I – SCIENTIFIC ACTIVITY DURING YOUR FELLOWSHIP

During the fellowship, the research I conducted was related to assistive technologies for people with cognitive disabilities, serious games, entertainment computing and social innovation. The process started with a literature review to examine the current state of the art. After getting a general view of the topic, I decided to start a systematic literature review in order to contribute to the field with an accurate view of the current approaches and methods. From this analysis, I am still working on a journal paper that will be submitted in the beginning of 2019.

In parallel to the systematic literature, and from the knowledge acquired previously, I designed a serious game to introduce reading to children with autism. For this purpose, I worked in collaboration with special education teachers (in Spain). The first prototype was tested as a proof-of-concept with teenagers (without any disability) in a workshop session organised at NTNU.

This period also offered me the opportunity to expand my research and work on related fields, such as social innovation (for good). Through a storytelling game, and in collaboration with Dr. Kshitij Sharma (ERCIM fellow at NTNU), we conducted a research
experiment to evaluate and improve empathy through a mobile game. The results were promising, and we are now in position to expand the research and connect it to my closer lines, such as emotions training for children with autism.

During my fellowship, I also did organizing activities, as detailed below. I co-organised two workshops about inclusion of people in risk or with less participation in technologies, such as girls and people with cognitive disabilities.

Finally, I started a collaboration with University of Tromsø (contact point: Professor Gunnar Hartvigsen) related to video games to increase physical activity of people with cognitive disabilities.

II — PUBLICATION(S) DURING YOUR FELLOWSHIP

Journals

International Conferences


**Organization**


**III – ATTENDED SEMINARS, WORKHOPS, CONFERENCES**

**International Conferences**


Seminars
2. Physical Activity with e-health support in individuals with intellectual disabilities. October 2018, Tromsø, Norway. Role: attendee, presenter

Workshops
1. International conference for teenagers. Games, culture and science for boys and girls. February 2018, Trondheim, Norway. Role: presenter

IV – RESEARCH EXCHANGE PROGRAMME (REP)

FORTH – Institute for Computer Science, Heraklio (Crete, Greece), 24-29 November 2018
During my visit at FORTH-ICS, I met Prof. Constantine Stephanidis team and we discussed research cooperation possibilities. I presented them my work and my research interests related to assistive technologies and social innovation, and we found common ground for joint research in the future. The visit was very fruitful, and we agreed to keep in contact for possible publications together and applications to future project calls.