

PROGRAMACION CONFERENCIA LATIIONAMERICANA DE OBJETOS DE APRENDIZAJE

LACLO 2025	
Dia 1: martes 4 de noviembre	
Hora	Actividad
7:30 - 8:30	Registro - (Auditorio FGM)
8:30 - 9:15	Instalación del Evento - (Auditorio FGM)
9:15 - 10:15	Conferencia Magistral (Auditorio FGM) Inteligencia Artificial en Educación: Entre la Transformación y la Regulación PhD. Carina Soledad González González
10:15 - 10:45	Coffee Break
10:45 - 12:00	Conferencia Magistral- (Auditorio FGM) ¿Si la inteligencia artificial pudiera entender cómo aprendemos en América Latina? PhD. Eveling Gloria Castro Gutiérrez
12:00 - 14:00	Almuerzo Libre
14:00 - 16:00	Sesión de Ponencias: Educación a Distancia y Nuevas Estrategias (Auditorio FGM) Moderadores: Andrea Bordin (Principal) - Cristian Cechinel (Suplente)
	61 - Bridging Resource Gaps: Research informed Guidelines for Integrating Computational Thinking in Iberoamerican Mathematics Education Autores: Quiroz Vallejo, Daniel*; Jiménez-Gómez, Jhonatan; Carmona-Mesa, Jaime Andrés; Villa-Ochoa, Jhony Alexander
	2 - Gamification in Education: Design, Development, and Evaluation of an Educational Video Game on Mexican History Autores: Cocom Poot, Kenner Andrés; Moreno Sabido, Mario Renán*; López Puerto, Karime Alejandra; Noceda Salazar, Julia Noemí
	77 - Data Literacy for High School Students: An Extension Experience with Computing Undergraduate Autores: Bordin, Andrea*; Barcelos, Welinton; Kramer, Mateus; Carvalho, Lydia ; Cechinel, Cristian; Munoz, Roberto
	105 - Flexibility, sustainability, and online academic performance: A mediational analysis of autonomy and self-regulation Autores: Chicana-Huanca, Sandra; Cortez-Rojas, Scott; Duche-Pérez, Aleixandre; Mamani-Condori, Fanny; Gutierrez-Aguilar, Olger*
	87 - Analysis of Teacher Discourse: Fostering Student Participation through Questioning in Mathematics Autores: Espinoza, Gustavo; Menares, Romina; Cechine, Cristian; Escobedo, Carlos; Muñoz, Roberto*
16:00 - 16:30	Coffee Break
16:30- 18:30	Sesión de Ponencias: IA en Educación y Entornos Digitales (Auditorio FGM) Moderadores: Ismar Silveira (Principal) - Regina Motz (Suplente)
	49 - Human Digital Twins and Hybrid Human-Artificial Intelligence: Building Trustworthy, Collaborative, and Human-Centered Environments to Foster Student Engagement and Learning Outcomes Autores: Silveira, Ismar*; Cardoso, Alexandre; Gomes de Siqueira, Alexandre; Farinazzo Martins, Valéria; Eliseo, Maria Amelia; Soares de Oliveira Neto, João; Venkatakrishnan, Roshan; Grill, Brandon; Varshavsky, Antin; Lok, Benjamin
	63 - Designing a Generative AI-Powered Intelligent Tutoring System for Introductory Programming: A Teacher-Centered Requirement Analysis Autores: Henning, Mauricio*; Ramos, Vinicius; Gracioli, Giovani; Cechinel, Cristian
	82 - Large Language Models and NLP in Learning Management Systems: A Systematic Review of Dropout Interventions Autores: Miranda Cruz da Silva, Gabriel*; Herpich, Fabricio; Carradore Sérgio, Marina; Muñoz, Roberto; Ramos, Vinícius; Marques Queiroga, Emanuel; Bordin, Andrea; Cechinel, Cristian
	104 - Engagement, Motivation, and Use of Artificial Intelligence in Secondary Education Autores: Tomaylla-Quispe, Ygnacio*; Gutierrez-Aguilar , Olger; Chicana-Huanca, Sandra; Saravia-Ramos, Francisco
	110 - Designing LLM-Based Educational Chatbots with Pedagogical Grounding Autores: Morales, Agustina ; Gil, Federico ; Tift, William; Tansini, Libertad; Motz, Regina*
	87 - Analysis of Teacher Discourse: Fostering Student Participation through Questioning in Mathematics Autores: Espinoza, Gustavo; Menares, Romina; Cechine, Cristian; Escobedo, Carlos; Muñoz, Roberto*
18:30 - 20:30	Coctel - Salón Biblioteca PJIC

