# Escuela Superior Politécnica del Litoral

# RESUME

## 1. PERSONAL INFORMATION

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| **LAST NAME:** | Elizalde Ríos |
| **NAME:** | Elizabeth Stefanía |
| **EMAIL:** | eselizal@espol.edu.ec |

## 2. EDUCATION

| DEGREE | LEVEL | INSTITUTION | FIELD OF STUDY | COUNTRY |
|---|---|---|---|---|
| Bachelor of Graphic and Advertising Design | Third Level | Polytechnic Superior School of the Littoral | Arts and Humanities | Ecuador |
| Master's Degree in Design Engineering | Fourth Level | Universitat Politècnica de València | Arts and Humanities | Spain |

## 3. ACADEMIC EXPERIENCE

| INSTITUTION | EXPERIENCE | START DATE | END DATE | EMPLOYMENT TYPE |
|---|---|---|---|---|
| Polytechnic Superior School of the Littoral | Occasional professor | 06/10/2017 | Present | Full-time |

## 4. NON-ACADEMIC EXPERIENCE

| LOCATION | POSITION | AREA | START DATE | END DATE |
|---|---|---|---|---|
| NIMRI S.A | Graphic Designer | Design | 21/05/2012 | 23/08/2014 |
| Polytechnic Superior School of the Littoral | Assistant of Social Communication | Communication and Design | 09/02/2015 | 02/09/2016 |

## 5. ACADEMIC EVENTS

| EVENT | TYPE | INVOLVEMENT | START DATE | END DATE | TIME SPAN | CERTIFIED BY |
|---|---|---|---|---|---|---|
| ACADEMIC REINFORCEMENT PROGRAMME (PRA) | OTHERS | Participant | 16-05-2014 | 05-10-2014 | 200 hours | Polytechnic Superior School of the Littoral |
| INTERNATIONAL SCIENTIFIC CONGRESS | CONGRESS | Attendance | 11-11-2016 | 13-11-2016 | 8 hours | REDIS |

| OF GRAPHIC DESIGN | | | | | | |
|---|---|---|---|---|---|---|
| DESIGN THINKING FOR TEACHERS | WORKSHOP | Participant | 15-02-2018 | 23-02-2018 | 40 hours | I3LAB ESPOL |
| MOTION GRAPHICS WITH ADOBE AFTER EFFECTS | COURSE | Participant | 18-03-2018 | 19-03-2018 | 16 hours | TRITONE FILMS |
| BASIC COURSE OF TEACHER TRAINING | COURSE | Participant | 04-05-2018 | 14-12-2018 | 194 hours | CISE ESPOL |
| BRAND VALUATION: LEGAL, FINANCIAL AND MARKETING PERSPECTIVE | SEMINAR | Participant | 17-05-2018 | 19-05-2018 | 40 hours | FCSH ESPOL |
| POSITION YOUR PERSONAL BRAND IN THE DIGITAL ERA | CONFERENCE | Participant | 14-06-2018 | 14-06-2018 | 2 hours | CEPROEM ESPOL |
| SIDWEB USE OF WORKSHOP | WORKSHOP | Participant | 15-10-2018 | 19-10-2018 | 12 hours | CISE ESPOL |
| LEGAL TOOLS AND PATENT PROCESSES IN SCIENTIFIC RESEARCH | CONFERENCE | Participant | 22-04-2019 | 22-04-2019 | 3 hours | I3LAB / CIBE / ESPOL / AROSEMENA BURBANO & ASOCIADOS, ESTUDIO JURÍDICO |
| LINKING SCHOOL | COURSE | Participant | 24-04-2019 | 26-04-2019 | 16 hours | UNIT OF LINKAGE WITH SOCIETY |
| FIRST INTERNATIONAL CONGRESS TO THE LINK WITH THE SOCIETY | CONGRESS | Participant | 15-05-2019 | 17-05-2019 | 40 hours | REUVIC |
| LIONS EDIT | CONFERENC | Participant | 18-09-2019 | 19-09-2019 | 12 hours | DIARO EL |

