

# IZA MARFISI-SCHOTTMAN

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Birthday: 4<sup>th</sup> April 1985  
Married, 1 child



## CURRENT POSITION

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- Associate Professor at LIUM, Computer Science Laboratory of the Université du Maine, France
- Teaching duties at the Laval Engineering School

## EDUCATION

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- 2008 – 2012    **PhD degree in Computer Science** at the LIRIS lab, France  
Thesis: “Methodology, Models and Tools for Designing Learning Games”
- 2006 – 2008    **Computer Science Master’s degree** at University of Lyon 1  
Specializing in Artificial Intelligent research
- 2003 – 2006    **Bachelor of Science in Computer Sciences** at University of Lyon 1  
Major in data bases and computer programming

### Languages:

- ▶ **Bilingual French-English** (American mother & French father)
- ▶ Conversant in **German** and **Spanish**
- ▶ Beginner in **Swedish**

Programming languages	C, C++, Java, Pascal, Delphi 7, Android, UNITY
Web	FLEX, Action Script 3, HTML, JavaScript, PHP, Apache
Data Management	XML, SQL, PL-SQL with Oracle
Artificial Intelligence	Scheme, Prolog
Multimedia	Flash, Illustrator, Photoshop, InDesing, Premier Pro...

## RESEARCH ACTIVITIES

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### Projects as Associate Professor at LIUM Computer Science Lab

- 2015 – now            **Mobile Learning Game Editor**  
*Design and development of a authoring tool to help teachers and museum curators to create their own Learning Games on smartphones.*
- 2014 – now            **MathGoggles project with the Plaisir Maths association**  
*Design of augmented reality tools and game mechanics to enhance activities for learning geometry.*
- Jan – June 2015      **JEN.lab national project**  
*Methodology and Model to identify and extract design patterns from successful digital epistemic games.*

### Former projects

- 2012 – 2013            **Postdoctorat at the Swedish Institute of Computer Science, KTH**  
ERCIM Scholarship (*Marie Curie*)  
*Design and development of artistic mobile applications that enhance interactions within large crowds ([www.sics.se/projects/opphos](http://www.sics.se/projects/opphos)).*
- Sept – Nov 2012      **Generic Serious Game national project at the LIP6 lab**  
*Design of a generic Learning Game scenario based on case studies. Detailed specifications for GenCSG, the teachers authoring tool.*
- 2008 – 2012            **PhD in Computer Science at the LIRIS lab**  
*Methods for an efficient and collaborative design of Learning Games*  
*Model for designing the various dimensions of a Learning Games*  
*Design and development of the LEGADEE authoring environment ([www.liris/legadee](http://www.liris/legadee))*
- 2009 – 2011            **Learning Game Factory national project at the LIRIS lab**  
*Proposition of the LOMFR-LG metadata schema in order to facilitate capitalizing and sharing Learning Games software components. ([www.learning-games-factory.com](http://www.learning-games-factory.com))*
- Feb – June 2008      **5 months internship at the LIESP research lab**  
*Bibliographical study and Development of the online tool AnAmeter: a tool for Characterizing and Quantifying Adaptability and Adaptivity.*
- March – April 2007    **2 months internship at the LIRIS research lab**  
*Conception and development of an educational game for dyslectic adolescents in collaboration with a speech therapist and her patients.*

## TEACHING ACTIVITIES

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- 2013 – now **Full time Associate Professor at the Laval Engineering School**  
Mobile development (Android), lecture and lab sessions (B.S., 80H)  
Object oriented programming, lecture and lab sessions (B.S., 48H)  
Serious Game design, lecture and lab sessions (prof. M.S., 8H) x 2 years  
Advanced data bases, lab sessions (B.S., 45H)  
Supervision of student projects and internships (B.S., 35H) x 2 years
- 2011 – 2012 **Full time assistant professor at the UPMC University, Paris 6**  
Artificial Intelligence, lab sessions (M.S., 44H)  
Logic and knowledge representation, tutoring in English (M.S., 15H)  
Basics of C language, lab sessions (B.S., 69H)  
Basics of digital tools, lecture and lab sessions (B.S., 44H)  
Digital tools and internet certificate, lab sessions (B.S., 20H)
- 2009 – 2010 **Lecturer at the INSA de Lyon Engineering School**  
Java and UML, lecture and lab sessions in English (International M.S., 16H)
- 2006 – 2009 **Assistant professor at the INSA de Lyon and the Lyon 1 university**  
Human Machine Interactions, lab sessions (M.S., 24H)  
JAVA and UML, lab sessions and projects (B.S., 24H)  
C++, lab sessions and projects (B.S., 32H)  
Basics of computer science, data bases and programming, lectures and lab sessions (B.S., 96H)

## RESPONSIBILITIES

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### Doctorate and Thesis supervision

- 2014 – now            **PhD supervision at LIUM lab - Aous Karoui**  
*Supervision with Sébastien George (LIUM)*  
*PhD title: Design and execution environment for learning games on mobile devices*
- 2013 – 2014           **Master thesis supervision at KTH - Jonas Calendar Guss**  
*Supervision with Gunnar Karlson (KTH)*  
*Thesis title: Designing participative interactive experiences for large crowds*
- Mai – June 2014      **B.S. internship supervision - Emna Jemli**  
*Internship title: Mediated collaboration with smartphones in a crowd*
- Jan. – March 2009    **M.S. internship supervision at the LIESP lab**  
*Internship title: Quantifying computer system adaptability*