LACLO 2025				
Dia 2: miércoles 5 de noviembre				
Hora	Actividad			
7:00 - 8:00	Registro			
8:00 - 9:00	Conferencia Magistral (Auditorio FGM) Investigación para la innovación: Un enfoque desde la creatividad PhD. César Darío Guerrero Santander			
9:00- 9:30	Coffee Break			
9:30 - 12:15	Sesión de Ponencias: Innovación en el aprendizaje (Auditorio FGM) Moderadores: Raúl Torres (Principal) - Olger Gutiérrez (Suplente)			
	57 - Use of Tracker and GeoGebra in the interdisciplinary and contextualized teaching of functions: design of didactical situations and impact on academic performance Autores: Torres, Raúl*; Bravo, Fabián			
	62 - Conceptual design of the PANEG framework: A neurocognitive adaptation of MoCA to analyze the use of generative AI in university students Autores: Vizcaino , Oscar; Toscano De la Torre, Beatriz Angelica; Ponce Gallegos, Julio; Silva Sprock, Antonio*			
	73 - Using Logs to support Programming Education Autores: Nascimento, Gilmar*			
	99 - MyFirstBraille: a serious game as a mediator of Braille learning in children with visual impairments Autores: IBARRA, MANUEL*; Arias-Figueroa, Kevin A. ; Ccolque Ruiz, Betsabe Milagros ; Criado Huaylla, Luz Liliana ; Gamarra Chipa, Roel Waldiry ; Ibarra-Cabrera, Eliana M.			
	102 - Influencing factors in academic engagement mediated by virtual learning attitude. An experience with TikTok in university students Autores: Gutierrez-Aguilar, Olger*; Duche-Pérez, Aleixandre; Tomaylla-Quispe, Ygnacio; Chicana-Huanca, Sandra			
	106 - Ergonomic factors that promote school performance mediated by motivation in primary school students Autores: Cayllahue-Huaman, Mary; Benavente-Suyo, Alejandro; Falcon-Soncco, Rosmery; Gutiérrez Aguilar, Olger*			
	59 - Distance Education in Brazil: A Critical Analysis of the New National Policy and Epistemological Contributions to Educational Policy Research - Autores: Dias, Francis Pereira; de Espíndola, Marina *			
12:15 - 14:00	Almuerzo Libre			
14:00 - 16:00	Sesión de Ponencias: Tecnología Educativa e Inclusiva (Auditorio FGM) Moderadores: Joelias Junior (Principal) - Mónica Robles (Suplente)		14:00 - 16:00	Workshop (P40 -605) Moderador: Equipo Logística PJIC
	11 - AI-assisted feedback in online teacher training courses Autores: Capdehourat, Germán*; Castelo, Daniel; Curi, María Eugenia; García, Sofía			70 - Workshop: Geração de Atividades Avaliativas Objetivas via Sistema Multiagentes LLMs Autores: Fillipe Santos (Universidade Estadual de Campinas); André Gomes Regino (Centro de Tecnologia da Informação Renato Archer); Eryck Silva (Universidade Estadual de Campinas)*; Julio Cesar dos Reis (Universidade Estadual de Campinas) 
	15 - Arte na rua [Street Art]: A Digital Game to Support Art Education in Secondary Education Autores: Fonte Abi Daud, Laura; Eliseo, Maria Amelia*			
	21 - A Framework for Developing Digital Learning Objects for Culturally Diverse and Low-Connectivity Contexts: Insights from Amazonian Communities Autores: Pinto-Junior, Joelias*; Camargo Caetano, Vinicius			
	30 - Non-ICT Students’ Perceptions of Learning Programming Skills in Higher Education Autores: Rodello, Ildeberto*			
	36 - “Gráfica popular” as a pedagogical resource: Feasibility and contributions in educational settings in Guayaquil Autores: Robles, Monica; Manzano, Georgina*; Solórzano, Nayeth			
	42 - Simulación CNC con Realidad Aumentada como Estrategia de Aprendizaje Inmersivo para la Industria 4.0 Autores: Pinzón Pinzón, Lina Mariana*; López Sánchez, Nicolás			
16:00- 16:30	Coffee Break			
16:30- 19:00	Sesión de Ponencias: Datos, inteligencia artificial y transformación digital en la educación (Auditorio FGM) Moderadores: Edgar AcevedoArango (Principal) - Marcos Noriyuki Miyata (Suplente)		16:30- 19:00	Workshop (P40 -605) Moderador: Equipo Logística PJIC
	40 - Predicting Academic Risk in Latin American Higher Education: A Scenario-Based Analysis Autores: Schmidt, Augusto*; Primo, Tiago; Ramos, Vinicius; Muñoz, Roberto; Bordin, Andréa; Cechinel, Cristian; Rodés-Paragarino, Virginia; Queiroga, Emanuel			76 - Taller, Construye una Web Inteligente: Entrenamiento y Uso de Modelos de Machine Learning con Python y Flask Autores: Edison Cañon Varela (Universidad de Cundinamarca)* 
	46 - Open Data as a Tool for Technological Extension: Enriching Computer Science Education Through Civic Engagement Autores: Bordin, Andrea*; Guedes, Rodrigo; Kramer, Mateus; Garcia, Luiza; Cechinel, Cristian			
	47 - ICTBC (CCCI): PEDAGOGICAL AND DIDACTIC STRATEGY TO FACILITATE THE UNDERSTANDING OF AN INDUSTRIAL CYBERSECURITY MODEL BASED ON AN INNOVATION ENGINEERING PROCESS THROUGH THE CONCEPTUAL EXPANSION OF THE “MACCUMBER CUBE” Autores: ACEVEDOARANGO, EDGAR *			
	56 - Understanding School Factors Related to Student Absenteeism in Brazilian Public High Schools: Insights for Educational Policy through a Clustering Approach Autores: Rebelo Marcolino, Markson*; Barros, Abilio; Silva, Débora; Matos, Diego; Lima, Andre; Marques, Leonardo; Vieira, Thales; Marques, Emanuel; Cechinel, Cristian; Oliveira, Elthon			
	91 - Data at Hand: Inclusive Conceptual Data Modeling in Schools with Limited Technological Infrastructure. Autores: Miyata, Marcos Noriyuki*; Lopes Leite, Leticia			
	65 - Digital Technologies, Challenges, and Strategies in Distance Education: A Study with Students from a Brazilian Public University Autores: Shimizu, Gilson; Regino, André*; Lopes, Filipe; Zagatti, Fernando; Bonacin, Rodrigo; Caceffo, Ricardo; dos Reis, Julio			
	88 - Diseño de Sistema de Deep Learning para la identificación de especies de flora bogotana como estrategia de aprendizaje móvil Autores: Lizarazo Paez, Juan*			

