

SEIJI ISOTANI

sisotani@icmc.usp.br

Applied Computing in Education Laboratory
Institute of Mathematics and Computer Science
University of Sao Paulo

Av. Trabalhador Sao Carlense, 400
Sao Carlos, SP – Brazil
CEP 13566-590

ACADEMIC POSITIONS

Visiting Professor of Education (as of Jul. 2022)

Graduate School of Education
Harvard University, USA

Professor of Computer Science and Learning Technology (Jan. 2019 - present)

Institute of Mathematics and Computer Science
University of Sao Paulo, Brazil

Associate Professor of Computer Science and Learning Technology (Dec. 2014- Dec. 2018)

Institute of Mathematics and Computer Science
University of Sao Paulo, Brazil

Assistant Professor of Computer Science and Learning Technology (Apr. 2011 – Nov. 2014)

Institute of Mathematics and Computer Science
University of Sao Paulo, Brazil

Postdoctoral Fellow in Human-Computer Interaction (Oct. 2009 – Mar. 2011)

Human-Computer Interaction Institute
Carnegie Mellon University, USA

GOVERNMENT ACTIVITIES

Co-Chair, National Evaluation Committee (2020 – present)

Institutional Program for Undergraduate Research and technological advancements
National Council for Scientific and Technological Development (*CNPq - Conselho Nacional de Desenvolvimento de Científico e Tecnológico*)

Scientific and Technical Advisor (2017 – present)

Innovation and Connected Education Program (*Programa Inovação Educação Conectada*)
Secretary of Basic Education (*Secretaria de Educação Básica*)
Ministry of Education

Scientific Advisor (2019 – present)

Educational Technology Advisory Board (*Conselho Consultivo de Tecnologia Educacional*)
Secretary of Education
State of Sao Paulo

Scientific Advisor (2012 – 2016)

São Carlos City Council of Education (*Conselho Municipal de Educação de São Carlos*)

EDUCATION

Ph.D. in Information Engineering, Sep. 2009

The Institute of Scientific and Industrial Research
Osaka University, Japan

Advisor: Professor Riichiro Mizoguchi

Thesis: An Ontological Engineering Approach to Computer-Supported Collaborative Learning

M.Sc. in Computer Science, Apr. 2005

Institute of Mathematics and Statistics
University of Sao Paulo, Brazil

Advisor: Professor Leonidas de Oliveira Brandao

Thesis: Developing tools in iGeom: Using Dynamic Geometry in Classrooms and Online Learning Environments (*Awarded as the best M.Sc. thesis in nationwide competition*)

B.S. in Computer Science, Dec. 2002

Institute of Mathematics and Statistics
University of Sao Paulo, Brazil

Field of Specialization: Mathematics Education

Thesis: Interactive Environment to Support Mathematics Education via Internet

RESEARCH INTERESTS

I have dedicated my research career to advancing the science concerning how people learn with interactive/intelligent educational technologies and on untangling potential mechanisms for ensuring that every student receives the personalized support that they need to engage in fulfilling and meaningful educational experiences. My scientific and social mission is transforming research findings into social impact through the conception of educational practices, technologies, and policies that accelerate the benefits, adoption, and impact of evidence-based approaches on **Brazilian education**, as well as other Latin American countries and places with similar conditions.

My long-term vision is to unleash the enormous potential of technologies to help students, teachers, and policymakers reach their maximum potential and to significantly contribute to our understanding of how to best personalize K–16 learning at scale for STEM domains with a particular interest in the Global South context.

The research topics I am most excited about are:

- Gamification in Education
- Intelligent Tutoring Systems
- Artificial Intelligence in Education
- Educational Technology in K-12 Brazilian Education
- Evidence-based Education Policies in Brazil
- K-16 STEM Education
- Computer-Supported Collaborative Learning
- Ontology Engineering, Semantic Web and Linked Open Data

HONORS AND AWARDS

- Certificate of Recognition - undergraduate teaching excellence - IFSC-USP 2021
- 2nd Best Paper Award, Brazilian Symposium on Computers in Education 2020
- Best Paper Award, IEEE Int. Conference on Advanced Learning Technologies 2019
- Best Ph.D. Thesis in Educational Technology – Brazilian Computer Society 2019
Advisee: Rachel C. D. Reis
- Best Ph.D. Thesis in Educational Technology – Brazilian Computer Society 2018
Advisee: Simone S. Borges
- Best Paper Award, Brazilian Symposium on Computers in Education 2017
- 2nd Best M.Sc. Thesis in Educational Technology – Brazilian Computer Society 2017
Advisee: Kamila K. Lyra
- Best Educational App developed by the Public Sector, ARede Educa 2016
- Best Paper Award, Brazilian Symposium on Computers in Education 2016
- 3rd Best M.Sc. Thesis in Educational Technology – Brazilian Computer Society 2016
Advisee: Lais Zagatti Pedro
- ACM Senior Member and Distinguished Speaker 2015
- Best Paper Award, Brazilian Symposium on Computers in Education 2015
- Best M.Sc. Thesis in Educational Technology – Brazilian Computer Society 2015
Advisee: Helena M. Reis
- CNPq Fellow, National Council for Scientific and Technological Development 2014
(currently in tier DT-1D)
- IEEE Senior Member 2014
- Innovation Award in Education, Brazilian Association of Software Companies 2014
- Award for Excellence in Undergraduate Teaching, University of Sao Paulo 2013
- Santander Science and Innovation Award 2013
Category: Information and Communication Technology
- Best Paper Award, Workshop of Informatics at School 2010
- IEEE Student Leadership Award, IEEE Education Society 2009
- IBM Ph.D. Scholarship Award 2008
- Upsilon Pi Epsilon/IEEE Computer Society Award for Academic Achievement 2008
- 2nd Place in the Graduate Category at the ACM Student Research Competition – 2007
ACM Technical Symposium on Computer Science Education (SIGCSE)
- Best Paper Award, Doctoral Colloquium of the Workshop on Groupware 2007
- Best Student Paper Award, Int. Conference on Computers in Education (ICCE) 2006
- Best M.Sc. Dissertation award in the Field of Educational Technology 2006
Brazilian Computer Society.
- Best Paper Award – Workshop of Informatics at School, SBC 2005

GRANTS AND CONTRACTS

2021 – 2025 Ministry of Education (MEC/SEB/FNDE), “The Brazilian Blended Learning Network”
Role: Co-Principal Investigator (Co-PI), together with Thiago Cordeiro, Ig I. Bittencourt, and Ibsen Bittencourt.

