—An Adaptive Model for Computer-Assisted Assessment in Programming Skills

Chan *et al.*—MOOC Using Cloud-based Tools: A Study of Motivation and Learning Strategies in Latin America

Rajabi *et al.*—Interlinking Educational Data: An Experiment with Engineering-related Resources in GLOBE

Such *et al.*—An Active Learning Technique Enhanced with Electronic Polls

Clavert *et al.*—Implementing Design-Based Learning in Teaching of Combustion and Gasification Technology

Mahnic—From Scrum to Kanban: Introducing Lean Principles to a Software Engineering Capstone Course