LACLO 2025 DIA 3 - JUEVES 6 NOVIEMBRE			
Hora	ACTIVIDAD		
7:30 -8:30	Registro		
8:30 - 9:30	Conferencia Magistral: (Auditorio FGM) Ambientes virtuales de aprendizaje y su integración a los contextos territoriales: Metodologías en la creación de Objetos Virtuales de Aprendizaje PhD. Juan Carlos Ceballos Guerra		
9:30 - 10:00	Coffee Break		
Hora	ACTIVIDAD	Hora	ACTIVIDAD
10:00 - 12:00	Sesión de Ponencias: Tecnologías Educativa y Análisis Multimodal (Auditorio FGM)	10:00 - 12:00	Sesión de Ponencias: Entornos inmersivos, juegos y tecnologías interactivas (P40 -605)
	Moderadores: Julián Moreno (Principal) - Ana Flavia Gomes (Suplente)		Moderadores: Ana Morales (Principal) y Lucas Falcão Artacho (Suplente)
	66 - AI-Driven assessment monitoring and personalized feedback system for higher education Autores: Iturra, Sandy*; Olivares, Rodrigo; Fernández, Marcela; Muñoz, Roberto		52 - Adaptation of the Moodle H5P plugin as a gamified tool for data collection Autores: Larrosa, Manuel *; Laborde, Silvia; Tombesi, Ricardo,
	100 - Strategies involving ICT and CBL to explore the family domain during psychological interviews Autores: Ibarra Cabrera, Eliana*; Luna Ccoa, Verónica; Zuñiga Blanco, Arturo; Arias Figueroa, Kevin; Criado Huaylla, Luz; Ibarra Cabrera, Manuel		53 - Virtual Reality for Empathy in Design Thinking: A Proposal for Undergraduate Education Autores: Artacho, Lucas*; Tori, Romero
	83 - (Not) another MOOC for learning computer programming with Python Autores: Moreno, Julian*; Gómez, María Clara; Ceballos, Fernando		55 - Serious Game focused on reinforcing STEAM skills with knowledge of basic arithmetic operations Autores: Silva Sprock, Antonio*; Morales Bezeira, Ana; Ponce Gallegos, Julio; Carmona, Rhadames; Mendoza, Leonardo
	89 - Equity Evaluation in Agile Teams through Multimodal Analytics: An Exploratory Study Autores: Escobedo, Carlos*; Miranda, Diego; Palma, Dayana; Noel, Rene; Cechinel, Cristian; Fernandez, Adrian; Muñoz, Roberto		93 - The Labyrinth: Balancing Fun and Learning in the Adaptation of an Open-Source Digital Game for Teaching Programming Fundamentals Autores: Silva, Josivan*; Ribeiro Lial, Mariana; Frango Silveira, Ismar
	87 - Analysis of Teacher Discourse: Fostering Student Participation through Questioning in Mathematics Autores: Espinoza, Gustavo; Menares, Romina; Cechine, Cristian; Escobedo, Carlos; Muñoz, Roberto*		95 - From Play to Code: Teaching Foundational Web Programming with a 3D Educational Game Using KSA Matrix and TDD Autores: Silveira, Ismar*; Silva, Josivan; Oliveira Mineiro, Eduardo
	50 - Teaching Carboxylic Acids in Youth and Adult Education: An Experience Report of Supervised Internship I Autores: Gomes, Ana Flávia *		78 - Immersive Environments and the Teaching of History. The University City of Caracas Project Autores: Morales, Ana*; Gutiérrez, Jesús; Silva, Antonio
Almuerzo Libre			