Amount: ~ US\$8,000,000

2021 – 2025 Ministry of Education (MEC/SEB/FNDE), “+PNE Platform: a data-driven approach to support the development and assessment of Sub-National Education Plans”

Role: Co-Principal Investigator (Co-PI), together with Rafael Ferreira, Ig I. Bittencourt, and Ibsen Bittencourt.

Amount: ~ US\$400,000

2021 – 2024 National Council for Scientific and Technological Development (CNPq), “Personalization process for gamification designs in educational contexts”

Role: Principal Investigator (PI)

Amount: ~ US\$20,000

2019 – 2022 São Paulo Research Foundation (FAPESP), “Design and automatic detection of flow experience in students and teachers in gamified intelligent educational systems”

Role: Principal Investigator (PI)

Amount: ~ US\$120,000

2018 – 2022 São Paulo Research Foundation (FAPESP), “Gamification of virtual learning environments: a narrative and user experience approach”

Role: Principal Investigator (PI)

Amount: ~ US\$120,000

2018 – 2021 National Council for Scientific and Technological Development (CNPq), “Personalization of gamification in intelligent tutoring systems and its impact on learning”

Role: Principal Investigator (PI)

Amount: ~ US\$15,000

2018 – 2020 Ministry of Education (MEC/SEB/FNDE), “Scientific evidence’s guide in educational technology”

Role: Co-Principal Investigator (Co-PI), together with Ig I. Bittencourt

Amount: ~US\$400,000

2018 – 2020 Ministry of Education (MEC/SEB/FNDE), “Evidence-based evaluation of educational technologies and interactive Guide”

Role: Co-Principal Investigator (Co-PI), together with Ig I. Bittencourt

Amount: ~US\$420,000

2018 – 2019 Ministry of Education (MEC/SEB/FNDE), “National Plan of Didactic Book (Interactive PNLD)”

Role: Co-Principal Investigator (Co-PI), together with Ig I. Bittencourt

Amount: ~US\$1,700,000

2018 – 2019 Ministry of Education (MEC/SEB/FNDE), “Online professional development program to evaluate educational technologies”

Role: Co-Principal Investigator (Co-PI), together with Ig I. Bittencourt

Amount: ~US\$80,000

2018 – 2019 São Paulo Research Foundation (FAPESP) and CAPES, “Literacy of children with autism: a gamified technological approach”

Role: Principal Investigator (PI)

Amount: ~ US\$60,000

2017 – 2020 São Paulo Research Foundation (FAPESP) and Brazilian Ministry of Science and Technology, “Ecosystem for production and consumption of connected open data and its application in educational settings”

Role: Principal Investigator (PI)

Amount: ~ US\$60,000

2017 – 2019 São Paulo Research Foundation (FAPESP) and German Research Foundation, “Linked Data Management”

Role: Principal Investigator (PI), Co-PI: Thomas Riechert, Leipzig University of Applied Sciences,

Germany)

Amount: ~ US\$100,000

2016 – 2019 São Paulo Research Foundation (FAPESP), “Gamify - Method to Apply Gamification Concepts in Software Processes and Educational Applications”

Role: Principal Investigator (PI)

Amount: ~ US\$120,000

2015-2016 Santander University Partnership, “Education for all: Sustainable Personalized Inclusive Distance Learning”

Role: Co-Principal Investigator (PI: Alexandra I. Cristea, University of Warwick, UK)

Amount: ~ US\$15,000

2014-2016 Brazilian National Council for Scientific and Technological Development (CNPq), “Group formation using Affective States in Intelligent CSCL environments”

Role: Principal Investigator

Amount: ~ US\$70,000

2014-2017 Ministry of Education (PROCAD/CAPES/MEC), “Research, Integration and Training of Professionals in Educational Technology and Software Engineering”

Role: Associated Researcher (PI: Jose C. Maldonado, University of Sao Paulo, Brazil)

Amount: ~ US\$370,000

2014-2017 Brazilian National Council for Scientific and Technological Development (CNPq), “An Ontological Engineering Approach to Create High Performance Groups Using Gamification in Intelligent Educational Systems”

Role: Principal Investigator (Co-PI with Riichiro Mizoguchi, Osaka University, Japan)

Amount: ~ US\$200,000

2013-2015 São Paulo Research Foundation (FAPESP), “The use of gamification in intelligent educational systems based on Semantic Web to reduce the problem of externalizing inappropriate behaviors”

Role: Principal Investigator

Amount: ~ US\$72,00

2013-2016 USP Grant “InovaEnComp: Innovations in Computer Science Education”

Role: Principal Investigator

Amount: ~ US\$250,000

2013-2022 São Paulo Research Foundation (FAPESP), “Center for Research in Mathematical Sciences Applied to Industry”

Role: Associated Researcher (PI: Jose A. Culminato, University of Sao Paulo, Brazil)

Amount: ~ US\$ 4,617,445

2013-2015 W3C Brazil, “Platform for Agile Development of Semantic Applications”

Role: Co-Principal Investigator (together with Ig I. Bittencourt)

Amount: ~ US\$120,000

2011-2014 São Paulo Research Foundation (FAPESP), “k-12 Mathematics Teaching and Learning Supported by Web Technologies”

Role: Principal Investigator

Amount: ~US\$90,000

2011-2014 Brazilian National Council for Scientific and Technological Development (CNPq), “Study, Definition and Development of Computational Tools to Support Collaborative Learning in the Context of Mathematics Education”

Role: Principal Investigator

Amount: ~ US\$150,000

OUTREACH PROJECTS AND ENTREPRENEURSHIP

2021 – present, “Development of the National K-12 computer science curriculum standard”. Responsible to lead a group of 100 people in Brazil (researchers, computer scientists, k-12 teachers, educators, policymakers, and others) responsible for creating the national standard to include computer science in the K-12 curriculum.

