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Position: Full Professor of Audiovisual Communication & Education

Date of Birth: September 8, 1948

Country of Birth: Spain

Mailing address

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Research interests

Children entertainment, video games, popular culture, ethnography, interactive media

Languages Spoken

Spanish, English, French

Research and Teaching Evaluation

Research: Positive National Evaluation for 4 periods of 6 years. Evaluation in progress for the 5th period. ANECA (National Agency for Quality Assessment and Accreditation of Spain) <http://bit.ly/1hcqsAl><http://bit.ly/1hcrXhM>

Teaching: Excellence. Docentia Programme. ANECA (National Agency for Quality Assessment and Accreditation of Spain) <http://bit.ly/1qkTka1><http://bit.ly/1hcrXhM>

References

Henry Jenkins. Provost's Professor of Communication, Journalism, Cinematic Arts and Education. E-mail: hjenkins@usc.edu

Marja Kankaanranta. Professor (Innovative Learning Environments) at the Agora Center & Finnish Institute for Educational Research - University of Jyväskylä, Finland. E-mail: marja.kankaanranta@jyu.fi

Charles Max. Professor. University of Luxembourg - Faculté des Lettres, des Sciences Humaines, des Arts et des Sciences de l'Education. E Mail: charles.max@uni.lu

José Luis Linaza. Full Professor of Developmental Psychology. Universidad Autónoma de Madrid. E-Mail: joseluis.linaza@uam.es

Francisco García. Full Professor. Universidad Complutense de Madrid. E-Mail: fghenche@gmail.com

Education

Department of Psychology. Universidad Complutense, Madrid. Ph. Dr. 1981. Thesis: "Equilibration processes in the work of Jean Piaget". Distinction.

Universidad Complutense, Madrid. Department of Psychology. MA. 1974

BA in Psychology. Universidad Complutense, Madrid. June 1973

International Experience

Visiting Scholar / Guest Lecturer

Annenberg Innovation Lab. Annenberg School for Communication and Journalism. University of Southern California, Los Angeles. Invited by *Henry Jenkins*, Provost's Professor of Communication, Journalism, Cinematic Arts and Education. Short Term Sponsored Scholar. Los Angeles, California.

- March 2 to May 4, 2014. Research: *Children and Entertainment*
- April 1 to April 30, 2013. Research: *Children and New Media*
- April 12 to April 21, 2010 Research: *Video Games and New Literacies*

<http://www.annenberglab.com/>

Singapore-MIT Gambit Game Lab. Massachusetts Institute of Technology. Cambridge, MA. Invited by *Philip Tan Boon Yew*, Executive Director of the Singapore-MIT Gambit Game Lab.

- May 1 to May 15, 2011. Research: *Video Games*
- April 22 to May 28, 2010. Research: *Video Games and New Literacies*

<http://gambit.mit.edu>

Comparative Media Studies. Massachusetts Institute of Technology, Cambridge, MA. Invited by *Henry Jenkins*, Director of Comparative Media Studies.

- October 1, 2007 to June 30, 2008. Research: *Video Games, New Media and Education*
- April 15 to April 30, 2007. Research: *Children and New Media*
- March 19 to April 6, 2006. Research: *Children and Entertainment*
- April 4 to April 20, 2005. Research: *Technology and Education*

<http://cmsw.mit.edu>

The Laboratory of Comparative Human Cognition. University of California (San Diego). Invited by *Michael Cole*, Full Professor and Director of The Laboratory of Comparative Human Cognition.

- April 18 to April 24, 2004. Research: Formal and Informal Learning
- March 30 to April 8, 2001. Research: Innovation and Education

<http://lchc.ucsd.edu/index.html>

University of Delaware, School of Education - University of Delaware, Newark. Invited by *Eugene Matusov*, Associate Professor.

- April 6 to April 19, 2002. Research: New Discourses in Education
- May 1 to May 15, 1999. Research: Teaching and Learning in Multimedia Contexts

<http://www.education.udel.edu>

Argentine Universities. International Monetary Fund Programme. Universities of Buenos Aires, San Luis, La Plata and Córdoba, Argentina. Guest Lecturer.

- June 1 to September 30, 2000. Qualitative Methodologies
- June 1 to September 30, 1999. Qualitative Methodologies

<http://www.imf.org/external/country/ArG/index.htm>

University of California, Santa Cruz. Department of Psychology. Santa Cruz, California. Invited by *Barbara Rogoff*, Full Professor.

- April 2 to April 30, 1998. Research: Children Development in Multicultural Context
- April 7 to April 29, 1997. Research: Families and Schools

<http://psychology.ucsc.edu>

The University of British Columbia, Canada. Faculty of Education. Department of Educational Psychology & Special Education. Vancouver, Canada. Invited by *Jacqueline Baker-Sennet*, Associate Researcher.

- June 24, 1996 to August 2, 1996. Building Bridges between Home and School
- April 5 to May 20, 1994. Children and Television
- July 1 to September 30, 1993. Building Bridges through Television between Home and School

<http://educ.ubc.ca>

Department of Psychology, The University of Utah. Salt Lake City, Utah. Invited by *Barbara Rogoff*, Full Professor

- January 1 to September 30, 1990. Research: Children planning in every day contexts

<http://www.psych.utah.edu>

Publications

Books

Lacasa, P. (2013). *Learning in real and virtual worlds: Commercial video games as educational tools*. New York: Palgrave Macmillan <http://amzn.to/1ssgY8n>

Lacasa, P. (2011) *Video games: Learning in virtual and real worlds. (Los videojuegos: Aprender en mundos virtuales y reales¹)*. Madrid: Morata. <http://bit.ly/1onjdu9>

Lacasa, P. & Pasero, M. (2009) *Beyond a trip through art: Exploring the DAP program development. Education Collective Work*. (Mas allá de un viaje por el arte: Explorando el desarrollo del programa DAP. Obras Colectivas Educación). Madrid: Universidad de Alcalá, Madrid <http://amzn.to/1mIZkfk>

Lacasa, P. (Ed.) (2006) *Digital Journalists. Stories by little writers. Periodistas digitales. Historias de pequeñas escritoras*. Madrid: Visor – Antonio Machado <http://bit.ly/1iXHphj>

Lacasa, P., & Hernández i Encuentra, E. (2005). *Semiotic and cultural foundations of human development. (Fundamentos culturales y semióticos del desarrollo humano)*. (Universitat Oberta de Catalunya) Barcelona: UOC <http://cort.as/75uRhttp://cort.as/702k>

Lacasa, P., & Pérez-López, C. (2004 / 3Ed.). *Psychology today: Bodies or machines? (La psicología hoy: ¿organismos o máquinas)*. Madrid: Ediciones Pedagógicas. <http://bit.ly/1hhMjBw>
<http://bit.ly/1ftHatH> (1985, First Ed.)

Lacasa, P., & Reina, A. (2004). *Television and newspaper in elementary school: Images, words and ideas. Third National Award for Educational Research. (La televisión y el periódico en la escuela primaria: Imágenes, palabras e ideas. Tercer Premio Nacional de Investigación Educativa)*. Madrid: MECD-CIDE. <http://cort.as/75uV>

Lacasa, P. (1997). *Families and schools: pathways for educational support. (Familias y escuelas: caminos de la orientación educativa)*. Madrid: Visor. <http://amzn.to/1mLbwfw>

Lacasa, P., & Herranz Ybarra, P. (1995). *Learning to learn: peers and problem solving. (Aprendiendo a aprender: resolver problemas entre iguales)*. Madrid: Ministerio de Educación, Centro de Investigación y Documentación Educativa. <http://bit.ly/1edffKL>

Lacasa, P. (1994). *Learning in school, learning on the street. (Aprender en la escuela, aprender en la calle)*. Madrid: Visor-Antonio Machado. <http://bit.ly/1jBVr9g>

¹ Publications in Spanish are included in both languages.

Lacasa, P. & Villuendas, M. D. (1988). *Action and representation in children: social interaction and learning. (Acción y representación en el niño: interacción social y aprendizaje)*. Ministerio de Educación, Centro de Investigación y Documentación Educativa. <http://bit.ly/1dNYkUE>

Book Chapters

Lacasa, P., García-Pernía, M. R., & Cortés, S. (2014). Video games, machinima and classical cinema: Personalized gaming. In Marios C. Angelides and Harry Agius (Eds.). *Handbook of Digital Games*. 471-501. Hoboken, New Jersey; John Wiley & Sons. ISBN: 978-1-1183-2803-3 <http://amzn.to/1mJ3dku>

Lacasa, P., García-Pernía, M. R., & Cortés, S. (2013). From gamers to game designers: Looking for new adolescent literacies. In Konstantin Mitgutsch, Simon Huber, Jeffrey Wimmer, Michael G. Wagner and Herbert Rosenstingl (Eds.) *Context Matters! Exploring and Reframing Games and Play in Context*. 121-135. Vienna: New Academic Press. <http://bit.ly/1oqULYY>

García-Pernía, M. R., Lacasa, P., & Martínez-Borda, R. (2013). Play, Create, and Publish: Commercial Video Games and Machinima as Educational Tools. (Jugar, Crear y Publicar: Videojuegos comerciales y machinima como instrumentos educativos). In Analía Claudia Chiecher, Danilo Silvio Donolo y José Luis Córca (Eds.) *Entornos Virtuales y Aprendizaje. Nuevas perspectivas de estudio e investigaciones*. 351-376. Mendoza, Argentina: Editorial Virtual Argentina. <http://bit.ly/Pjv24N>