Hora	ACTIVIDAD	ACTIVIDAD		ACTIVIDAD
14:00- 16:30	Sesión de Ponencias: Educación digital, inteligencia artificial y recursos abiertos (Auditorio FGM)	Sesión de Ponencias: Tecnologías emergentes e innovación educativa (P40 -605)	13:45 -16:45	Workshop (aula)
	Moderadores: Luciana Frigo (Principal) -Fernandes Leandro (Suplente)	Moderadores: Alex Torres (Principal) - Julio Cesar Dois Reis (Suplente)		Moderador: Equipo Logística PJIC
	4 - Continuing Education in Computational Thinking: MOOC Course Experiences Autores: Guarda, Graziela*; Bosse, Yorah; Weitzel, Leila	16 - Contributions of Assistive Technologies to Inclusive Education in Specialized Educational Assistance: A Systematic Literature Review Autores: Pereira, Patricia; Bento, André Ferreira; Panisson, Alison R.*; Andréa Sabedra Bordin		17 - Taller Maker Women STEM: Diseñando entornos pedagógicos inclusivos para mujeres en ciencia y tecnología Autores : Virginia Rodés (Institute for the Future of Education Europe)*; Alba Ruth Pinto Santos (Facultad Ciencias de La Educación, Universidad de La Guajira); Silvia Bustamante (Universidad Bolivariana del Ecuador); Diego Alejandro Pérez-Galeano (Institución Universitaria CEIPA); Leonardo David Glasserman-Morales (Institute for the Future of Education, Tecnologico de Monterrey, México) 
	5 - Analysis of Online Education from the perspective of undergraduate students of Computer Science and Computing Engineering and reflections on Blended Learning Autores: Guarda, Graziela*; García García, Julián Alberto; Escalona Cuaresma, María José; Gutierrez Rodriguez, Javier Jesus; Bosse, Yorah; Weitzel, Leila	109 - Collaborative Framework for Digital Transformation in Higher Education Institutions: Conceptual Proposal and Validation Autores: Alex Torres (Corporación Universitaria Comfacauca)*; César Collazos (Universidad del Cauca); Julio Ponce (Universidad Autónoma de Aguascalientes); Alicia Mon (Universidad Nacional de la Matanza); Jaime Muñoz (Universidad Autónoma de Aguascalientes)		
	33 - Educação e Regulação da Inteligência Artificial nas Universidades Públicas Brasileiras. Autores: Pires, Gabrielly; Moro, Francielli; Frigo, Luciana*	38 - Use of the PlantUML Tool in Teaching UML in Software Engineering: a study on the adoption of script-based modeling tools Autores: Lozano, Luiz*; Takase, Fabio; Lopes, Fabio		
	34 - GAIA-SGD: A Framework for using Generative AI in Accessible Serious Games Design Autores: Silveira, Ismar*; Farinazzo, Valeria	68 - SocialQuizzles: Gamifying Collaborative Online Quiz Solving Autores: Mazzeu, Gabriel*; Viriato, Paula; Silva, Eryck; dos Reis, Julio Cesar		
	41 - LAB_jê – An Ecosystem to promote collaborative learning mediated by technologies Autores: Leite, Leticia*; Da Cruz Souza Flores, Leticia ; Mazzarella Goulart Ferreira , Deise; de Oliveira Maciel, Náthalli	67 - Understanding the Use of Generative Artificial Intelligence by Basic Education Teachers in Brazil Autores: Polastri, Paulo*; Linhalis, Flávia; dos Reis, Julio		
	111 - Teachers' Perceptions of Linguistics Needs in Mexican University Students: An Exploratory Study to Create Open Educational Resources Autores: Balbuena Ortega, María del Pilar; Rodriguez Medina, Alma*; Martínez Cerqueda, David; Buenfil Rodríguez, Claudia Estela	74 - Using Logs to support Programming Education Autores: Nascimento, Gilmar*		
	22 - Fostering Student Engagement through Integrative Encounters in Distance Undergraduate Education Autores: Lopes, Fabio*; Fernandes, Leandro	"71 - Designing Tools to Assess Environmental Perception Among Basic Education Students: usability evaluation Autores: Romero-Miranda, Nancy Monserrat; Martinez-Guevara, Niels*; Reyes-Flores, Alessandra; Olivera-Mendez, Alejandra; Peredo-Rivera, Ernesto"		