2018 – present, “Computing in Education for Teachers”. In Brazil, most teachers in service were not formally trained to use educational technologies or computing techniques in their daily activities. Thus, this online training program presents several technologies to help teachers reimagine their practices to include technology in the classroom. We have already graduated hundreds of teachers from all regions of Brazil. And, a survey after a year of graduation, indicates that around 70% of our alumni have effectively incorporated educational technologies in their teaching practices.

2012 – 2019, “Computational Thinking: Transforming ideas into computer games”. In this project for the community, I am responsible for managing a group of 10 university students to teach kids (10 to 15 years old) to learn computational thinking. So far, more than 600 kids have participated in this project.

2012 – 2018, co-founder of two startup companies in the areas of education and Semantic Web. Both received several innovation awards in nationwide events and competitions. The startup called *MeuTutor* is the first Semantic Web-based intelligent tutoring system used in large scale. It has been used by more than 100,000 students in Brazil. The startup *Linkn - Linked Knowledge* has created the largest database of linked open data in Brazil and is helping state and federal governments to apply open data technology to increase transparency and efficiency of public services.

2014 – present, I am the organizer of the “Hour of Code” event in the city of Sao Carlos, Brazil. Every year we join the global movement reaching millions of students in more than 180 countries.

2013 – 2016, “Promotion of Social Inclusion Through Technology”. In this project, I carried out several activities with underserved populations teaching computer science, mathematics and the use of basic computing technologies.

2015-2016, “Elderly and Technology”. We create a series of courses to teach elderly people to use technology, including mobile devices (smartphones and tablets), desktop, and applications/software (e.g. WhatsApp, Facebook, Gmail, search engines, and etc).

PUBLICATIONS¹

JOURNALS (ENGLISH)

1. *Santos, A. C. G., *Oliveira, W., Hamari, J., *Rodrigues, L., *Toda, A. M., *Palomino, P. T., & **Isotani, S.** (2021). The relationship between user types and gamification designs. *User Modeling and User-Adapted Interaction*, 1-34. <https://doi.org/10.1007/s11257-021-09300-z>
2. *Oliveira, W., *Tenório, K., Hamari, J., Pastushenko, O., & **Isotani, S.** (2021). Predicting students' flow experience through behavior data in gamified educational systems. *Smart Learning Environments*, 8(30), 1-18. <https://doi.org/10.1186/s40561-021-00175-6>
3. Pereira, F. D., Fonseca, S. C., Oliveira, E. H., Cristea, A. I., Bellhäuser, H., *Rodrigues, L., Oliveira, D. B. F., **Isotani, S.** & Carvalho, L. S. (2021). Explaining individual and collective programming

¹ Most of my publications have my students or postdocs as first authors. An asterisks (*) is included before the name of the authors to indicate when they are my students or postdocs.

- students' behaviour by interpreting a black-box predictive model. *IEEE Access*, 9, 117097-117119. <https://doi.org/10.1109/ACCESS.2021.3105956>
4. *Reis, H. M., Alvares, D., Jaques, P. A., & **Isotani, S.** (2021). A Proposal of Model of Emotional Regulation in Intelligent Learning Environments. *Informatics in Education*, 20(2), 317-332. <https://doi.org/10.15388/infedu.2021.15>
 5. *Tenório, T., **Isotani, S.**, Bittencourt, I. I., & Lu, Y. (2021). The State-of-the-Art on Collective Intelligence in Online Educational Technologies. *IEEE Transactions on Learning Technologies*, 14(2), 257-271. <https://doi.org/10.1109/TLT.2021.3073559>
 6. Bittencourt, I. I., Freires, L., Lu, Y., Chalco, G. C., Fernandes, S., Coelho, J., Costa, J., Pian, Y., Marinho, A. & **Isotani, S.** (2021). Validation and psychometric properties of the Brazilian-Portuguese dispositional flow scale 2 (DFS-BR). *PloS one*, 16(7), e0253044. <https://doi.org/10.1371/journal.pone.0253044>
 7. *Rodrigues, L., *Palomino, P. T., *Toda, A. M., Klock, A. C., *Oliveira, W., Avila-Santos, A. P., Gasparini, I., & **Isotani, S.** (2021). Personalization Improves Gamification: Evidence from a Mixed-methods Study. *Proceedings of the ACM on Human-Computer Interaction*, 5(CHI PLAY), 1-25. <https://doi.org/10.1145/3474714>
 8. Pereira, F. D., Oliveira, E. H. T., Oliveira, D. B. F., Cristea, Al. I., Carvalho, L. S. G. Fonseca, S. C., *Toda, A., **Isotani, S.** (2020) Using learning analytics in the Amazonas: understanding students' behaviour in introductory programming. *British Journal of Educational Technology*, v. 51, p. 955-972. DOI: <http://dx.doi.org/10.1111/bjet.12953>
 9. *Silva, L. R., *Silva, A. P., Elias, N. C., **Isotani, S.** (2020) Computational approaches for literacy of children with autism: a systematic mapping. *Interactive learning environments*, v. 28, p. 1-11. DOI: <https://doi.org/10.1080/10494820.2020.1780267>
 10. *Santos, W. O., *Toda, A. M. *Palomino, P. T., *Rodrigues, L., **Isotani, S.** (2020) Which one is the best? A quasi-experimental study comparing frameworks for unplugged gamification. *Renote. Revista Novas Tecnologias na Educação*, v. 18, p. 1-10. <https://seer.ufrgs.br/renote/article/view/105971>
 11. *Reis, R. C. D., *Lyra, K. T., *Reis, C. D. G., *Penteado, B. E., **Isotani, S.** (2020) The Use of Personality Traits to Enhance Theory-driven Group Formation. *Revista Brasileira de Informática na Educação*, v. 28, p. 796-818. DOI: <http://dx.doi.org/10.5753/rbie.2020.28.0.796>
 12. Dermeval, D., Albuquerque, J., Bittencourt, I. I., **Isotani, S.**, *Silva, A. P., Vassileva, J. (2019) GaTO: An Ontological Model to Apply Gamification in Intelligent Tutoring Systems. *Frontiers in Artificial Intelligence*, v. 2, p. 1-15. DOI: <https://doi.org/10.3389/frai.2019.00013>
 13. Cruz, A. D., Gagné, J., *Cruz, W. M., **Isotani, S.**, Gauthier-Cossette, L., Jacob, R. T. S. (2019) The effects of using hearing aids and a frequency modulated system on listening effort among adolescents with hearing loss. *International Journal of Audiology*, v. 59, p. 1-7. DOI: <https://doi.org/10.1080/14992027.2019.1671992>
 14. *Toda, A. M., Klock, A. C. T., *Oliveira, W., *Palomino, P. T., *Rodrigues, L., Shi, L., Bittencourt, I. I., Gasparini, I., **Isotani, S.**, Cristea, A. I. (2019) Analysing gamification elements in educational environments using an existing Gamification taxonomy. *Smart Learning Environments*, v. 6, p. 1-14. DOI: <https://doi.org/10.1186/s40561-019-0106-1>
 15. *Palomino, P. T., *Toda, A. M., *Santos, W. O., *Rodrigues, L., **Isotani, S.** (2019) Teaching Interactive Fiction for Undergraduate Students with the Aid of Information Technologies: An