Martínez-Borda, R., Lacasa, P., García-Pernía, M. R. & Cortés-Gómez, S. (2013). Rock Stages? Learning Music Through Collaboration. In Audrey Cohan and Andrea Honigsfeld (Eds.) (2013). *Breaking the Mold of Education: Innovative and Successful Practices for Student Engagement, Empowerment, and Motivation* (125-132) 2013 Lanham, Maryland: Rowman and Littlefield. http://cort.as/7_lm

Cortés, S., Martínez-Borda, R., & Lacasa, P. (2011). Learning Narratives with Harry Potter. Manuel de Falla's The Prophet newspaper. In *Serious Games and Edutainment Applications*. Minhua Ma, Andreas Oikonomou & Lakhmi C. Jain (Eds.) 309-327 Glasgow: United Kingdom: Springer. <http://amzn.to/1lmrl9J>

Lacasa, P.; Cortés, S., Martínez-Borda, R. & Méndez, L. (2012). Machinima as a way of looking for multimodal literacies. In Wimmer, Jeffrey; Mitgutsch, Konstantin & Rosenstingl, Herbert (Eds.) (2012). *Applied Playfulness. Future and Reality of Gaming* (37-54). Vienna: Braumüller Verlag. <http://bit.ly/1pKchT7>

Lacasa, P. & Martínez-Borda R. (2011). Mario Bros, an old friend for learning. In Game // Play // Society. Christian Swertz & Michael Wagner (Eds.). *Contributions to contemporary game studies*. (147-164). Munchen: Kopaed. <http://bit.ly/1fLWjU3>

Lacasa, P., & Martínez-Borda, R. (2010). Children transmedia and virtual experiences

inside and outside the classrooms. In S. L. Wong et al. (Eds.) (2010). *Proceedings of the 18th International Conference on Computers in Education*. Putrajaya, Malaysia: Asia-Pacific Society for Computers in Education.

<http://bit.ly/1eacvhh>

García-Varela, A. B., Del Castillo, H., & Lacasa, P. (2009). Technology and new literacies in family and school. (Tecnologia e novas alfabetizações na família e na escola). In Mônica de Carvalho Magalhães Kassar (Eds.) (2010) *Diálogos com a diversidade: desafios da formação de educadores na contemporaneidade*. (107-126) 2010 São Paulo. Brasil: Mercado de Letras

<http://bit.ly/1hi14Eg>

Lacasa, P.; Méndez, L., & Martínez-Borda, R. (2009). Using video games as educational tools: Building bridges between commercial and serious games. In Marja Kankaanranta & Pekka Neittaanmäki (Eds). *Design and use of serious games*. (107-126) Milton Keynes, UK: Springer. <http://amzn.to/1i1iCWk>

Lacasa, P.; Méndez, L., & Martínez-Borda, R. (2008). Learning how to tell stories and reflect through commercial video games. (Aprender a contar historias y a reflexionar con videojuegos comerciales). In Begoña Gross (Ed.) (2008) *Videojuegos y aprendizaje*. Barcelona: Grao. <http://bit.ly/1jy0ck7>

Lacasa, P. (2008). Commercial video games in educational and multimedia contexts. In Mark Stanfield (Editor). *Proceedings of the 2nd European Conference on Games Based Learning (251-260)* Paisley, UK: Academic Publishing International Ltd, University of the West of Scotland. <http://bit.ly/1jy1gVf>

Reina, A., Lacasa, P. & Cruz, C. (2006). Television and newspaper in classrooms. (La televisión y el periódico en el aula). In P. Lacasa (Ed). *Periodistas digitales. Historias de pequeñas escritoras* (17-39) Madrid: Visor. <http://bit.ly/1iXHphj>

Lacasa, P.; Hernández, R., & Checa Romero, M. (2006). Creating in multimedia communities. (Crear en comunidades multimedia). In P. Lacasa (Ed). *Periodistas digitales. Historias de pequeñas escritoras* (141-178) Madrid: Visor. <http://bit.ly/1iXHphj>

Lacasa, P., Blanco, S. & Cortés Gómez, S. (2006). Editing in multimedia classrooms. (La edición en las aulas multimedia). In P. Lacasa (Ed). *Periodistas digitales. Historias de pequeñas escritoras* (235-264) Madrid: Visor. <http://bit.ly/1iXHphj>

Lacasa, P., García-Varela, A. B., & Del Castillo, H. (2004). Learning and human development from a sociocultural approach. (Aprendizaje y desarrollo humano desde un enfoque sociocultural). In Trianes, M. V. & Gallardo Cruz, J. A. (Eds.). *Psicología de la Educación y del desarrollo en contextos escolares*. (421-439) Madrid: Pirámide. <http://bit.ly/1gMlsly>

Lacasa, P. (2002). Mass Media, Technology and Multiculturalism. (Medios de comunicación, tecnología y multiculturalidad). In Pardo, P., & Méndez, L. (Eds.). *Psicología de la Educación Multicultural* (314-346). Madrid: UNED.

<http://bit.ly/1fLZn2m>

Lacasa, P. (2001) Family environment and education: The intersection of two educational settings. (Entorno familiar y educación escolar. La intersección de dos escenarios educativos). *Desarrollo Psicológico y Educación, II. Psicología de la Educación*. (597-622) 2001 Madrid: Alianza. <http://bit.ly/1mJ9LiV>

Lacasa, P., Reina, A., & Albuquerque, M. (2001). Visiting a museum: The first step to learning how to create? (Visitar un museo: ¿un primer paso para aprender a crear?) In M. Benlloch (Ed.), *La educación en las ciencias: ideas para mejorar su práctica* (93-113). Barcelona: Paidós. <http://bit.ly/1s54qU8>

Lacasa, P., Martín, B., & Reina, A. (2000). Talking and writing about how children develop shared meanings in school settings. In Liliana Tolchinsky (Ed.) *Developmental Aspects In Learning To Write* (133-162) Amsterdam: Kluwer Academic Publishers. <http://amzn.to/1iXYxTU>

Papers

Lacasa, P., García-Pernía, M. R., & Núñez, P. (2014). Adolescents' media experiences in the classroom: SimCity as a cultural model. *Journal of Education and Training Studies*. 2 (1), 103-116 <http://bit.ly/QE05cE>

Lacasa, P., Martínez-Borda, R., & Cortés, S. (2014 / in press). Notebooks, blogs and commercial video games as evocative objects in classrooms. *International Journal of Social Media and Interactive Learning Environments*. Forthcoming articles <http://bit.ly/1gmtzAA>

Lacasa, P., Martínez-Borda, R. & Méndez, L. (2013). Media as Practice: Narrative and Conceptual Approach for Qualitative Data Analysis. *Studies in Media and Communication*, (2)132-149 <http://bit.ly/1gmtfUt>

Méndez, L., Lacasa, P., & García-Pernía, M. R. (2013) Digital communities and video games as educational tools in participatory culture. *International Journal of Social Media and Interactive Learning Environments*. 1 (2), 145-163. <http://bit.ly/1ealGhE>

Monjelat, N.; Méndez-Zaballos, L. & Lacasa, P. (2013). Problem Solving Processes and Video Games: The Sim City Creator Case. *Electronic Journal of Research in Educational Psychology*. 10 (3), 1493-152. <http://bit.ly/1onKTyX>

Lacasa, P., García-Pernía, M. R. & Herreros-Díez, D. (2011). Learning in digital worlds. (Aprender en mundos digitales). *Infancias Imágenes*. 10 (1), 74-83 <http://bit.ly/1lmv86P>

Lacasa, P., Cortés, S., Martínez-Borda, R. (2011). Mass media in classrooms. (Los medios de comunicación entran en las aulas). *Infancias Imágenes*, 10 (1), 74-96 <http://bit.ly/1lmv86P>

García-Pernía, M. R.; Lacasa, P. & Martínez-Borda, R. (2012). Video games in the classroom: Learning to solve problems. (Los videojuegos en el aula: Aprender a

resolver problemas). *Infancias Imágenes*. 11 (1), 60-67. <http://bit.ly/1lAX2yt>

Cortés, S., García-Pernía, M. R., Lacasa, P. (2012). Video games and social networks: The identity process in virtual worlds. (Videojuegos y redes sociales: El proceso de identificación en el mundo virtual). *RED, Revista de Educación a Distancia*. Online publication. <http://bit.ly/PgpoAx>

Jenkins, H. & Lacasa, P. (2010). Learning in a Participatory Culture: A Conversation About New Media and Education. (4 Parts). *Interview. Confessions of an Academic Fan. The Official Blog of Henry Jenkins*. <http://bit.ly/1fujjdm>

Johnson, M., & Lacasa, P. (Invited Eds.) (2008). Special issue: Reading Games. Composition, Literacy, and Video Gaming. *Computers and Composition* 25 (3), 255-370 2008. <http://bit.ly/OdzNMI>

Lacasa, P., Méndez, L., & Martínez-Borda, R. (2008). Bringing commercial games into the classrooms. *Computers & Composition Special issue: Reading Games. Composition, Literacy, and Video Gaming. Computers and Composition*. 25 (3), 331-358. Editorial. <http://bit.ly/1mzv6Zi>

Lacasa, P.; Martínez-Borda, R. & Méndez, L. (2008). Developing new literacies using commercial digital games as educational tools. *Linguistics & Education* 19 (2), 85-106. <http://bit.ly/1j0vKy6>

