

CURRICULUM VITAE (CVA)

IMPORTANT – The Curriculum Vitae cannot exceed 4 pages. Instructions to fill this document are available in the website

CV date	23/05/2022
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Part A. PERSONAL INFORMATION

First name	Borja		
Family name	Manero Iglesias		
Gender (*)	M	Birth date (dd/mm/yyyy)	
Social Security, Passport, ID number			
e-mail	bmanero@ucm.es	URL Web	
Open Research and Contributor ID (ORCID)(*)	K-9958-2017 and 0000-0003-2965-844X		

(*) Mandatory

A.1. Current position

Position	Associate professor		
Initial date	2015		
Institution	Complutense University of Madrid		
Department/Center	Software engineering and artificial intelligence		
Country	Spain	Teleph. number	67632020
Key words	Communication, Extended realities, Digital humanities, Educational videogames		

A.2. Previous positions (research activity interruptions, art. 45.2.b))

Period	Position/Institution/Country/Interruption cause
1999-2000	Manager consultant/Altran group/Spain
2000-2002	IT scholarship/CERN/Switzerland
2015-2016	Visiting researcher/Harvard University/USA

A.3. Education

PhD, Licensed, Graduate	University/Country	Year
PhD Computers sciences	UCM	2015
Physics graduate	UCM	2000
Dramatic art graduate	Replika teatro	2007

A.4. Research quality indicators

Publications in Q1 journals: 8

Total cites: 537

Publications in JCR journals: 14

H-index: 12

Part B. CV SUMMARY (max. 5000 characters, including spaces)

Borja Manero holds a PhD in Computer Science (Extraordinary Doctorate Award 2015), is a tenured professor and advisor to the Vice-Chancellor's Office for Students at UCM. He develops his research in the field of educational video games, and specifically, in their use for teaching transversal skills. His research on educational video games and arts, which began in 2005, produced 9 publications in journals with JCR index (Q1 and Q2) in the last 5 years.

He has a degree in Physics. In 2000 he obtained a grant from the Spanish Government for a 2-years researcher position at the IT division of the European Center for Nuclear Research (CERN). In 2005, he started to investigate the use of new technologies in the teaching of the arts: specifically in theater. To this end, he studied a diploma in Dramatic Art and worked as an actor and director in different productions (e.g. Spanish Dramatic Center).

Research dissemination

His research activity has been reflected in a total of 45 publications. He has published 14 articles in journals indexed in the JCR index, including Computers & Education and Computers in Human Behaviour, two of the most renowned journals with the highest impact index in the research area. He has also published 6 chapters in edited books, and has 25 contributions in prestigious conferences, such as DIGRA (the most influential conference in the video game industry), ICALT, ICCE, or SPRINGER. Of these publications, 15 of them appear in the CORE 2017 ranking, and one was nominated for best conference contribution (IASTED 2004).

Transference

Borja Manero has shown a clear tendency towards knowledge transfer. Proof of this are the projects he has directed in recent years in collaboration with different public and private institutions. He received the prestigious grant for research groups from the BBVA foundation with the Comunicarte project. It is worth mentioning his direction of the Dancing a treasure project in collaboration with the National Ballet of Spain. It produced the homonymous videogame, which holds the record in number of downloads on Google Play in the category of serious games, and had a major repercussion in media and society. Besides he participated in two projects in collaboration with the National Organization of Blind Spaniards (ONCE).

Research projects

Currently, he leads a Ministry of Science and Innovation project (Didascalías) to teach communication skills to secondary education teachers through virtual reality. He has also actively participated in 21 competitive projects. Among them, the project on educational video games with more funding from H2020 (RAGE), where he was included in the scientific committee. Also in a network of excellence of the 7th Framework Program and three of the LLP program.

Research stays

His intense research activity in the field of digital humanities led him to three invitations for research at Harvard University's MetaLab (2015) and another at New York University's Game Center. Two of the best centers in the world in the field of video games and digital humanities. He spent one and a half years (2015, 2017 and 2019) at the Faculty of Arts and Sciences at Harvard University as a researcher. He funded the Arts and Technology in Leadership (ATL) study group at RCC-Harvard together with Prof. Doris Sommer.

Various

He is currently funding the ActLab, a laboratory to research the use of technology in the arts and communication, with 25 researchers. Finally, he funded and directed the Complutense Oratory School to teach students and professors the art of public speaking.

As a teacher, he has taught 17 undergraduate, graduate and master's courses. He has supervised 19 bachelor's and master's theses, and supervised 2 doctoral dissertations. He has participated in 8 teaching innovation projects.

Part C. RELEVANT MERITS (*sorted by typology*)

C.1. Most important publications in books and journals with "peer review" and in conferences (*see instructions*).

- M. López Ibáñez, A. Romero-Hernández, **B. Manero**, M. Guijarro. Computer Entertainment Technologies for the Visually Impaired: An Overview. Interactive Multimedia and Artificial Intelligence. [IF 3.137JCR, Q2(65/142) in COMPUTER SCIENCE, INTERDISCIPLINARY APPS]. DOI: 10.9781/ijimai.2021.04.008.