- Experience Report. *Renote. Revista Novas Tecnologias Na Educação*, v. 17, p. 527-536, 2019. DOI: <https://doi.org/10.22456/1679-1916.99537>
16. *Toda, A. M., *Palomino, P. T., *Santos, W. O., *Rodrigues, L., Klock, Ana C. T., Gasparini, I., Cristea, A. I., **Isotani, S.** (2019). How to Gamify learning Systems? An Experience Report using the Design Sprint Method and a Taxonomy for Gamification Elements in Education. *Journal of Educational Technology & Society*, v. 22, p. 47-60. <https://drive.google.com/file/d/1rGqyPLHyv5NqctFxFwc5i4hlq9OyhFMJ/view>
 17. *Toda, A. M., Carmo, R. M.C., *Silva, A. P., Bittencourt, I. I. , **Isotani, S.** (2019) . An approach for planning and deploying gamification concepts with social networks within educational contexts. *International Journal of Information Management*, v. 50, p. 1-10, 2019. DOI: <https://doi.org/10.1016/j.ijinfomgt.2018.10.001>
 18. Ramirez, D. M. P., Builes, J. A. J., Gomez, O., **Isotani, S.** (2018) New Perspectives in Instructional Design using Semantic Web Technologies: A systematic literature review. *Revista Científica Ingeniería y Desarrollo*, v. 36, p. 215-239. DOI: <http://dx.doi.org/10.14482/inde.36.1.10947>
 19. Feitosa, D., Dermeval, D., Ávila, T., Bittencourt, I. I., Lóscio, B. F., **Isotani, S.** (2018) A Systematic Review on the Use of Best Practices for Publishing Linked Data. *Online Information Review*, v. 42, p. 107-123. DOI: <https://doi.org/10.1108/OIR-11-2016-0322>
 20. *Reis, R. C. D., **Isotani, S.**, *Rodriguez, C. L., *Lyra, K. K., Jaques, P., Bittencourt, I. I. (2018) Affective states in computer-supported collaborative learning: Studying the past to drive the future. *Computers & Education*, v. 120, p. 29-50. DOI: <https://doi.org/10.1016/j.compedu.2018.01.015>
 21. *Rodrigues, Marcos Wander, Zárata, Luiz Enrique, **Isotani, S.** (2018) Educational Data Mining: A review of evaluation process in the e-learning. *Telematics and Informatics*, v. 35, p. 1701-1717. DOI: <https://doi.org/10.1016/j.tele.2018.04.015>
 22. *Santos, W. O., Bittencourt, I. I., **Isotani, S.**, Dermeval, D., *Marques, L. B., Silveira, I. F. (2018) Flow Theory to Promote Learning in Educational Systems: Is it Really Relevant?. *Revista Brasileira de Informática na Educação (RBIE)*, v. 26, p. 29-59. DOI: <http://dx.doi.org/10.5753/rbie.2018.26.02.29>
 23. *Penteado, B., Paiva, P. M. P., Morettin-Zupelari, M., **Isotani, S.**, Ferrari, D. V. (2018) Toward Better Outcomes in Audiology Distance Education: An Educational Data Mining Approach. *American Journal of Audiology*, v. 27, p. 513-525. DOI: http://dx.doi.org/10.1044/2018_AJA-IMIA3-18-0020
 24. Tsutsumi, M., Pimenta, R. A., Oliveira, V. H. C., **Isotani, S.**, Delbem, A. C., Hachiya, A., Tsuji, D., Dajer, M. E. (2018) Preliminary study of Data Mining analysis of high speed Kymography and voice data. *Areté*, v. 18, p. 11-20. DOI: <https://doi.org/10.33881/1657-2513.art.18202>
 25. *Santos, W. O., *Toda, A. M., Bittencourt, I. I., **Isotani, S.** (2018). Does Gamified Educational Systems Change Students' Learning Behaviors? A Case Study with Postgraduate Students. *Renote. Revista Novas Tecnologias na Educação*, v. 16, p. 1-10, 2018. DOI: <https://doi.org/10.22456/1679-1916.89253>
 26. *Holanda, O., **Isotani, S.**, Bittencourt, I. I., Dermeval, D., Alcantara, W. (2017) An object triple mapping system supporting detached objects: A performance and memory usage empirical comparison. *Engineering Applications of Artificial Intelligence*, v. 62, p. 234-251, 2017. DOI: <https://doi.org/10.1016/j.engappai.2017.04.010>