Méndez, L.; Lacasa, P., & Matusov, E. (2008). Transcending the zone of learning disability: learning in contexts for everyday life. *European Journal of Special Needs Education*. 23 (1), 63-73. <http://bit.ly/OdAl4K>

Matusov, E., St. Julien, J., Lacasa, P., & Albuquerque, M., Learning as a communal process and as a by-product of social activism. Special issue of *Outlines: Critical Social Studies*. 1 (1), 21-37. <http://bit.ly/1kDfrqK>

Cortés, S., Lacasa, P., Checa, M., & García-Pernía, M. R. (2009). Adventure video games in the classroom: Much more than a story. (Los videojuegos de aventuras en las aulas. Mucho más que una historia). *Comunicación y pedagogía: Nuevas tecnologías y recursos didácticos*, 239-240, 30-35. <http://bit.ly/1mKXctO>

García-Varela, A. B.; Del Castillo, H. & Lacasa, P. (2006). Using NVivo 7 to Analyze Educational Dialogue. Children's Interpretation of Art. *The QSR Newsletter*. Issue 30, November, 30. <http://bit.ly/1gOXciM>

Lacasa, P., & Martínez-Borda, R. (2008). Video game narratives: a walkthrough of children's popular culture and formal education. *REDIE: Revista Electrónica de Investigación Educativa. Online Journal*. <http://bit.ly/1pLOcgP>

Lacasa, P. (2004) Book review. Creation: A shared adventure. *Mind, Culture and Activity. An International Journal*. 11 (1), 82-87. <http://bit.ly/1eciGl7>

Lacasa, P., Del Castillo, H., & García Varela, A. B. (2005). A Bakhtinian approach to identity in the context of institutional practices. *Culture & Psychology* 11 (3) 287-308.

<http://bit.ly/1jZ0qn0>

Del Castillo, H., García-Varela, A. B., & Lacasa, P. (2003). Literacies through media: Identity and discourse in the process of constructing a web site. *International Journal of Educational Research*, 39 (8), 885-891. <http://bit.ly/1dS1RkC>

Lacasa, P., Reina, A., & Albuquerque, M. (2002). Adults and children share literacy practices the case of homework. *Linguistics and Education* 13 (1), 39-64. <http://bit.ly/1pRjCAI>

Rogoff, B., Topping, K., Baker-Sennet, J., & Lacasa, P. Mutual contributions of individuals, partners, and institutions: planning to remember in Girl Scout Cookie Sales. *Social Development*, 11 (2), 266-289. <http://bit.ly/1h38ilt>

Lacasa, P. Words: between objects and ideas? (Las palabras: ¿entre los objetos y las ideas?). *Anuario de Psicología*, 32 (3) 105-115. <http://bit.ly/1mz4B6j>

Lacasa, P., & Silvestri, A. (2001). Contexts of learning and development. Perspectives from Latin America. (Contextos de aprendizaje y desarrollo. Una mirada desde Latinoamérica). *Cultura y Educación* 13 (4), 339-354. <http://bit.ly/1pM0CVS>

Lacasa, P.; Reina, A.; Rodríguez, A.; Cruz, C., & Albuquerque, M. (2000). Literacies in school. Talking, thinking and writing through television and newspaper. (Alfabetizaciones en la escuela. Hablar, pensar y escribir a través de la televisión y el periódico). *Investigación en la Escuela*, 41, 21-42. <http://bit.ly/1h3Eoxs>

Lacasa, P., & García, C. (2000) Observing human activity. Approaching human errors in everyday medical practice. (Observar la actividad humana. Aproximarse al error humano en la práctica médica cotidiana). In C. Lacasa, R. Cot & C. Humet (Eds.), *Prevención de errores de medicación*, (105-124). Barcelona: Easo. <http://bit.ly/1mzYxKR>

Lacasa, P., Reina, A., & Rodríguez, A. (2000). School and family as educational contexts. Read, write and watch TV. (La escuela y la familia como contextos educativos. Leer, escribir y ver la televisión). *Ensayos y Experiencias*, 36, 24-44. <http://bit.ly/1i2G9pK>

Lacasa, P. (2000). Towards a new school: teacher beliefs and activities. (Hacia una nueva escuela: creencias y actividades del profesorado). *Cultura y Educación*, 17-18, 11-2. <http://bit.ly/1dVRgF3>

Cebaquedas, R. P.; Peinado, C., & Lacasa, P. (1999). Some thoughts on homework. Duties from traditional classroom practice. (Algunas reflexiones sobre los deberes. Deberes tradicionales desde la práctica del aula). *Cultura y Educación*, 13, 61-70. <http://bit.ly/1lrX7lz>

González, P., Lacasa, P., & Albuquerque, M. (1999). Homework: What is there and what do we want? (Los deberes escolares ¿qué hay y qué buscamos?) *Cultura y Educación*, 13, 21-37. <http://bit.ly/1fPdh3R>

Lacasa, P. (1999). Beyond homework. (Más allá de los deberes escolares). *Cultura y Educación*. 13, 5-19. <http://bit.ly/1lrXFrK>

Lacasa, P.; Albuquerque, M., & Sola, I. (1999). Can math be learned by doing homework? (¿Se aprenden matemáticas haciendo los deberes?). *Cultura y Educación* 13, 89-100. <http://bit.ly/1h98mQt>

Reina, A.; Peinado, C., & Lacasa, P. (1999). What do girls, boys, and their families think about homework? (¿Qué piensan de los deberes las niñas, los niños y sus familias?). *Cultura y Educación*, 13, 37-48. <http://bit.ly/1mEVYHg>

Lacasa, P.; Gómez, M.; Reina, A., & Cosano, C. (1999). Homework in a language class. Los deberes escolares en una clase de lengua. *Cultura y Educación*. 13, 71-87. <http://bit.ly/1mEW3uC>

Other publications

Research Reports

Lacasa, P. & Cortés, S. (from 2008 until now). *Learn and Play with EA. Learn with videogames. Web Site Content and Design.*(*Aprende y juega con EA. Aprender con videojuegos. Contenido y diseño de página Web*). <http://www.aprendeyjuegaconea.com>

Lacasa, P. & Images, Words, & Ideas Research Group (2011). *Video games and Diversity. (Video juegos y diversidad)*. Web Edition: Universidad de Alcalá & Electronic Arts Spain. <http://bit.ly/11ALhIu>

Lacasa, P. & Images, Words, & Ideas Research Group (2011). *Social Media and Video Games (Redes sociales y videojuegos)*. Web Edition: Universidad de Alcalá & Electronic Arts Spain. <http://bit.ly/1ea4ARf>

Lacasa, P. & Images, Words, & Ideas Research Group (2010). *Commercial Video Games and School Learning. Analysis of students' beliefs in Secondary Education. (Videojuegos Comerciales y Aprendizaje Escolar. Análisis de las creencias del alumnado de Educación Secundaria Obligatoria)*. Web Edition: Universidad de Alcalá & Electronic Arts Spain. <http://bit.ly/1hg5USv>

Lacasa, P. & Images, Words, & Ideas Research Group (2009). *Report. Videogames in High School: Digital Entertainment as a Learning Tool*. Universidad de Alcalá & Electronic Arts Spain. Spanish: <http://bit.ly/1jZoUwu> English: <http://bit.ly/1oJvQA3>

Lacasa, P. & Images, Words, & Ideas Research Group (2008). *Educate to create: Intellectual Property in the classroom. Final Report (Educar para crear: Propiedad intelectual en las aulas.)* UAH, Microsoft Spain, Universal Pictures, Telefónica Spain, CEDRO. <http://bit.ly/1pG7Jiz><http://bit.ly/1fLQZ32>

Lacasa, P., & Martínez-Borda, R. (2007). *Values Education through Fairy Tales. (Educación en valores a través de los cuentos)*. Editorial, Universidad de Alcalá & Fundación Pons <http://www.ponseditorial.com/>

Lacasa, P., & Images, Words, & Ideas Research Group (2007). *Learning with Commercial Video Games: Digital Entertainment as a Learning Tool*. Electronic Arts Spain & Universidad de Alcalá. Spanish: <http://bit.ly/PjuCvw> English: <http://bit.ly/1jZoUwu>

Educational Support

Cortés, S., García-Pernía, M. R., Martínez Borda, R., & Lacasa, P. (2011). *Road-safety education week: Workbook (La semana de la educación vial: Cuaderno de trabajo)*. Madrid: Antena 3 Foundation, Pons Foundation & Fundación Seur. <http://bit.ly/11AU9Ok>

Cortés, S., García-Pernía, M. R., Martínez Borda, R., & Lacasa, P. (2011). *Road-safety education week: Ideas for teachers. (La semana de la educación vial: Ideas para el profesor)*. Madrid: Antena 3 Foundation, Pons Foundation & Fundación Seur. <http://bit.ly/PghVRX>

Lacasa, P. & Images, Words, & Ideas Research Group (2009). *Guide. Video games in high school: Digital Entertainment as a Learning Tool, a Guide for Parents and Teachers (English Ed.)*. Madrid: Universidad de Alcalá & Electronic Arts, S. L. <http://bit.ly/1eaJnMz>

Lacasa, P. Lacasa, P. & Images, Words, & Ideas Research Group (2008). *Educate to create: Intellectual Property in the classroom. (Educar para crear: Propiedad intelectual en las aulas)*. Microsoft España, Universal Pictures, Telefónica Spain, CEDRO & Universidad de Alcalá. <http://bit.ly/QDYvaC>