- Romero-Hernandez, A., Gonzalez-Riojo, M., Sagredo-Olivenza, I., & **Manero, B.** Comparison of a Tablet Versus Computer-Based Classical Theatre Game Among 8–13 Year Children. IEEE Access [IF 3.367 JCR, Q1 (35/156) in COMPUTER SCIENCE, INFORMATION SYSTEMS]. DOI: 10.1109/ACCESS.2021.3063505.
- Alvarez, I.M., González-Parera, M. and **Borja Manero**. The role of emotions in classroom conflict management. Case studies towards improving teacher training. Frontiers in psychology [IF 2.988 JCR, Q2 (43/140) in PSYCHOLOGY, MULTIDISCIPLINARY]. DOI: 10.3389/fpsyg.2022.81843.
- Romero-Hernandez, A., Gonzalez-Riojo, M., EL-Yamri, M., & **Manero, B** (2022). The Effectiveness of a Video Game as an Educational Tool in Incrementing Interest in Dance among Younger Generations. Educational technology & society (ETS) [IF 3,52 JCR, Q1 (60/724) EDUCATION & EDUCATIONAL RESEARCH].
- **Borja Manero**, Javier Torrente, Manuel Freire, Baltasar Fernández-Manjón (2016): An instrument to build a gamer clustering framework according to gaming preferences and habits. Computers in Human Behaviour [IF 6.829 JCR, Q1 (10/140) in PSYCHOLOGY MULTIDISCIPLINARY]. Vol 62, 353-363. DOI:10.1016/j.chb.2016.03.085.
- **Borja Manero**, Javier Torrente, Ángel Serrano-Laguna, Iván Martínez-Ortiz, Baltasar Fernández-Manjón (2015): Can educational video games increase high school students' interest in theatre?. Computers & Education, 87, 182-191. [IF 8.538 JCR, Q1 (8/724) in COMPUTER SCIENCE, INTERDISCIPLINARY APPS, Q1 (3/265) in EDUCATION & EDUCATIONAL RESEARCH].
- Serrano-Laguna, A., **Borja Manero**, Manuel Freire, Baltasar Fernández-Manjón (2018): A methodology for assessing the effectiveness of serious games and for inferring player learning outcomes. Multimedia Tools and Applications 77, 2, 2849-2871 [IF JCR: 2.757; Q1 (32/137) in COMPUTER SCIENCE, THEORY & METHODS].
- **Manero, B.** Torrente, J. Fernández-Vara, C., Fernández-Manjón, B. (2017): Investigating the impact of gaming habits, gender, and age on the effectiveness of an educational video game: An exploratory study. IEEE Transactions on Learning Technologies. [IF 3,720 JCR, Q1 (95/724) in EDUCATION & EDUCATIONAL RESEARCH: Q1 (16/142) COMPUTER SCIENCE, INTERDISCIPLINARY APPS]. Vol 10. Issue, 2. Pags 236-246. ISSN: 1939-1382. DOI:10.1109/TLT.2016.2572702.
- López Ibáñez, M., Romero-Hernández, A., **Manero, B.**, Guijarro, M. . Computer Entertainment Technologies for the Visually Impaired: An Overview, International Journal of Interactive Multimedia and Artificial Intelligence, (2021), <http://dx.doi.org/10.9781/ijimai.2021.04.008>. [IF 3.137 JCR, Q2 (65/142) in COMPUTER SCIENCE, INTERDISCIPLINARY APPS]
- Romero-Hernandez, A., Gonzalez-Riojo, M., Sagredo-Olivenza, I., & **Manero, B.** (2021). Comparison of a Tablet Versus Computer-Based Classical Theatre Game Among 8–13 Year Children. IEEE Access, 9, 44283-44291. [IF 3,745 JCR, Q1 (35/156) in COMPUTER SCIENCE, INFORMATION SYSTEMS]
- **Borja Manero**, Clara Fernández-Vara, Baltasar Fernández-Manjón (2013): E-Learning Takes the Stage: From La Dama Boba to a Serious Game. IEEE RITA. Vol 8, Issue 4, pp. 197-204 . [0,20 JCI Q4 (131/142) in COMPUTER SCIENCE, INTERDISCIPLINARY] DOI: 10.1109/RITA.2013.2285023.
- Romero-Hernandez, A., Riojo, M. G., Díaz-Faes-Pérez, C., & **Manero-Iglesias, B.** (2018). The Courtesy of Spain: Theater for the New Generations. IEEE Revista Iberoamericana de Tecnologías del Aprendizaje, 13(3), 102-110. [0,20 JCI Q4 (131/142) in COMPUTER SCIENCE, INTERDISCIPLINARY]
- Manuel Freire, Ángel Serrano-Laguna, **Borja Manero**, Iván Martínez-Ortiz, Pablo Moreno-Ger, Baltasar Fernández-Manjón (2016): Game Learning Analytics: Learning Analytics for Serious Games. In Learning, Design, and Technology (pp. 1–29). Cham: Springer International Publishing. http://doi.org/10.1007/978-3-319-17727-4_21-1. Citas 128.
- Meriem El Yamri, Alejandro Romero-Hernández, Manuel González Riojo, **Borja Manero**. (2019) ComunicArte: A Public Speaking Trainer in Virtual Reality. ACM Conference on

Human Factors in Computing Systems (**CORE A***). Video Showcase. Glasgow, UK, 4-8 May.