| ECUADOR | E | | | | | UNIVERSO / AEAP |
|---|---|---|---|---|---|---|
| DIPLOMA IN EDUCATIONAL INCLUSION | COURSE | Participant | 17/08/2019 | 20/09/2019 | 120 hours | Politécnico Superior de Colombia |
| DIGITALARTx: Art and Design in the Digital Age | COURSE | Participant | 13/04/2020 | 09/07/2020 | 60 hours | IsraelX |
| EVALUATION OF THE IMPACT OF SOCIAL PROGRAMS, ECUADOR | COURSE | Participant | 25/07/2020 | 25/08/2020 | 30 hours | MITX |
| CAD AND DIGITAL MANUFACTURING | COURSE | Participant | 01/12/2020 | 25/12/2020 | 75 hours | Autodesk |
| "Innovation Program Institutional "InnovAcción", training in Design Thinking and Agile Projects-SCRUM | COURSE | Participant | 01/2020 | 09/2020 | 50 hours | Educación Organizacional Continua - ESPOL |
| INTRODUCTORY COURSE TO PREVENT GENDER VIOLENCE IN HIGHER EDUCATION,ECUADOR | COURSE | Participant | 01/2021 | 04/2021 | 120 hours | ESPOL |
| LEADERSHIP IN THE DIGITAL AGE, MÉXICO | COURSE | Participant | 25/03/2021 | 25/04/2021 | 32 hours | Tecnológico de Monterrey |
| VIRTUAL E-LEARNING SEMINAR FOR UNIVERSITY PROFESSORS | SEMINAR | Participant | 03/05/2021 | 07/05/2021 | 7 hours | Universidad Católica de Ávila |
| VIRTUAL SEMINAR ON ADVANCED E-LEARNING. EDUCATIONAL STRATEGIES. | SEMINAR | Participant | 28/06/2021 | 02/07/2021 | 7 hours | Universidad Católica de Ávila |
| EDUCAMP 2021: SKILLS FOR THE FUTURE OF EDUCATION | CONGRESO | Participant | 12/07/2021 | 14/07/2021 | 6 hours | EDUCAMP 2021 LIMA |
| Peer observation | COURSE | Participant | 15/06/2021 | 16/08/2021 | 35 hours | CISE - |

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| in university teachers mediated by ICT in the framework of COVID-19 | | | | | | ESPOL |
| e-learning Diploma | DIPLOMAT | Participant | 28/05/2021 | 07/10/2021 | 72 hours | CISE - ESPOL |
| Certification as Public Procurement Operator, ECUADOR | CERTIFICATION | Participant | 23/04/2022 | 23/04/2022 | 2 hours | SERCOP |

## 6. PROJECT EXPERIENCE

| PROJECT TITLE | INSTITUTION | START DATE | END DATE | COUNTRY |
|---|---|---|---|---|
| USABILITY ADAPTED MIDI PLAYGAMES IN MOBILE APPLICATIONS FOR MILLENNIUM CHILDREN (MIDI-AM) -EXPLORATORY STUDY FOCUSED ON PRE-BASIC AND FIRST-BASIC CHILDREN- | INFORMATION TECHNOLOGY CENTER-(CTI), FACULTY OF ART, DESIGN AND AUDIOVISUAL COMMUNICATION, FACULTY OF ENGINEERING IN ELECTRICITY AND COMPUTATION -(FIEC), MINISTRY OF EDUCATION | 02-05-2018 | 31-05-2019 | ECUADOR |
| LOLY-MIDI Inclusivo-Quevedo | RESEARCH CENTER, DEVELOPMENT AND INNOVATION OF COMPUTATIONAL SYSTEMS - (CIDIS), FACULTY OF ART, DESIGN AND AUDIOVISUAL COMMUNICATION, ECUADORIAN FEDERATION OF THE AUTISTIC SPECTRUM, DECENTRALIZED AUTONOMOUS GOVERNMENT OF MINI-CIVILITY | 06-01-2020 | 06-07-2021 | ECUADOR |
| MIDI-AM 2.0: Evaluation and Production of educational games | CENTER FOR RESEARCH, DEVELOPMENT AND INNOVATION | 31-05-2019 | 31-05-2021 | ECUADOR |