Martínez-Borda, R., & Lacasa, P. (2008). *The Ombudsman in Secondary Education. (El Defensor del Pueblo en Educación Secundaria)*. Universidad de Alcalá & Office of the Ombudsman. <http://bit.ly/1dRXXrO>

Lacasa, P. (2007). *A Guide for La Tuatara Verde. (Guía para dialogar a través de la colección de cuentos La Tuatara Verde)*. Madrid: Pons Editorial. <http://cort.as/714F>

Lacasa, P. & Images, Words, & Ideas Research Group. (2007). *Learning with Commercial Video Games. Digital Entertainment as a Learning Tool. A Guide for Parents and Teachers. (English Ed.)*. Electronic Arts Spain & Universidad de Alcalá. <http://bit.ly/1dPpKt2>

Talks, Lectures and other Participations

Young Gamers as Active Participants. *The University of Southern California. Annenberg Innovation Lab*. April 2, 2014. <http://www.annenberglab.com/>

The 20th International Conference on Computers in Education, ICCE 2012 Program Committee Chairs. Singapore. November 26, 2012 to November 30, 2012. <http://bit.ly/1IGjdkz>

International Innovative Dialogues IID. Spanish Embassy in USA. Real Colegio Complutense. Round Table Invitation. University of Harvard. Innovations in Video Games: Applications in Education. Cambridge, MA. May 10, 2012.
<http://bit.ly/1IGjbcn>

The 20th International Conference on Computers in Education, ICCE 2012 November 26, 2012 to November 30, 2012. Singapore. Organized by the Asia-Pacific Society for Computers in Education. <http://apsce.net><http://bit.ly/1IGjS5l>

The IADIS Interfaces and Human Computer Interaction (IHCI) 2012. Committee Member. Invited Reviewer. Lisbon, Portugal. July 21 – 23, 2012. <http://www.ihci-conf.org/committees.asp>

Adolescents' Engagement With Social Media. Invited Chair. SIG-Family, School, Community Partnerships AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good. Invited Chair - New Orleans, Louisiana. April 8 – April 12, 2011.
<http://www.aera.net><http://bit.ly/1mVGO0C>

*What The *Frog* Is "Media Competence"? Invited panelist. Frogg 11. 5th Vienna Games Conference. Vienna. October 21 – 23, 2011.* <http://bit.ly/Ot80aH>

SIG-Family, School, Community Partnership. Adolescents' Engagement With Social Media. SIG-Family, School, Community Partnerships AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good. Invited Chair - New Orleans, Louisiana. April 8 – April 12, 2011.
<http://www.aera.net><http://bit.ly/1mVGO0C>

Family, School, Community Partnerships, and Latino Populations. AERA Annual Meeting. SIG-Media, Culture, and Curriculum. AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good. Invited Chair. - New Orleans, Louisiana. April 8 – April 12, 2011.
<http://www.aera.net><http://bit.ly/1mVGO0C>

The IADIS Interfaces and Human Computer Interaction (IHCI) 2011 Committee Member. Rome, Italy. 24 to 26 July, 2011. <http://bit.ly/1g1tdQu>

Video games in the classroom (1 ECTS). Master in learning and development in multilingual and multicultural contexts (académique). Invited Speaker. University of Luxembourg. 15-18 June, 2011. <http://bit.ly/1ilUGgj>

Language learning, social media and multilingualism. Supported by: European Commission, DG Education and Culture, Lifelong Learning Program Key Note. Invited Speaker. University of Luxembourg. June 14, 2011. <http://bit.ly/Ot8CNH>

3rd European Communication Conference 2010. Panel 6-4 New Technologies and Education. Presentation: Play and learning with commercial games. Hamburg. October 12 – 15, 2010. <http://bit.ly/Ot8Mo9><http://bit.ly/1kDCtNX>

Research Conference in the Second Life world. Life, imagination, and work using metaverse platforms. SLACTIONS 2010 Member of the Program Committee MBS Second Life Island, November 18-19, 2010. <http://bit.ly/Ot95PV>

Digital worlds in the classroom (Mundos digitales en el aula). Guest Speaker. Seminario internacional. Niños y niñas: la expresión de sus saberes y lenguajes en las tecnologías de la información y la comunicación (*International Seminar. Boys and girls expressing their knowledge and discourse using ICT*). (UNESCO). Francisco José de Caldas University. Bogotá, Colombia. October, 28-29, 2010. <http://www.udistrital.edu.co>

Participatory Culture: The Culture of Democracy and Education in a Hypermediated Society moderated by Henry Jenkins. *CMS 10th Anniversary. Massachusetts Institute of Technology, Cambridge, Massachusetts*. Guest Panelist. April 23, 2010. <http://bit.ly/1iq3vHk>

Invited Chair. Digital Identities. Paper session. Division G - Social Context of Education Section 1: Local Contexts of Teaching and Learning. Chair 2010. *AERA Annual Meeting. Understanding Complex Ecologies in a Changing World*. Denver, Colorado, April 13-17, 2010. <http://www.aera.net/http://bit.ly/1mVGO0C>

When Are Games Good for Learning and Teaching? Examples and Explorations. Symposium. Invited Discussant. SIG-Media, Culture, and Curriculum. *AERA Annual Meeting. Understanding Complex Ecologies in a Changing World*. Denver, Colorado, April 13-17, 2010. <http://www.aera.net/http://bit.ly/1mVGO0C>

Lacasa, P., Del Castillo, H., Méndez, L., Martínez-Borda, R., & García-Pernia, M. R. Evocative Objects and Imaginary Worlds: Building Digital Classrooms Paper Presentation. The MCC (SIG-Media, Culture, and Curriculum). Best Empirical Paper Award 2010. *AERA Annual Meeting. Understanding Complex Ecologies in a Changing World*. Denver, Colorado, April 13-17, 2010, <http://www.aera.net/http://bit.ly/1mVGO0C>

Digital Game and Intelligent Toy Enhanced Learning Session 34 [10:30-12:00 D1-LP-08] C5: DIGITEL. Invited Chair. *The 17th International Conference on Computers in Education, ICCE 2009*. Hong Kong, November 30 to December 4, 2009. <http://www.icce2009.ied.edu.hk/>

New media ecologies: Children's lives in real and virtual worlds. Key Note. The Seventh Open Classroom Conference EDEN 2009. Porto, Portugal. October 15-17, 2009. <http://bit.ly/1qeOMDS>

Images, Words and Ideas Group. Coord.: Pilar Lacasa. Innovative educational scenarios: virtual worlds and commercial video games. Poster Session. *The European School 2.0. Seventh Open Classroom Conference*. Oporto, Portugal, 15-17 October, 2009 <http://bit.ly/1stgrTH>

Designing and Evaluating Inter-Disciplinary Literacies and Youth Curricula. Paper Session. Invited Chair. Unit: SIG-Media, Culture and Curriculum. *2009 AERA Annual*

Meeting. Disciplined Inquiry: Education Research in the Circle of Knowledge. San Diego, California, April 13-17, 2009.

<http://www.aera.net/http://bit.ly/1mVGO0C>

Life, imagination, and work using metaverse platforms. SLACTIONS 2009. Member Program Committee MBS. Second Life Island. September 24-26, 2009.

<http://bit.ly/Otb5rj>

Children and new media ecologies: Bringing commercial video games into the classroom. Guest Speaker – Key note. *Designing and Evaluating Inter-Disciplinary Literacies and Youth Curricula.* University of Luxembourg. December 10-12, 2008.

<http://bit.ly/1emKfrU>

Notes on “Talk to her” (*Hable con ella*). Spain, 2002. Invited Speaker 21M.284: Film Music. MIT- *Comparative Media Studies.* Massachusetts Institute of Technology.

Comparative Media Studies. April, 2008. <http://cms.mit.edu/>

Bringing commercial video games into the classrooms. Guest Speaker. *Research Seminar. Massachusetts Institute of Technology. The Singapore-MIT GAMBIT Game Lab.* January, 2008. <http://gambit.mit.edu/>

Adult collaboration and guided participation: working according to the Vygotskian Zone of Proximal Development. Symposium Coordinator. *INSEA: Art Education Research and Development Congress.* Heidelberg - Karlsruhe, 17-20 July, 2007.

<http://www.insead.edu/home/>

Popular Culture and Learning Environments: The role of commercial digital games. Panel (Coordinator). *The fifth Media in Transition conference, MiT5: Creativity, ownership and collaboration in the digital age.* April 27-29. <http://bit.ly/1stbk61>

Exploring Cultural Historical Theory in New Contexts. Discussant / Symposium. *AERA Annual Meeting 2006. Education Research in the Public Interest.* San Francisco 7-11 April, 2006. <http://www.aera.net/http://bit.ly/1mVGO0C>

Cultural historical perspectives on and methodological issues in learning in school and workplace settings. Invited Discussant. *AERA. y AERA Annual Meeting. Demography and Democracy in the ERA of Accountability.* Montréal, Canada. April 11-15, 2005.