- Meriem El Yamri, Alejandro Romero-Hernández, Manuel González Riojo, **Borja Manero** (2019): Emotions-responsive audiences for VR public speaking simulators based on the speakers' voice. IEEE ICALT (**CORE B**). Maceio, Brasil, 15-18 July.
- Alejandro ROMERO-HERNANDEZ, Manuel GONZALEZ-RIOJO, Meriem EL-YAMRI, **Borja MANERO** (2019). Dancing a treasure: A videogame to motivate young audiences toward Spanish dance. Proceedings of the 26th International Conference on Computers in Education (ICCE) (**CORE B**). Taiwan, 2-6 Dec.
- Cárdenas, M. M., Álvarez, I. M., Romero, A., & **Manero, B.** (2021, July). A Teacher Training Proposal for Classroom Conflict Management through Virtual Reality. In 2021 International Conference on Advanced Learning Technologies (ICALT) (**CORE B**) (pp. 373-375). IEEE.
- **Borja Manero**, Clara Fernández-Vara, Baltasar Fernández-Manjón (2013): Stanislavky's System as a Game Design Method: A Case Study. Digital Games Research Association (DIGRA). Atlanta 26-29 Aug. 2013. EEUU.
- Claudia GUERRERO-GARCÍA-HERAS, Óscar DÍAZ-RIBAGORDA, Lucas DE-TORRE-BARRIO, **Borja MANERO** & María GUIJARRO-MATA-GARCÍA (2020). LiveDots: Real time Interactive Braille Music Translator to Integrate Blind Students into Music Classes. Proceedings of the 28th International Conference on Computers in Education (ICCE) (**CORE B**). Online, 23-27 Nov. https://apsce.net/icce/icce2020/proceedings/paper_69.pdf.

C.3. Projects or research lines in which you have participated.

- **DIDASCALIAS** (RTI2018-096401-A-I00). **PI: Borja Manero**. Funded by: Ministry of Economy and Competitvity. Date: 01/01/2019-31/12/2022. Total funds: 38.000€.
- **REALIZING AN APPLIED GAMING ECO-SYSTEM** (RAGE H2020-ICT-2014-1-644187). **PI: Baltasar Fernández**. Funded by: European commission. Date: 01/02/2015-1/02/2019. Total funds: 9 Mill €. **Scientific committee member and researcher.**
- **BEACONING** (H2020-ICT-2015-IA-687676). **PI: Baltasar Fernández**. Funded by: European commission. Date: 01/01/2016-1/01/2019. Total funds: 7M €. **Researcher.**
- **GAME AND LEARNING ALLIANCE** (GALA FP7-ICT-2009-5). **PI: Baltasar Fernández**. Funded by: European commission. Date: 01/10/2010-30/09/2014. Total funds: 5.6M €. **Researcher.**
- **Adapt2Learn** (TIN2010-21735-C02-02). Funded by: Ministry of Economy and Competitvity. Date: 01/01/2011-01/01/2015. Total funds: 104.000 €. **Researcher**
- **CHERMUG** (519023-LLP-1-2011-1-UK-KA3-KA3MP). Funded by: European commission. Date: 01/01/2012-01/01/2014. Total funds: 531.000 €. **Researcher.**
- **SEGAN** (519332-LLP-1-2011-1-PT-KA3-KA3NW). Funded by: European commission. Date: 01/10/2011-30/09/2014. Total funds: 441.000 €. **Researcher.**

C.4. Participation in TECHNOLOGY/KNOWLEDGE TRANSFER ACTIVITIES and exploitation of results.

- **Dancing a treasure** (2017). **PI: Borja Manero**. Funded by: INAEM. Date: 01/09/2016-01/09/2017. Total funds 60.000€.
- **Dancing a treasure : The videogame. Technical director.** Launched in 2018. It was record of downloads in Serious games category of Google play.
- **COMUNICARTE** (PR2005-174/01-17) **PI: Pablo Gervás and Borja Manero**. Funded by: BBVA fundation. Date: 01/01/2018-1/01/2020. Total funds: 100.000€.
- **Research, development and implementation of DACTYLS language.** (237-2019). ONCE. Date: 01/01/2019-1/01/2021. Total funds: 132.000€.
- **BRAITICO:** Research, development and implementation of new technologies for teaching Braille (9-2020/BRAITICO).ONCE. Date: 2019-2021. Total funds: 133.000€.