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| linked to control platforms for usability analysis and content preference and graphic lines that impact the creation and use of MIDI-AM series in support of regular or inclusive education. | OF COMPUTATIONAL SYSTEMS - (CIDIS), FACULTY OF ART, DESIGN AND AUDIOVISUAL COMMUNICATION, FACULTY OF ENGINEERING IN ELECTRICITY AND COMPUTATION - (FIEC), FEDERATION OF THE SCIENCE OF FEDERATION (FEDEA), SONRISA NARANJA FOUNDATION, FERMÍN VERA ROJAS EDUCATIONAL UNIT, SPECIALIZED FISCAL EDUCATIONAL UNIT (UEFE) DECEMBER 3, SACRED FAMILY EDUCATIONAL UNIT OF NAZARETH | | | |
| Linking project with Society #LaPizarraAudiovisual | Polytechnic Superior School of the Littoral | 01/06/2020 | 28/02/2021 | ECUADOR |

## 7. HONORS AND AWARDS

| PROJECT TITLE | INSTITUTION | DATE | COUNTRY |
|---|---|---|---|
| Mobile apps for the development of basic skills in children from 4 to 7 years old. Best tutor in projects of relationship with society. | Polytechnic Superior School of the Littoral | 2018 | ECUADOR |
| Mobile apps for the development of basic skills in children from 4 to 7 years old. Best tutor in projects of relationship with society. | Polytechnic Superior School of the Littoral | 08/11/2019 | ECUADOR |
| Outstanding Tutor of | Polytechnic Superior | 22/07/2022 | ECUADOR |

| Community Service Practices. Digital badge by Credly. | School of the Littoral | | |
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## 8. PUBLICATIONS AND PRESENTATIONS

| PUBLICATION TITLE | TYPE | YEAR | TYPE OF INVOLVEMENT |
|---|---|---|---|
| EVOLUTION OF VIDEO GAMES AND THEIR GRAPHICAL LINE, AN APPROACH BETWEEN AESTHETICS AND TECHNOLOGY | Scientific Article | 2019 | Autor |
| MOBILE APPLICATIONS FOR THE DEVELOPMENT OF BASIC SKILLS OF CHILDREN IN THE FIRST YEAR OF BASIC GENERAL EDUCATION | Poster and Summary | 2019 | Autor |
| MIDI-AM Model to Identify a Methodology for the Creation of Innovative Educational Digital Games: A Proposed Serious Game Methodology Based on University Research Experiences | Chapter | 2020 | Autor |
| Case Study: Use of the platform and digital tools for education sustainable development, within the framework of the "COVID-19" pandemic. | Full paper | 2021 | Autor |
| SERIOUS CHILDREN'S GAMES AS SUPPORT TOOLS IN EDUCATIONAL VIRTUALITY FOR MARGINAL ZONES OF HIGH VULNERABILITY, LACCEI 2021 PROCEEDINGS. 20TH LACCEI INTERNATIONAL MULTI-CONFERENCE FOR ENGINEERING, EDUCATION AND TECHNOLOGY - FLORIDA, USA | Proceedings | 2022 | Autor |
| MIDI-AM videogames usability in virtual learning as a digital pedagogical tool in emerging economies. INTERNATIONAL CONFERENCE IN | Full paper | 2022 | Autor |

| INFORMATION TECHNOLOGY & EDUCATION ICITED 2021 - SAO PAULO, BRAZIL | | | |
|---|---|---|---|
| Educational Digital Games Evaluation as a Teaching Support Tool in Academic Virtuality. THE 7TH INTERNATIONAL CONFERENCE ON INFORMATION AND EDUCATION INNOVATIONS (ICIEI 2022) - BELGRADES, SERBIA. | Full paper | 2022 | Autor |
| Usability of educational videogames as a teacher's tool in virtuality - an evaluation model. VIII CONGRESO INTERNACIONAL DE INVESTIGACIÓN REDU - AMBATO, ECUADOR | Paper | 2022 | Autor |

## 9. ASSESSMENTS

| TYPE | ASSESSMENT DATE | VALID START DATE | VALID END DATE |
|---|---|---|---|
| Comprehensive evaluation 2017 | 27/02/2018 | 28/02/2017 | 27/02/2018 |
| Comprehensive evaluation 2018 | 27/02/2019 | 28/02/2018 | 27/02/2019 |
| Comprehensive evaluation 2019 | 30/05/2020 | 04/05/2020 | 30/05/2020 |
| Comprehensive evaluation 2020 | 27/02/2021 | 14/02/2021 | 27/02/2021 |
| Comprehensive evaluation 2021 | 27/02/2022 | 28/02/2021 | 27/02/2022 |