<http://www.aera.net/http://bit.ly/1mVGO0C>

Lacasa, P. & Álvarez, A. (Coord.) García, A. B., Martínez, R., & Sánchez, S. (Eds.), (2005) *Programa IV Jornadas de Desarrollo Humano y Educación. Educar para el cambio: escenarios para el desarrollo humano.* Madrid: Fundación Infancia y Aprendizaje. <http://bit.ly/QDJR3o>

Cultural-Historical SIG Business Meeting. Implications for the Future of Education. SIG-Cultural-Historical Research. Invited Participant in Chat Session. *AERA Annual Meeting 2004. Enhancing the Visibility and Credibility of Educational Research.* 2004. San Diego, California. April 12-16, 2004. <http://www.aera.net/http://bit.ly/1mVGO0C>

Visual Methodologies: images, words and everyday life (Metodologías visuales:

imágenes, palabras y vida cotidiana). Invited Lecturer. *I Regional Congress of Psychology. University of Rosario (Argentina)*. July 3, 2004. <http://bit.ly/PH8zyZ>

Learning to be citizens in a digital world. Symposium's Coordinator. *Major International Conference. Digital Generations: Children, Young People and New Media. Center of the Study of Children, Youth and Media. Institute of Education. University of London*. July 26-29, 2004. <http://bit.ly/Ote2Z2>

Writing and new literacies: educating digital citizens. Symposium Coordinator *9th International Conference of the EARLI. Special Interest Group Of Writing. University of Geneva, Switzerland*. September 20-22, 2004. <http://www.earli.org>

Studies of talk in and out of school. Chair Paper Session. *AERA 2003. Accountability for Educational Quality. Shared Responsibility*. Online Abbreviated Program – 2003 AERA Annual Meeting, p. 168. Chicago, IL (USA) April 21–25, 2003. <http://www.aera.net/http://bit.ly/1mVGO0C>

Outside and informal influences on classroom pedagogy and learning Chair Paper Session. 2003 AERA Annual Meeting *AERA. Accountability for Educational Quality. Shared Responsibility Online*. Chicago, IL (USA) April 21–25, 2003. <http://www.aera.net/http://bit.ly/1mVGO0C>

We are journalists: telling the story some methodological questions. Invited Conference. *Seminar at the Open University*. Milton Keynes, UK. May 7, 2003. <http://www.open.ac.uk>

Cultural patterns of participation, attention and help in informal learning activities. Discussant. Poster Session. *Fifth Congress of the International Society for Cultural Research and Activity Theory. ISCRAT 2002. Dealing with Diversity*. Book of Abstracts, p. 431. Amsterdam, Holland. June 18-22, 2002, <http://bit.ly/1qfU6oK>

Roundtables in Semiotics and Education. Discussant. *AERA Annual Meeting 2001. What we know and how we know it*. Seattle, US. April 10–14, 2001. <http://www.aera.net/http://bit.ly/1mVGO0C>

Becoming literate or being a participant in particular discursive communities Symposium's Coordinators. *III Conference for Socio-Cultural Research*. Campinas, Brazil. July 16–20, 2000. <http://bit.ly/1g1xgfo>

Conference presentations

Lacasa, P.; García-Pernía, M. R., & Cortés, S. Looking for active audiences among young gamers: Children as Producers. Paper Presentation. *COST conference: The future of audience research: Agenda, theory and societal significance*. Ljubljana (Slovenia). 5-7 February, 2014. <http://bit.ly/1oHEmzt>

Lacasa, P.; Cortés, S., & García-Pernía, M. R. From gamers to game designers:

Looking for new adolescent literacies. Paper Presentation. *7th Vienna Games Conference Future and Reality of Gaming (FROG13): "Context Matters! Exploring and Reframing Games and Play in Context"* Vienna, Austria. 27-29 September, 2013. <http://www.frogvienna.at>

Lacasa, P.; Méndez, L.; García-Pernía, M. R., & Establés, M. J. Learning in digital worlds: Commercial video games and online communities. Paper Presentation. *International Communication Association (ICA) 2013*. London 17-21 June, 2013. <http://bit.ly/1mUDhCv>

Lacasa, P., & Cortés, S. Dialogue Between Public and Private Lives: Adolescents' Identities and New Media. *MIT8 Media in Transition. Public Media, Private Media* MIT, Cambridge, MA, USA. May 3-5, 2013. <http://bit.ly/1emMAD6>

Lacasa, P.; Cortés, S.; Núñez, P., & Herranz-Ybarra, P. Video games, machinima and classical cinema in children's lives. *ECREA 2012 - 4th European Communication Conference*. Paper. Istanbul, Turkey. October 24-27, 2012. <http://bit.ly/1gEUFmC>

Lacasa, P. Games and machinima in adolescent classrooms. *DIGRA. Think Design Play. Conference On Games And Play*. Utrecht School of the Arts, Hilversum, Holland. 14-17 September, 2011. <http://bit.ly/PUe3pU>

Lacasa, P. Adolescent thinking and online writing after the use of commercial games in the classroom. *DIGRA. Think Design Play. Conference On Games And Play*. Utrecht School of the Arts, Hilversum, Holland. 14-17 September, 2011. <http://bit.ly/PUe3pU>

Lacasa, P. Oral, digital, and analogical cultures around video games MIT7 Unstable platforms: the promise and peril of transition. Paper MIT, Cambridge, MA, USA. May 13-15, 2011. <http://bit.ly/1im1oDh>

Lacasa, P.; Martínez-Borda, R. & Cortés, S. From machinima to classical cinema: looking for multimodal literacies. FROG11, 5th Vienna Games Conference. Vienna. October 21-23, 2011. <http://bit.ly/PUf3Kx>

Lacasa, P., Martínez-Borda, R.; Cortés, S.; García-Pernía, M. R.; Monjolat, N.; Nogueiras, G., & Méndez, L. Children's Learning: Multimedia Productions and Video Games "Inciting the Social Imagination: Education Research for the Public Good". *AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good*. New Orleans, Louisiana. April 8 – April 12, 2011. <http://bit.ly/PHcg7F>

Cortés, S.; Martínez-Borda, R., & Lacasa, P. Children's Identity: Learning in the Virtual Worlds of The Sims 2 and Harry Potter "Inciting the Social Imagination: Education Research for the Public Good". *AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good*. New Orleans, Louisiana. April 8 – April 12, 2011. <http://bit.ly/PHcg7F>

American Educational Research Association (AERA), Division C - Learning and Instruction / Section 7: Technology Research *AERA 2011 Annual Meeting. Inciting the Social Imagination: Education Research for the Public Good*. New Orleans, Louisiana.

April 8 – April 12, 2011. <http://bit.ly/PHcg7F>

Martínez-Borda, R.; Lacasa, P.; Cortés, S.; Checa, M.; Nogueiras, G., & García-Pernia, M. R. Children's Conversations about Art: Practices Inside and Outside the Classroom "Inciting the Social Imagination: Education Research for the Public Good". *AERA 2011. American Educational Research Association (AERA), SIG-Arts and Learning Paper. New Orleans, Louisiana. April 8 – April 12, 2011.* <http://bit.ly/PHcg7F>

Lacasa, P., & Martínez-Borda, R. Learning with Mario Bros: Living in virtual worlds outside the classroom. Paper Presentation. *ICCE2010 Conference on Digital Game and Digital Toy Enhanced Learning and Society (GTEL&S)* Putrajaya, Malaysia. November 29 to December 3, 2010. <http://bit.ly/1e9XQbC>

Lacasa, P. & Culture, Technology and New Literacies Research Group. Children transmedia and virtual experiences into and outside the classrooms. Paper Presentation. *Conference on Digital Game and Digital Toy Enhanced Learning and Society (GTEL&S)*. Putrajaya, Malaysia. November 29 to December 3, 2010. <http://bit.ly/1e9XQbC>

Lacasa, P., & Martínez-Borda, R. Mario Bros, an old friend for leaning. Future and Reality of Gaming. *4th Vienna Games Conference. F.R.O.G. 2010*. Vienna City Hall, Austria, 24-26 September, 2010. <http://bit.ly/1e9Ygi0>

Lacasa, P.; García Varela, A. B.; Méndez, L., & Martínez-Borda, R.; Cortés, S.; García-Pernia, M. R.; Folk Culture and Video Games: Learning in "Living Labs" Paper Presentation. *2010 AERA Annual Meeting. Understanding Complex Ecologies in a Changing World*. Denver, Colorado, April 13-17, 2010. <http://bit.ly/1hp85sQ>

Lacasa, P.; Méndez, L.; Martínez-Borda, R.; DelCastillo, H., & García-Varela, A. B. "The Sims 2 Pets" as a Cultural Tool for Use in the Classroom. Paper presentation. Round Table. *2009 AERA Annual Meeting. Disciplined Inquiry: Education Research in the Circle of Knowledge*. San Diego, California, April 13-17, 2009. <http://bit.ly/PHcg7F>

Lacasa, P.; Martínez-Borda, R. & Cortés, S. Real and virtual play in NBA Live 07: Sports video games as educational tools. *Conferência Videojogos 2009*, Departamento de Comunicação e Arte da Universidade de Aveiro, 26-27 November, 2009. <http://bit.ly/PUgSat>

Martínez-Borda, R., & Lacasa, P. Learning with Mario Bros, a virtual character. *Conferência Videojogos 2009*, Departamento de Comunicação e Arte da Universidade de Aveiro, 26-27 November 2009. <http://bit.ly/1gEWAaQ>

Lacasa, P. & Méndez, L. Commercial Video Games in Educational and Multimedia Contexts. *2nd European Conference on Games Based Learning*. Hotel Silken Diagonal, Barcelona, Spain. 16-17 October, 2008. <http://bit.ly/1qeRAkD>

Martínez-Borda, R., Méndez, L.; Lacasa, P., & Cortés, S. Using video games as educational tools: Building bridges between commercial and serious games. Paper. *The*

Nordic Conference of Serious Games. University of Jyväskylä, Finland. February 28-29, 2008. <http://bit.ly/1qeREkn>

Lacasa, P.; García-Varela, A. B., & Del Castillo, H. Creating 'La Huella': Mutual contributions of children and adults in the process of development of a school's digital newspaper. Paper presentation. AERA Annual Meeting 2006, New York, March 24-28, 2008. <http://bit.ly/1jomGDA>

García-Varela, A. B.; Del Castillo, H. & Lacasa, P. Creating 'La Huella': Mutual contributions of children and adults in the process of development of a school's digital newspaper. *2008 AERA Research on Schools, Neighborhoods, and Communities: Toward Civic Responsibility*. New York, USA. March 24-28, 2008.