27. **Isotani, S.**, *Reis, H. M., Alvares, D., Brandao, A. A. F., Brandao, Leonidas O. (2017) A DGS gesture dictionary for modelling on mobile devices. *Interactive Learning Environments*, v. 25, p. 1-17, 2017. DOI: <https://doi.org/10.1080/10494820.2017.1325377>
28. Dermeval, D., Almeida, J., Almeida, G., Albuquerque, J., Bittencourt, I. I., Siqueira, S. W. M., **Isotani, S.**, Silva, A. P. (2017) An ontology-driven software product line architecture for developing gamified intelligent tutoring systems. *International Journal of Knowledge and Learning*, v. 12, p. 27-48, 2017. DOI: <https://doi.org/10.1504/IJKL.2017.088181>
29. *Challco, G. C., *Andrade, F. R. H., *Borges, S. S., Bittencourt, I. I., **Isotani, S.** (2016). Toward a Unified Modeling of Learner's Growth Process and Flow Theory. *Educational Technology & Society*, 19(2), 215–227. DOI: http://www.ifets.info/journals/19_2/16.pdf
30. Tenório, T., Bittencourt, I. I., **Isotani, S.**, da Silva, A. P., Ospina, P. (2016). A gamified peer assessment model for on-line learning environments in a competitive context. *Computers in Human Behavior*, 64, 247–263. DOI: <http://doi.org/10.1016/j.chb.2016.06.049>
31. Tenório, T., Bittencourt, I. I., **Isotani, S.**, & da Silva, A. P. (2016). Does peer assessment in on-line learning environments work? A systematic review of the literature. *Computers in Human Behavior*, 64, 94–107. DOI: <http://doi.org/10.1016/j.chb.2016.06.020>
32. *Reis, R. C. D., *Rodriguez, C. L., *Challco, G. C., *Lyra, K. K., *Marques, L. B., Jaques, P., Bittencourt, I. I., **Isotani, S.** (2016). Step Towards a Model to Bridge the Gap between Personality Traits and Collaborative Learning Roles. *IxD&A - Interaction Design and Architecture(s) Journal*, v. 28, p. 145-163. http://www.mifav.uniroma2.it/inevent/events/idea2010/doc/28_7.pdf
33. Paiva, R., Bittencourt, I. I., Tenório, T., Jaques, P. A., **Isotani, S.** (2016). What do students do on-line? Modeling students' interactions to improve their learning experience. *Computers in Human Behavior*, 64, 769–781. DOI: <http://doi.org/10.1016/j.chb.2016.07.048>
34. Tsutsumi, M., **Isotani, S.**, Hachiya, A., Tsuji, D., Pimenta, R., Dajer, M. E., Montagnoli, A. N. (2016) High-speed Videolaryngoscopy: Quantitative Parameters of Glottal Area Waveforms and High-speed Kymography in Healthy Individuals. *Journal of Voice*, 1-9. DOI: <http://dx.doi.org/10.1016/j.jvoice.2016.09.026>
35. *Elias, E.; Santos, J., Bittencourt, I. I., **Isotani, S.**, *Holanda, O., Brito, P. H.S. (2016). A Semi-automatic system to evaluate the performance and scalability of ontology persistent APIs. *Science of Computer Programming*, 1-32. DOI: <http://dx.doi.org/10.1016/j.scico.2016.10.005>
36. *Challco, G. C., Mizoguchi, R., **Isotani, S.** (2016). An Ontology Framework to Apply Gamification in CSCL Scenarios as Persuasive Technology. *Revista Brasileira de Informática na Educação*, 24(2), 67-76. DOI: <http://dx.doi.org/10.5753/rbie.2016.24.02.67>
37. *Borges, S. S., *Reis, H. M., *Marques, L. B., Durelli, V. H. S., Bittencourt, I. I., Jaques, P. A., **Isotani, S.** (2016). Reduced GUI for an interactive geometry software: Does it affect students' performance? *Computers in Human Behavior* v. 54, p. 124-133. DOI: <http://doi.org/10.1016/j.chb.2015.07.064>
38. Bittencourt, I. I., Baranauskas, M. C. C., Pereira, R., Dermeval, D., **Isotani, S.**, Jaques, P. A. (2016). A systematic review on multi-device inclusive environments. *Universal Access in the Information Society*, 15(4), 737–772. DOI: <http://doi.org/10.1007/s10209-015-0422-3>.
39. Dermeval, D., Vilela, J., Bittencourt, I. I., Castro, J., **Isotani, S.**, da S. Brito, P. H., Silva, A. (2016). Applications of ontologies in requirements engineering: a systematic review of the literature. *Requirements Engineering*, 21(4), 405–437. DOI: <http://doi.org/10.1007/s00766-015-0222-6>