16:30 - 17:00	Coffee Break	16:45 - 17:00	Coffee Break
17:30 - 18:30	Sesión de Objetos de Aprendizaje (Auditorio FGM)	17:00 - 18:30	Workshop (P40 -605)
	Moderadores: Fredy Vidal (Principal) - Paula Calvante (Suplente) Jurados: Antonio Silva, Sebastian Gomez y Julio Ponce		Moderador: Equipo logística PJIC
	20 - PANDEMIA DA COVID 19: ALFABETIZAÇÃO CIENTÍFICA POR MEIO DE NOTÍCIAS Autores : Paula Monteiro (UTFPR)*; Alex Sandro de Medeiros (UTFPR); Andrea Rocha Ferreira (UTFPR); Adil Souza Oliveira Junior (UTFPR); Everton Koloche Mendes Barbosa (UTFPR); Julia Maria Viudes Costa (UTFPR); Mara Luciane Kovalski (UTFPR); Maria Vitória Oliveira Rodrigues (UTFPR); Marcia Camilo Figueiredo (UTFPR); Michele Carvalho de Barros, (UTFPR); Paulo Sérgio Camargo Filho (UTFPR); Vinicius Augusto Melo Gomes (UTFPR)		18 - Taller: Ecosistemas de Ciencia Abierta en Iberoamérica: Retos y Oportunidades Autores: Virginia Rodés (Institute for the Future of Education Europe)*; Francisco Iniesto (Universidad Nacional de Educación a Distancia (UNED))
	32 - Game 404: Logical Reasoning and Representation Systems Autores: Yohanna Dvorak Mendes (Universidade Federal Fluminense); Catalina Herrero (Universidade Federal Fluminense); William De Almeida Ramos Soares (Universidade Federal Fluminense); Mariana Viana Linhares Vasconcelos (Universidade Federal Fluminense); Alysson Lucas Vila Flor Soares (Universidade Federal Fluminense); Graziela Guarda (Universidade Federal Fluminense)*		
103 - Juego serio en 2.5D con Unity y Aseprite Autores: Cristian David Robledo León (Institución Universitaria Colegio Mayor del Cauca); Guillermo Jurado (Institución Universitaria Colegio Mayor del Cauca); Freddy Alonso Vidal (Institución Universitaria Colegio Mayor del Cauca); Eleonora Palta (Universidad del Cauca); Eleonora Palta (Institución Universitaria Colegio Mayor del Cauca)*			
19:30 – 21:30	Cena del Evento – Restaurante Rancherito de las Palmas 		

LACLO 2025	
Día 4 - viernes 7 de noviembre	
Hora	Actividad
7:00 - 8:00	Registro Evento Satélite (Auditorio FGM)
8:00 - 8:30	Instalación Evento Satélite (Auditorio FGM)
8:30 - 9:20	Conferencia Magistral - (Auditorio FGM) De los objetos virtuales contemplativos e interactivos a los entornos de interacción.
	PhD. Germán Alberto Gallego Trujillo
9:20 - 9:50	Coffee Break
9:50 - 11:00	Panel Tecnologías Aplicadas al Aprendizaje - (Auditorio FGM)
	PhD. Carina Soledad González González PhD. Eveling Gloria Castro Gutiérrez PhD. Germán Alberto Gallego Trujillo
11:00 - 12:00	Asamblea LACLO
12:00 - 12:30	Clausura LACLO 2025

Tiempo estimado para la presentación de los trabajos:

- Ponencia: 15 minutos de presentación y 5 minutos de preguntas.
- Taller 17: 3 horas
- Taller 18: 1.5 horas
- Taller 70: 2 horas
- Taller 76: 2.5 horas
- Objetos de aprendizaje: 20 minutos de presentación y 5 minutos de preguntas.