<http://bit.ly/1h9mg49>

Cortés, S.; Lacasa, P. & Checa, M. Adult collaboration and guided participation: working according to the Vygotskian Zone of Proximal Development. *INSEA: Art Education Research and Development Congress*. Heidelberg - Karlsruhe, 17-20 July, 2007. <http://bit.ly/1e5VRoh>

García Varela, A. B.; Del Castillo, H.; Lacasa, P.; Cortés, S. Analysing an educational project in the classroom using Transana: Children and parents learning together. *CAQDAS 07 Conference. Advances in Qualitative Computing*. Royal Holloway, University of London, 18-20 April, 2007. <http://bit.ly/1mVPGTQ>

Lacasa, P. & Martínez-Borda, R. Approaching Digital Games from Cultural Narratives: A Bridge between Theory and Method. Paper presentation. *AERA 2007- The World of Educational Quality*. April 9-13, Chicago, IL. <http://bit.ly/1ILWgiu>

García Varela, A. B.; Del Castillo, H. & Lacasa, P. Children and families learning together: creating a digital newspaper at school. *AERA 2007 - The World of Educational Quality*. April 9-13, Chicago, IL. <http://bit.ly/1ILWgiu>

Lacasa, P. & Martínez-Borda, R. Media influences on children's lives: a mime theatre inspired by the Tomb Rider video game. Symposium. *AERA Annual Meeting 2006 Education Research in the Public Interest*. San Francisco 7-11 April, 2006. <http://bit.ly/1ILWgiu>

García-Varela, A. B., Lacasa, P. & Del Castillo, H. Creating a digital newspaper: building bridges between family and school. Symposium. AERA Annual Meeting 2006. San Francisco 7-11 April, 2006. <http://bit.ly/1ILWgiu>

Lacasa, P.; Del Castillo, H. & García-Varela, A. B. A Bakhtinian approach to identity in the classroom: answerability, ethics and aesthetics. *AERA Annual Meeting 2006 Education Research in the Public Interest*. San Francisco 7-11 April, 2006. <http://bit.ly/1ILWgiu>

Lacasa, P.; Egenfeldt-Nielsen, S.; Kankaanranta, M.; Zagalo, N. & Torres, A. Computer games and popular culture. Learning new literacies through interactive narratives. *Stand Exhibition. 3rd EU eLearning Conference 2006. Technology enhanced learning – Catalyst for Change and Innovation*. Helsinki, Finland. July 3-4,

2006. <http://bit.ly/1gEZX1o>

García-Varela, A. B., Del Castillo, H. & Lacasa, P. Analyzing educational dialogue using “Nvivo 7”: Children and families sharing “new literacy” practices. Strategies in Qualitative Research: Using QSR Software. Paper session. *7th International Conference. Strategies in Qualitative Research: Using QSR Software*. University of Durham, United Kingdom. September 13-15, 2006. <http://bit.ly/QYs2Mx>

Martínez-Borda, R. & Lacasa, P. Film and Videogame narratives: a “walk – through” of children’s popular culture. *Internationalising Media Studies. Imperatives and Impediments*. University of Westminster, London, 15-16 September, 2006. <http://bit.ly/1h9ozUV>

Cruz, C. & Lacasa, P. Figured worlds and media boundaries. *Internationalising Media Studies. Imperatives and Impediments*. University of Westminster, London, 15-16 September, 2006. <http://bit.ly/1h9ozUV>

Lacasa, P., & Martínez-Borda, R. Children as actors: Playing, telling and performing video games. Paper. *AERA 2005, Demography and Democracy in the ERA of Accountability*. Montréal, Canada. April 11-15, 2005. <http://bit.ly/11LWgiu>

Lacasa, P., Vélez, R., & Cruz, C. Dialogue among multiple cultural universes in the classroom. Symposium: “Dialogue and our representations of diversity”, organized by Mariëtte de Haan. *AERA 2005. Demography and Democracy in the ERA of Accountability*. Montréal, Canada. April 11-15, 2005. <http://bit.ly/11LWgiu>

Vélez, R., Martínez, R., & Lacasa, P. Relationships in multicultural settings: expressing them on the Internet. Share experiences, knowledge and research with those working at the forefront of learning and teaching with technology. *CAL '05: Virtual Learning?* University of Bristol, UK. April 4-6, 2005. <http://bit.ly/11GqeBG>

Martínez, R., Vélez, R., & Lacasa, P. Narrative in video games: is Lara Croft reality or fiction? Poster presented in Share experiences, knowledge and Research with those working at the forefront of learning and teaching with technology. *CAL '05: Virtual Learning?*. University of Bristol, UK. April 4-6, 2005. <http://bit.ly/11GqeBG>

Del Castillo, H., García Varela, A. B.; & Lacasa, P. Creating a web site. Identity in ethics and aesthetics. Paper. First ISCAR Conference. International Society for Cultural and Activity Research. Acting in changing worlds: learning, communication, and minds in intercultural activities. Seville, Spain, September 20-24 2005. <http://bit.ly/1mUQds0>

Lacasa, P. New dynamics of learning and partnerships in contemporary times. Paper. First ISCAR Conference (International Society for Cultural and Activity Research). *Acting in changing worlds: learning, communication, and minds in intercultural activities*. Seville, Spain. September 20-24, 2005. <http://bit.ly/1mUQHlk>

Lacasa, P., & Cruz, C. Local meanings, identity and media discourse in a global school. Paper. First ISCAR Conference (International Society for Cultural and Activity

Research *Acting in changing worlds: learning, communication, and minds in intercultural activities*. Seville, Spain. September 20-24, 2005.

<http://www.iscar.org/en/about>

Lacasa, P., & Martínez-Borda, R. Videogames narratives: a “Walkthrough” across children popular culture and formal education. Paper. First ISCAR Conference (International Society for Cultural and Activity Research). *Acting in changing worlds: learning, communication, and minds in intercultural activities*. Seville, Spain. September 20-24, 2005. <http://www.iscar.org/en/about>

Cruz, C.; Lacasa, P., & Reina, A. New media in education settings: sharing a voice. Symposium “Learning to be citizens in a digital word” Major International Conference. *Digital Generations: Children, Young People and New Media Conference*. Center of the Study of Children, Youth and Media. Institute of Education. University of London. July 26-29, 2004. <http://www.ioe.ac.uk/172.html>

Lacasa, P., Cruz, C., Reina, A., & Blanco, S. Writing across media: children as editors. *9th International Conference of the EARLI. Special Interest Group Of Writing*. University of Geneva, Switzerland. September 20-22, 2004. <http://bit.ly/1kkHFdW>

Lacasa, P., Del Castillo, H., Cruz, C., García-Varela, A. B., & Vélez, R. Doing visual Ethnography using Nud*ist Vivo: why and how use “Databites”. Paper. 4th International Conference, *Strategies in Qualitative Research: Methodological Issues and Practices in Using QSR Nvivo and Nud*ist*. Institute of Education, University of London. May 8-9, 2003. <http://bit.ly/1h9Qjsw>

Del Castillo, H., García-Varela, A. B., & Lacasa, P. Literacy practices, discourse and identities: the sense of audience in the construction process of a Web site. EARLI. 10th Biennial Conference. *European Association for Research on Learning and Instruction. 10th Biennial Meeting*. (p. 608-609). Padova: CLEUP, Cooperativa Libreria Editrice Università di Padova, Italy. September 26-30, 2003. <http://bit.ly/1qgMMcB>

Lacasa, P., Reina, A., Del Castillo, H., Hernández, R., García, A. B., & Martínez, R. Constructing and reconstructing ethnographic data using Nud*ist Vivo. *International Conference Strategies in Qualitative Research: Methodological Issues and Practices in Using QSR Nvivo and Nud*ist*. Institute of Education, University of London. February 7–8, 2002. <http://bit.ly/PHZaqS>

Lacasa, P., Reina, A., Albuquerque, M., Cruz, C., & Herranz, P. Narrative and analytic thought their presence in Interpretative Research using Nud*ist Vivo. Paper. *3rd International Conference Strategies in Qualitative Research: Methodological Issues and Practices in Using QSR Nvivo and Nud*ist*. Conference Abstracts 2002, on-line Institute of Education, University of London. February 7-8, 2002. <http://bit.ly/PHZaqS>

Matusov, E., Julien, J. S., Lacasa, P., & Albuquerque, M. Learning as a Communal Process. Paper presented in the Symposium Socio-cultural Theory in Teacher Education: An Inter-cultural Perspective. Division K. Teaching and Teacher Education. Annual Meeting of the American Educational Research Association *AERA*

2002 *Validity and Value in Education Research*. New Orleans, Louisiana. April 1-5, 2002. <http://bit.ly/1LWgiu>

Lacasa, P., Matusov, E., Méndez, L., & Albuquerque, M. Moving a child from a Zone of Learning-teaching disability. Paper presented in the Symposium “Constructing and Deconstructing Zones of Disability”. *Fifth Congress of the International Society for Cultural Research and Activity Theory. ISCRAT 2002. Dealing with Diversity*. Amsterdam, Holland. June 18-22, 2002. <http://bit.ly/PHZlgi>