40. Dermeval, D., Tenório, T., Bittencourt, I. I., Silva, A. P., **Isotani, S.**, Ribeiro, M. (2015) Ontology-based feature modeling: An empirical study in changing scenarios. *Expert Systems with Applications*, 42(11), p. 4950-4964. DOI: <http://doi.org/10.1016/j.eswa.2015.02.020>
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103. *Pedro, L., & **Isotani, S.** (2016). Explorando o Impacto da Gamificação na Redução do Gaming the System em um Ambiente Virtual de Aprendizagem. In *Anais dos Workshops do Congresso Brasileiro de Informática na Educação* (pp. 81-90). <http://dx.doi.org/10.5753/cbie.wcbie.2016.81>
104. *Reis, R., *Rodriguez, C., *Challco, G., Jaques, P., Bittencourt, I. I., & **Isotani, S.** (2015). Relação entre os Estados Afetivos e as Teorias de Aprendizagem na Formação de Grupos em Ambientes CSCL. In *Simpósio Brasileiro de Informática na Educação* (pp. 1012-1021). <http://dx.doi.org/10.5753/cbie.sbie.2015.1012>
105. *Rodriguez, C., *Lopes, A. M., *Marques, L., & **Isotani, S.** (2015, October). Pensamento Computacional: transformando ideias em jogos digitais usando o Scratch. In *Anais do Workshop de Informática na Escola* (pp. 62-71). <http://dx.doi.org/10.5753/cbie.wie.2015.62>
106. *Rocha, R. V., Bittencourt, I. I., & **Isotani, S.** (2015). Análise, Projeto, Desenvolvimento e Avaliação de Jogos Sérios e Afins: uma revisão de desafios e oportunidades. In *Simpósio Brasileiro de Informática na Educação* (pp. 692-701). <http://dx.doi.org/10.5753/cbie.sbie.2015.692>
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108. Antunes, R., Alves, B., *Cruz, W., **Isotani, S.**, Carriço, L., & Guerreiro, T. (2015). A terapia de reminiscência em Portugal: oportunidades para ferramentas de suporte digital. *INFORum-Simpósio de Informática*. (pp. 1-10). <http://www.di.ciencias.ulisboa.pt/~tjvg/amc/alzheimer/inforum.pdf>
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113. *Pedro, L. Z., *Borges, S. S., *Lopes, A. M., Souza, J. P., Brandão, A. A., Brandão, L. O., & **Isotani, S.** (2012). Projeto e desenvolvimento de um aplicativo de geometria interativa para dispositivos móveis. In *Simpósio Brasileiro de Informática na Educação* (pp. 1-10). <https://www.br-ie.org/pub/index.php/sbie/article/view/1760>
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116. **Isotani, S.**, Mizoguchi, R., Bittencourt, I. I., & Costa, E. (2008). Web 3.0-Os Rumos da Web Semântica e da Web 2.0 nos Ambientes Educacionais. In *Simpósio Brasileiro de Informática na Educação*. (pp. 785-795). <https://www.br-ie.org/pub/index.php/sbie/article/view/767>
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118. **Isotani, S.**, de Oliveira Brandao, L., & Moura, J. G. (2005). Utilizando a Geometria Dinâmica em Ambientes de Educação à Distância: iGeom e SAW. In *Anais do Workshop de Informática na Escola* (pp. 2486-2494).
119. **Isotani, S.**, Brandão, L. O (2004). Automatizando o processo de geração e correção de exercícios no iGeom. In *Simpósio Brasileiro de Informática na Educação* (pp. 328-337).

CITATIONS

5064 citations (H-Index: 35). Google Scholar

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SOFTWARE PATENTS IN BRAZIL

1. Holanda, O., **Isotani, S.**, Silva, A. P., Bittencourt, I. I., Tenório, T. (2013). JOINT: Java ontology integrated toolkit. Number: BR512018000500-4. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial).
2. Holanda, O., Bittencourt, I. I., Silva, A. P., Tenório, T., **Isotani, S.** (2014). JOINT-DE: Um Sistema de Mapeamento Objeto-Ontologia com Suporte a Objetos Desconectados. Number: BR512018000501-2. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial).
3. Reis, H. M., Cruz, W. M., Faria, D. S., **Isotani, S.** (2014). GeoTouch: Sistemas de Geometria Interativa para Dispositivos Móveis. Number: BR512018000818-6. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)

4. Silva, A. P. , Bittencourt, I. I. , **Isotani, S.** , Tenório, T. (2015). Programa de Avaliação por pares para correção de redações. Number: BR512018000274-9. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
5. Bittencourt, I. I. , Alcantara, W. , **Isotani, S.** (2015) JOINT-LD: Java Ontology Integrated Toolkit for Linked Data. Number: BR512018000583-7. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
6. Cruz, W. M., **Isotani, S.** (2016) . Day2Day: Uma ferramenta para auxiliar cuidadores nos registros diários. Number: BR512017000881-7. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
7. Cruz, W. M., Reis, H. M. , Wiechmann, L., Tsutsumi, M., **Isotani, S.** (2016) . MoveMouse: Ferramenta de Apoio a Inclusão Digital da Pessoa Idosa. Number: BR512018000842-9. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
8. Lyra, K. K. , Pedro, L. Z., **Isotani, S.** (2016) . Uma ferramenta para auxiliar na avaliação do aprendizado por meio de infográficos. Number: BR512018051615-7. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
9. Lopes, A. M. Z. , MARQUES JUNIOR, A. , **Isotani, S.** (2017) QualiSWBES - Abordagem para avaliação da qualidade de sistemas educacionais baseados em Web Semântica. Number: BR512018000764-3. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
10. Santos, W. O., Bittencourt, I. I. , **Isotani, S.** (2017). Flow-Tutor-Conqueror. Number: BR512018000922-0. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
11. Santos, W. O., Silva, A. P. , Bittencourt, I. I. , **Isotani, S.** (2018). Flow-Tutor-Achiever. Number: 512018000646-9. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
12. Santos, W. O., Silva, A. P. , Bittencourt, I. I. , **Isotani, S.** (2018). Flow-Tutor-Socializer. Number: BR512018000965-4. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
13. Santos, W. O. , Silva, A. P. , Bittencourt, I. I. , **Isotani, S.** (2018). Flow-Tutor-Survivor. Number: BR512018000957-3. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
14. Santos, W. O. , Bittencourt, I. I. , Silva, A. P. , **Isotani, S.** (2018). Flow-Tutor-Seeker. Number: BR512018000955-7. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
15. Santos, W. O. , Bittencourt, I. I. , Silva, A. P. , **Isotani, S.** (2018). Flow-Tutor-Mastermind. Number: BR512018000954-9. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
16. Santos, W. O. , Silva, A. P. , Bittencourt, I. I. , **Isotani, S.** (2018). Flow-Tutor-Daredevil. Number: BR512018000923-9. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
17. Reis, R. C. D. , REIS, C. D. G. , **Isotani, S.** (2019). VISO-EGO: Visual Tool for Effective Group formation. Number: BR512019000210-5. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)