Albuquerque, M., Lacasa, P., Matusov, E., & Giménez, A. Stepping on kids' toes: critical reflection on critical discussion organized by adults. Paper presented in the Symposium The potentials of dialogue. *Fifth Congress of the International Society for Cultural Research and Activity Theory. ISCRAT 2002. Dealing with Diversity*. Amsterdam, Holland. June 18-22, 2002. <http://bit.ly/PHZlgi>

Lacasa, P., Reina, A., Albuquerque, M., & Cruz, C. Participating in a multimedia community of practice: having a voice. AERA 2003 Annual Meeting. Accountability for Educational Quality. Shared Responsibility, p. 96. Chicago, IL (USA) April 21–25, 2003. <http://bit.ly/1LWgiu>

Lacasa, P., Albuquerque, M., Reina, A., & Blanco, S. Roundtable. Learning to be a writer: new literacies in the classroom. “SIG/ Cultural Historical”. *AERA Annual Meeting 2001. What we know and how we know it*. Seattle, Washington. April 10–14, 2001. <http://bit.ly/1LWgiu>

Lacasa, P., Reina, A., Albuquerque, M., Cruz, C., & Rodríguez, A. Roundtable. Working on everyday literacies in the classroom: icons, words and ideas. “Division C: Learning environments for schools”. Annual Meeting). “*What we know and how we know it*”. AERA Annual Meeting 2001, Seattle, Washington. April 10–14, 2001. <http://bit.ly/1LWgiu>

Lacasa, P., & Blanco, S. Telling and writing fictions together: children as meaning makers Paper. *III Conference for Socio-Cultural Research*. Campinas, Brazil. July 16–20, 2000. <http://bit.ly/1g1xgfO><http://bit.ly/1hVfyyz>

Lacasa, P., Reina, A., & Albuquerque, M. Rethinking emotions discourse, self and television in the classroom. *III Conference for Socio-Cultural Research*. Campinas, Brazil. July 16–20, 2000. <http://bit.ly/1g1xgfO><http://bit.ly/1imFiAv>

Lacasa, P., & Blanco, S. Telling and writing fictions together: children as meaning makers Paper. *III Conference For Socio-Cultural Research III Conference For Socio-Cultural Research* Campinas, Brazil. July 16–20, 2000. <http://bit.ly/1g1xgfO><http://cort.as/70lY>

Martín Del Campo, B., & Lacasa, P. Stories, descriptions and essays as categories for

talking and writing. *AERA 1999 Annual Conference. On the Threshold of the 21st Century: Challenges and Opportunities*. Montreal, Canada. April 1999.
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Research

Research Projects

Commercial video games as tools for entertainment and education in a participatory culture. VI National Program for Scientific Research, Development and Technological Innovation (2008-2011) (BOE 2011, December 31). Reference EDU2012-34624. Coordinator: Pilar Lacasa. 2013-2015. €24,000. Researchers: 7

New Literacies. Spanish Ministry of Economy and Competitiveness. Reference: EDU2009-07075 Coordinator: Pilar Lacasa 2010-2012. €51,600 Researchers: 12

Learning digital literacies in family and school: commercial video games as cultural and educational tools. Ministry of Education and Science. Autonomous Community of Castilla La Mancha. Reference: PEII09-0255-5435 Coordinator: Pilar Lacasa. (2009-2012). €82,000 Researchers: 8

The Superheroes of European Children in Social Networks. Ministry of Science and Innovation. Complementary Actions. Preparing European Project as Lead Coordinator. Reference: EDU2008-04726 - Coordinator: Pilar Lacasa. Finland, Portugal, Germany, Austria, Czech Republic, Denmark, England, & Spain (2009) €9,000 Coordinator: Pilar Lacasa Researchers: 27

Educational project: "Safe mobility in the classroom". Antena3 Foundation & Pons Foundation. Coordinator: Pilar Lacasa & Rut Martínez-Borda. (2011) €6,000. Researchers: 4

New digital and educational environments: Learning from "Participatory culture" Reference June, 29, 2007 BOE no. 155. Grant for a stay at The Massachusetts Institute Of Technology Cambridge, MA. USA(2007-2008) €29,500 Researchers: 1

Video Games and Social Media: Discover, Share and Create. Grants for Creation and Consolidation of Research Groups. Autonomous Community of Madrid and Universidad de Alcalá. Reference: UAH2011/HUM-004 Coordinator: Rut Martínez Borda. (2009) €4,000 Researchers: 6

Video Games and Digital Entertainment: and Producers. Grants for Creation and

Consolidation of Research Groups. Autonomous Community of Madrid and Universidad de Alcalá CCG10-UAH/HUM-5934. Coordinator: Rut Martínez Borda. (2011) €8,000 Researchers: 11

Civic engagement and citizenship in the context of an online participatory culture. Grants for Creation and Consolidation of Research Groups. Autonomous Community of Madrid and University of Alcalá. Reference: CCG08-UAH/HUM-4218. Coordinator: Héctor del Castillo. (2009) €11,902€ Researchers: 8

Human rights and citizenship in a digital universe. Grants for Creation and Consolidation of Research Groups. Autonomous Community of Madrid and University of Alcalá. Reference: CCG07-UAH/HUM-2070. Coordinator: Rut Martínez-Borda (2008) €17,300 Researchers: 8

Video games as educational tools: a bridge between home and school. Spanish Ministry of Education and Science. National R + D + I. Reference: SEJ2005-00578/EDUC. Coordinator: Pilar Lacasa (2005-2008) €34,391 Researchers: 8

Educational multimedia scenarios and new literacies. Ministry of Education and Science. Autonomous Community of Castilla La Mancha. Reference: PBI-05-001 Coordinator: Pilar Lacasa. (2005-2008) €31,922.50 Researchers: 8

Video games and educational settings: play, count and design. Grants for Creation and Consolidation of Research Groups. Autonomous Community of Madrid and University of Alcalá. Reference: CAM-UAH2005/011 Coordinator: Pilar Lacasa. Universidad de Alcalá. (2005) €28,900 Researchers: 8

Internet, a meeting point between the family and school. Research Project Grants for Humanities, Social and Economic Sciences. Autonomous Community of Madrid Reference: 06/0141/2003. Coordinator: Pilar Lacasa. (2004-2005). €14,467.30 Researchers: 6

Technology and new literacies in children's lives. Spanish Ministry of Science and Technology. R & D + I. National Program for Promotion of Knowledge. Social Sciences. Reference: BSO2002-4065-C02-01 Coordinator: Pilar Lacasa (2005) €34,500 Researchers: 13

Educational settings and narrative reconstructions of violent television contents. Research in humanities, social sciences and economics. Autonomous Community of Madrid. Reference: 06/0136/2001 Coordinator: Pilar Lacasa (2002). €9,574.12 Researchers: 10

School violence and reading television texts in the classroom. Research in humanities, social sciences and economics. University of Alcalá. Coordinator: Pilar Lacasa (2001) €3,816.43 Researchers: 7

Learning in family and school: images, words and ideas. Center for Educational Research. Spanish Ministry of Education and Science. Reference: BOE 16-IX-1998. Coordinator: Pilar Lacasa (1998-2000) €21,035.42 Researchers: 6

Literacy development in formal and informal contexts. Spanish Ministry of Science and Technology. R & D + I. National Program for Promotion of Knowledge. Social Sciences. DGICYT- PB96-0109. (1997-2000) €9,165.43 Researchers: 8

Reconstrucción de narraciones de contenidos televisivos sobre violencia: el papel de la mediación social en contextos de desarrollo. Spanish Ministry of Science and Technology. R & D + I. National Program for Promotion of Knowledge. Social Sciences Reference: BSO2001-1264 Coordinator: Pilar Lacasa (2001-2003) €5,978.160. Researchers: 8

Beliefs and professional life aspirations in adolescence. Television advertising and gender issues. Research Projects. III National Plan R & D + I.. Women and Gender Studies. Coordinator: Ana Freixas Universidad de Córdoba. (1997-2000) €21,035.42 Researchers: 8

Contracts with Companies

Video games and social networks. Electronic Arts, S. L. (2011-2012) Coordinator: Pilar Lacasa; Images, Word, & Ideas Research Group. €20,000

Designing tools for road safety. Driver Education Week. Antena 3 Foundation. & Pons Foundation. (2011). Coordinator: Pilar Lacasa. Researchers: García-Pernía, M. R., Martínez-Borda, R., Cortés, S. €11,667.25

Video games in the classroom. Electronic Arts, S. L. (2009-2010) Coordinator: Pilar Lacasa. Researchers: Images, Word, & Ideas Research Group. €28,057.50

Educate to create. Intellectual Property in Primary Education & High School. Microsoft Spain, Cedro, Universal Pictures, Warner bros, & Telefónica Spain. (2008) Coordinator: Pilar Lacasa Researchers: Images, Word, & Ideas Research Group. €52,630.86

Monitoring and evaluation of DAP Program. Arte Viva Foundation (2007) Coordinator: Pilar Lacasa. Researchers: Images, Word, & Ideas Research Group. €12,262.5

Integrarte. Program Evaluation and Educators Training. (2007) Arte Viva Foundation. Coordinator: Pilar Lacasa Researchers: Images, Word, & Ideas Research Group. €15,113.14