18. **Isotani, S.**, Reis, R. C. D. (2018). G-Fusion: Group Formation Using Ontologies. Number: BR512019000209-1. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
19. Reis, R. C. D., **Isotani, S.** (2019) G-FusionPT: Group Formation Using Ontologies and Personality Traits. Number: BR512019000206-7. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
20. Borges, S. S. , **Isotani, S.** (2019). Ferramenta para a aferição da susceptibilidade à persuasão. Number: BR512019001826-5. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)
21. Silva, L. R., **Isotani, S.**, Elias, N. C. (2021) Sistema e processo de intervenção digital a partir da gamificação para desenvolvimento de habilidades cognitivas em portadores do transtorno do espectro autista. Number: BR1020210121858. National Institute of Industrial Property (INPI - Instituto Nacional da Propriedade Industrial)

DEVELOPMENT OF OPEN SOURCE SOFTWARE

- GeoTouch: Dynamic Geometry for Mobile Devices
Link to App: <https://goo.gl/fvG4PJ>
Source Code: <https://github.com/helenamcd/tgeo>
Video: <https://www.youtube.com/watch?v=iO60mSXRO54>
- Java Ontology Integrated Toolkit
Source Code: <http://jointnees.sourceforge.net/>
Video: <https://www.youtube.com/watch?v=scQqPGJo214>
- Gamified Educational System
Source Code: <https://github.com/laiszp/egame/tree/master/Egame>

EXPERIENCE IN THE DEVELOPMENT OF EDUCATION POLICIES

- Digital educational resources guide of the State of São Paulo
<https://www.guiadetecnologia.educacao.sp.gov.br/>
- Evaluation of educational technologies
<https://tecnologiaeducacional.mec.gov.br/>
- online professional development programs to use and evaluate educational technologies -
<https://avamec.mec.gov.br/#/instituicao/ufal/curso/1741/informacoes>
- Evidence-based Educational Policies
<https://evidencias.mec.gov.br/>
- Interactive Guide of PNLD (National Plan for Didactic Books)
<https://pnld.nees.ufal.br/>
- Normative Platform
<https://normativasconselhos.ifal.edu.br/>
- Platform +PNE: National Educational Plan (design of the policy have started in Oct. 2021)
- Digital PNLD (design of the policy have started in Dec. 2021)
- Brazilian Blended Learning Network (design of the policy will start in 2022)

PROFESSIONAL ACTIVITIES

EDITORIAL BOARD

- Associate Editor
 - Frontiers of Artificial Intelligence (2019 – present)
 - IEEE Transactions of Learning Technologies (2016 – 2019)
- Editor in Chief
 - Brazilian Journal of Computers in Education / Revista Brasileira de Informática na Educação (2013-2016)
- Board Member
 - International Journal of Learning Technology (2016 – 2019)
 - IEEE Multidisciplinary Engineering Education Magazine (2007 – 2010)
 - INFOCOMP (2006 – 2010)

ORGANIZING COMMITTEE (*not exhaustive*)

- Brazilian-German Frontiers of Science and Technology Symposia (BRAGFOST) - Augmented Intelligence and Education. 2020.
- ACM Symposium on Applied Computing. 2019
- International Conference on Artificial Intelligence in Education. 2019.
- Science and Technology National Week – USP. 2017
- Joint Seminar on Ontology Research in Brazil (Ontobras), 2016
- ACM Symposium on Applied Computing (SAC) – Technical Track on Intelligent, Interactive and Innovative Educational Environments, 2011, 2014, 2015, 2016.
- Ontobras - Seminário de Pesquisa em Ontologias do Brasil. 2016
- Brazilian-German Frontiers of Science and Technology Symposium. 2015
- School of Computers in Education. 2015
- Pint of Science Brazil. 2015
- Workshop on Intelligent and Innovative Support for Collaborative Learning Activities in conjunction with the International Conference on CSCL, 2009
- Brazilian Symposium on Computers in Education, 2009
- Brazilian Workshop on Semantic Web and Education in conjunction with the Brazilian Symposium on Informatics in Education, 2007 to 2015
- And others

PROGRAM COMMITTEE (*not exhaustive*)

- International Conference on Artificial Intelligence in Education (AIED)
- International Conference on Intelligent Tutoring Systems (ITS)
- European Conference on Technology Enhanced Learning (ECTEL)
- IEEE International Conference on Advanced Learning Technologies (ICALT)
- IEEE Frontiers in Education Conference (FIE)
- ACM Symposium on Applied Computing (SAC)
- International Conference on Computers in Education (ICCE)
- International Conference on Collaboration and Technology (CRIWG)
- World Wide Web Conference (WWW)
- Brazilian Symposium on Collaborative Systems
- Brazilian Symposium on Computers in Education
- The International Workshop on Collaborative Agents Research & Development (CARE)
- Workshop on Intelligent Support for Learning in Groups
- International Workshop on Social Computing in Digital Education
- WAPLA@EC-TEL: Workshop on Applied and Practical Learning Analytics

- Workshop on Web Science and Technology for Education
- International Workshop on Culturally-Aware Tutoring Systems (CATS)
- IEEE WETICE: Track on Modeling the Collaborative Web Knowledge (Web2Touch)
- International Workshop on Intelligent Support for Learning in Groups
- And many others.

PROFESSIONAL MEMBERSHIP

- ACM Senior Member
- IEEE Senior Member
- Member, Artificial Intelligence in Education Society

STEERING COMMITTEE

- Innovation Network for Brazilian Education / Rede de Inovação para a Educação Brasileira - <https://cieb.net.br/rede-ieb/> (2018 - present)
- Special Committee on Computers in Education, Brazilian Computer Society / Comissão Especial de Informática na Educação (CEIE), Sociedade Brasileira de Computação - <https://ceie.sbc.org.br/> (2013 - 2016)

INVITED/KEYNOTE PRESENTATIONS *(not exhaustive)*

1. Invited Speaker and Panel Moderator: AI for Education in Brazil - Global Online Conference on Empowering Learners in AI, 2021.
<https://www.empoweringlearners.ai/>
2. Invited Speaker - Winter School on Learning Sciences, Brazilian Chapter - International Society of the Learning Sciences, 2021.
<https://www.cienciasdaaprendizagem.org/escoladeinverno>
3. Invited Speaker and Panel Moderator: Blended Learning after the Pandemic. Brazilian Congress on Computers in Education. 2021.
4. Invited Speaker: State of the Art of Gamification in Education - Federal Institute of Rio Grande do Sul. 2021
5. Invited Speaker - Secretary of Basic Education, Ministry of education. 2020.
6. Invited Speaker – Secretary of Education, Sobral City. 2020.
7. Keynote Speaker – Congress of the Brazilian Computer Society, 2020.
8. Keynote Speaker - Ciclo de Palestras sobre Novas Tecnologias na Educação – Federal University of Rio Grande do Sul. 2020.
9. Keynote Speaker –Information, Innovation and Society Seminar – Federal University of Sao Carlos. 2020
10. Keynote Speaker – Science and Technology National Week – Federal Institute of Rio de Janeiro. 2020.
11. Keynote Speaker - IEEE 19th International Conference on Advanced Learning Technologies. 2019.
12. Speaker – UNESCO Mobile Learning Week Symposium, 2019.
13. Keynote Speaker - VII Curricular Innovation’s Seminar - UNICAMP. 2019.

14. Invited Speaker - Advanced Innovation Center for Future Education at Beijing Normal University. 2018.
15. Keynote Speaker - Latin-American Conference on Learning Technologies. 2017.
16. Invited Speaker - Pint of Science Brasil. 2016.
17. Keynote Speaker – State University of Montes Claros. 2015.
18. Keynote Speaker – ABT International Congress on Educational Technology. 2015.
19. Keynote Speaker – Center for Innovation and Technology of Piau . 2015.
20. Invited Speaker - eMadrid: R&D Network on Educational Technology. 2015.
21. Invited Speaker - Research Seminars at Pompeu Fabra University. 2015.
22. Keynote Speaker – Brazilian Congress on Computers in Education. 2014.
23. Invited Speaker –Week of Computing – University of S o Paulo. 2014.
24. Keynote Speaker - 6th Brazilian Workshop on Semantic Web and Education. 2014.
25. Invited Speaker – Panel on Computer Science Education – Congress of the Brazilian Computer Society. 2014.
26. Keynote Speaker – Federal University of Grande Dourados. 2012.
27. Invited Speaker – Mathematics Education Department – UNICAMP. 2011.

MENTORING & SUPERVISION

POSTDOCTORAL RESEARCHERS

1. Leonardo Brand o Marques (now Assistant Professor at Federal University of Alagoas)
2. Carla Lopes Rodriguez (now Assistant Professor at Federal University of ABC)
3. Rafaela Vilela de Rocha Campos (now Visiting Assistant Professor at Federal University of ABC)
4. Alan Pedro da Silva (now Associate Professor at Federal University of Alagoas)
5. Leonardo Castro Botega (now Assistant Professor at UNIVEM)
6. Danielli Ara jo Lima (ongoing)

PH.D. STUDENTS

1. Simone de Sousa Borges (now Assistant Professor at Federal University of Technology – Paran )
2. Aparecida Maria Zem Lopes (now Assistant Professor at FATEC)
3. Fernando Roberto Hebler Andrade (now Instructor at Federal Institute of S o Paulo)
4. Geiser Chalco Challco (now Research Scientist at Federal University of Alagoas)
5. Helena Macedo Reis (now Assistant Professor at Federal University of Paran )
6. Rachel Carlos Duque Reis (now Assistant Professor at Federal University of Vi osa)
7. Bruno Elias Penteado (now Postdoctoral researcher)
8. Armando Maciel Toda (now Postdoctoral research at Durham University, UK)

9. Wilmax Marreiro Cruz (current student)
10. Paula Toledo Palomino (current student)
11. Kamila Katayama Lyra (current student)
12. Wilk Oliveira dos Santos (current student)
13. Thyago Tenório Martins de Oliveira (current student)
14. Luiz Rodrigues (current student)

MASTER STUDENTS

1. Laís Zagatti Pedro (now Senior Software Developer at Kudos)
2. Luis Fernando Moro (now Technology Manager at Concrete Latinoamérica)
3. Endhe Elias Soares (now Software Development Manager at Conexia Educação)
4. Olavo de Holanda Cavalcanti Neto (now Software Engineer at Sigma Ratings, Inc.)
5. Helena Macedo Reis (now Assistant Professor at Federal University of Paraná)
6. Danilo Leite Dalmon (now General Coordinator of Integral Education, Ministry of Education)
7. Wilmax Marreiro Cruz (now CIEB - Center of Innovation for Brazilian Education)
8. Kamila Takayama Lyra (now Ph.D. student at University of Sao Paulo)
9. Laíza Ribeiro Silva (now Ph.D. Student, University of São Paulo)
10. Fernando Henrique Carvalho Silva (now Ph.D. Student, University of São Paulo)
11. Rafael Kenji Nissi (now Software Engineer at UOL)
12. Andreza Ferreira (current)

LEADERSHIP POSITIONS AT THE UNIVERSITY

- Co-Founder and head of the Applied Computing in Education Laboratory (2012 – present)
- Deputy Head of the Department of Computer Systems (2016-2018)
- President of the Office for Outreach Programs (2016-2017)
- President of the International Relations Office (2014-2015)
- Head of the Graduate Admissions Committee (2014-present)
- Chair of the Professional Education Program in Educational Technology (2018 - present)
<https://especializacao.icmc.usp.br/>
- Representative of Full Professors at the Institute Council (2019 - present)