Values Education through Stories. Pons Foundation. (2007) Coordinator: Researchers: Images, Word, & Ideas Research Group. €5,714.28

Commercial video games as educational tools. Electronic Arts, S. L. (2006-2007) Coordinator: Pilar Lacasa Researchers: Images, Word, & Ideas Research Group. €9,976

Teaching the Arts and Patrimony (DAP). Evaluation of the program (DAP). (2006) Arte Viva Foundation. Coordinator: Pilar Lacasa. Researchers: Images,

Word, & Ideas Research Group. €13,389.88

Journal Edition and Reviews

Journal Editor

- *Cultura y Educación* (1996 – 2011). <http://bit.ly/1jOevBa>

Editorial Board

- The International Journal of Social Media and Interactive Learning Environments (IJSMILE). (2012-2014). <http://bit.ly/1hMZ4sa>
- Journal of Educational Technology & Society. (2010-2014). <http://bit.ly/1hMZ7o6>
- Revista Brasileira de Educação Especial. (2005-2014). <http://bit.ly/1skNIWr>
- Pulso. (2005-2014). <http://bit.ly/1mLVAHe>

Peer Review

- Journal of Communication. (2013-2014). <http://ijoc.org/index.php/ijoc>
- Journal of Educational Research and Studies (JERS). (2012-2013) <http://bit.ly/1fM41ki>
- Journal - Educational Technology & Society Journal (ETS). (2011- 2013) <http://www.ifets.info/>
- Mind, Culture, and Activity (2013). <http://lchc.ucsd.edu/mca/>
- Journal Issue on Creative Technologies (CFP). (2012). <http://bit.ly/1dXBQ3H>
- Journal of Educational Technology & Society. (2010-2013). <http://www.ifets.info/>
- The Journal Research and Practice in Technology Enhanced Learning. (2011). <http://bit.ly/1mRzWE8>
- Infancia y Aprendizaje. (2006). <http://bit.ly/1jOevBa>
- Revista de Logopedia, Foniatría y Audiología. (2006). <http://bit.ly/1fXPq5C>
- Digital Culture & Education (DCE). Interactive, open-access web-published journal. (2010-2011). <http://bit.ly/1lz3LGP>

Expert Reviewer

- Committee of Experts Nationwide. General Division of Research Projects of the Ministry of Science & Innovation (MICINN). (2010-2011). <http://www.micinn.es/Suvidi-Web>.
- European Commission Research Directorate-General. Directorate B – Structuring the European Research Area Anticipation of scientific and technological needs; Basic Research (2001-2007). <http://bit.ly/1e0tCaJ>
- Agency for Administration of University and Research of the Generalitat of Catalonia. (AGAUR) (2010-2014) <http://bit.ly/1fM5dEh>
- Ministry of Education and Science. (ANEP & ANECA) (2005-2011) <http://bit.ly/1fVjBqv>
- Quality Agency for the University System in Castilla y León (2009-2014) <http://bit.ly/OknqxY>
- Final Master Project Evaluation. Master académique - Learning and Development in Multilingual and Multicultural Contexts. Faculty of Humanities, Social Sciences, Arts and Educational Sciences University of Luxembourg (2012-2013). <http://bit.ly/1gZuPP0>
- Evaluation of University Degrees. Agência de Avaliação e Acreditação do Ensino Superior (A3ES) (Portugal). (2012-2014). <http://bit.ly/PwetTw>
- Committee of Experts on International level. Final evaluation of project proposals University of Luxemburg. (2011). <http://www.en.uni.lu/research>
- Opponent in Leena Hiltunen Dissertation Enhancing Web Course design using action research. Department of Mathematical Information Technology University of Jyväskylä. (2010). <https://www.jyu.fi/it/laitokset/mit/en/>
- Consultants and Trainers for Qualitative Research QSR International. (2003-2011). <http://www.qsrinternational.com/>

Professional Experience

Teaching and research

2000-2014	Full Professor of Audiovisual Communication. University of Alcalá, Spain
1995 - 2000	Full Professor of Developmental Psychology. University of Cordoba, Spain
1983 – 1994	Professor of Developmental Psychology. UNED (National Distance University)

1977 – 1883

Professor of Secondary Education. Madrid

1971 - 1977

Associate Professor of Secondary Education. Madrid

Administrative tasks

2010- 2012	Dean. Faculty of Information Sciences. University of Alcalá
2003 –2006	Dean. Faculty of Information Sciences. University of Alcalá
2003	Vice Dean. Psycho-Pedagogy. Faculty of Information Sciences. University of Alcalá
1998 – 2000	Department Director. University of Córdoba
1989	Director. Institute of Educational Sciences. UNED (National Distance University)

Master and Ph. Dr. Programs

2013-2014	Co-Coordinator. The Master of Science on Networked Media and Web Science. University of Alcalá.
2013-2014	Co-Coordinator Ph. Dr. Program
2010- 2013	Co-Coordinator Ph.D. at UAH MediaLab. University of Alcalá
2010- 2013	Co-Coordinator The Master in Communication and Learning in Digital Society.
2003 – 2010	Co-Coordinator – Ph.D. at UAH – Universidad Autónoma Madrid & UNED (National Distance University) Developmental. Learning and Education
1996 – 1999	Co-Coordinator- Ph.D. at University of Cordoba. Developmental Psychology in Formal and Informal Educational Contexts.

Teaching

School Year 2009 – 2010

Psycho-Pedagogical Intervention in Developmental Disorders	BA in Psycho pedagogy	6 ECTS
Learning Theories and Strategies	BA in Psycho pedagogy	6 ECTS
Communities and Socio-Educational Network Resources	Master Multidisciplinary Computer Science. Education and E-Learning	3 ECTS
Qualitative Research in Natural Contexts: Using computer resources	Ph. Dr. Program Psychological Development, Learning and Education: Contemporary	3 ECTS

Perspectives

School Year 10 – 11

Cyberculture and Digital Creation	Master in Communication and Learning in Digital Society	3 ECTS
Media, Education and Culture: Theory and Practice	Master in Communication and Learning in Digital Society	12 ECTS
Movie Time and Education	Master in Communication and Learning in Digital Society	3 ECTS
University Teaching: The Teaching-Learning Process	Master in Higher Education	1.5 ECTS
Communities and Socio-Educational Network Resources	Master Multidisciplinary Computer Science. Education and E-Learning	3 ECTS

School Year 11 – 12

Building Knowledge in the Information Society	BA in Audiovisual Communication	6 ECTS
Digital Creators and Producers	BA in Audiovisual Communication	6 ECTS
3D Animation and Learning Communities	Master in Communication and Learning in Digital Society	3 ECTS
Cyberculture and Network Communities	Master in Communication and Learning in Digital Society	3 ECTS
Media, Education and Culture: Theory and Practice.	Master in Communication and Learning in Digital Society	12 ECTS
External Internships	Master in Communication and Learning in Digital Society	1.5 ECTS
Movie Time and Education	Master in Communication and Learning in Digital Society	3 ECTS
Master's Thesis	Master in Communication and Learning in Digital Society	
University Teaching: The Teaching-Learning Process	Master in Higher Education	1.5 ECTS
Iconography of Education	Master in Memory and Critique of Education	1 ECTS
Communities and Socio-Educational Network Resources	Master Multidisciplinary Computer Science. Education and E-Learning	3 ECTS

School Year 12 – 13

Building Knowledge in the Information Society	BA in Audiovisual Communication	3 ECTS
Videogames design	BA in Audiovisual Communication	6 ECTS
Videogames and digital entertainment	BA in Audiovisual Communication	6 ECTS

A Comparative and Historical Approach to Media	BA in Audiovisual Communication	3 ECTS
Iconography of Education	Master in Communication and Learning in Digital Society	1.5 ECTS
Media, Education and Culture: Theory and Practice	Master in Communication and Learning in Digital Society	12 ECTS

School Year 13 - 14

Audiovisual language	BA in Audiovisual Communication	6 ECTS
A Comparative and Historical Approach to Media	BA in Audiovisual Communication	1 ECTS
Videogames and digital entertainment	BA in Audiovisual Communication	6 ECTS
Videogames design	Master in Communication and Learning in Digital Society	6 ECTS

Awards

Video games in the classroom. EA - UAH Project. Images, Words, & Ideas Research Group & Electronic Arts Spain. La actualidad económica. April 2010, Issue 2,694.
<http://bit.ly/1oJpqkg><http://bit.ly/1g42h2y>

Evocative Objects and Imaginary Worlds: Building Digital Classrooms. Best Empirical Paper Award. AERA Annual Meeting. Pilar Lacasa, Hector Del Castillo, Laura Méndez, Rut Martínez-Borda, María Rut García-Pernia. The MCC (SIG-Media, Culture, and Curriculum). Denver, Colorado, April 13-17, 2009.
<http://bit.ly/1mVGO0C>

Images, Words, Ideas and Citizenship. IV Award Social Council of the University of Alcalá for Knowledge Transfer. University and Society. (2009) Images, Words, & Ideas Research Group. €18,000. <http://bit.ly/1g43zKZ>

Learning with commercial video games. Cibervoluntarios. Premios CIBERMAX 2008
 Images, Words, & Ideas Research Group and Electronic Arts, Spain.
<http://bit.ly/1isVzVN>

Television and newspaper in elementary school. Images, words and ideas. Third National Award for Educational Research. Spanish Ministry of Education, Culture and Sport (2004). Madrid: MEC-D-CIDE. Lacasa, P., & Reina, A. <http://bit.ly/1g44POd>