### Scientific animation

- 2013 – ---            **Organization of bi-annual article writing workshops**  
*Encouraging article writing, organizing internal reviewing process and discussions with authors, collecting best practices.*
- 2014 – ---            **Organization of monthly scientific seminars for the IEIAH team**  
*Contacting potential participants, planning their trip, follow up.*
- 2014 – ---            **Head of communication committee of the new Claude Chappe Institute, regrouping several labs, schools and universities**  
*Organizing meetings to find a name and communication headlines, setting up website, contest for the logo.*
- 2010 – 2012          **Graphic designer for the Doc'Up PhD student association**  
*Designing comic trips, posters, flyers, logos all kinds of drawings to illustrate and enhance the association's numerous projects and events.*
- June. 2011           **Member of the organization committee of the Game Based Learning Summer School**  
*Organizing the event, design of the logo, poster and information leaflet, publicity, correspondence with foreign invited speakers, greeting participants, organizing the sessions and activities.*
- October 2009         **Organization committee for the IHM Conference**  
*Greeting participants and especially the English speaking participants and setting up the poster and demo section.*

### Reviewer for international and national conferences:

- European Conference on Technology Enhanced Learning (EC-TEL), 2014

- European Conference on Game Based Learning (ECGBL), 2014
- International francophone journal on educational science (TREMA), 2014
- Hawaii International Conference on System Sciences (HICSS), 2014
- Government expertise for a PhD scholarship, 2014
- Virtual Reality International Conference (VRIC), 2013

## PUBLICATIONS

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### Thesis (1):

Iza Marfisi-Schottman, Méthodologie, modèles et outils pour la conception de Learning Games, PhD in computer Science, INSA de Lyon, 28 Novembre 2012, 347 p.

### International conferences with reviewing process (7):

Aous Karoui, Iza Marfisi-Schottman, Sébastien George, “Towards an Efficient Mobile Learning Games Design Model”, *Proceedings of the European Conference on Game Based Learning, ECGBL*, 8-9 October 2015, Steinkjer, Norway, in press.

Iza Marfisi-Schottman, Sébastien George, Franck Tarpin-Bernard, “Evaluating Learning Games during their Conception”, *Proceedings of the European Conference on Game Based Learning, ECGBL*, 9-10 October 2014, Berlin, Germany, pp.364-371.

Iza Marfisi-Schottman, Sébastien George, “Supporting Teachers to Design and Use Mobile Collaborative Learning Games”, *Proceedings of the Mobile Learning International Conference*, 28 Feb-2 March 2014, Madrid, Spain, pp.3-10.

Iza Marfisi-Schottman, Jean-Marc Labat, Thibault Carron, “Building on the Case Teaching Method to Generate Learning Games Relevant to Numerous Educational Fields”, *Proceedings of the International Conference on Advanced Learning Technologies, ICALT*, 15-18 June 2013, Beijing, China, pp. 156-160.

Iza Marfisi-Schottman, Sébastien George, Franck Tarpin-Bernard, “Tools and Methods for Efficiently Designing Serious Games”, *Proceedings of the European Conference on Games Based Learning, ECGBL*, Copenhagen, Denmark, 21-22 October 2010, pp. 226-234.

Tran Chi Dung, Sébastien George, Iza Marfisi-Schottman, “EDoS: An authoring environment for serious games design based on three models”, *Proceedings of the European Conference on Games Based Learning, ECGBL*, Copenhagen, Denmark, 21-22 October 2010, pp. 393-402.

Iza Marfisi-Schottman, Aymen Sghaier, Sébastien George, Franck Tarpin-Bernard, Patrick Prévôt, “Towards Industrialized Conception and Production of Serious Games”, *Proceedings of the International Conference on Technology and Education, ICTE*, Paris, France, 25-27 June 2009, pp. 1016-1020.

### French national conferences with reviewing process (5):

Aous Karoui, Iza Marfisi-Schottman, Sébastien George, “Éléments pour la conception de Jeux Éducatifs sur Mobile”, *Actes de la conférence Environnements Informatiques pour l'Apprentissage Humain, EIAH*, Agadir, Maroc, 2-5 June 2015, pp. 312-323.

Iza Marfisi-Schottman, Jean-Marc Labat, Thibault Carron, “Approche basée sur la méthode pédagogique des cas pour créer des Learning Game pertinents dans de nombreux domaines d'enseignement”, *Actes de la conférence Environnements Informatiques pour l'Apprentissage Humain, EIAH*, Toulouse, France, 29-31 May 2013, pp. 156-160.

Iza Marfisi-Schottman, Sébastien George, Franck Tarpin-Bernard, Patrick Prévôt “Comment évaluer la qualité d'un Learning Game pendant sa conception ?”, *Actes de la conférence Technologies de l'Information et de la Communication pour l'Enseignement, TICE*, Lyon, France, 11-12 December 2012, pp. 80-90

Iza Marfisi-Schottman, Sébastien George, Franck Tarpin-Bernard, “Un profil d’application de LOM pour les Serious Games”, *Actes de la conférence Environnements Informatiques pour l’Apprentissage Humain, EIAH*, Mons, Belgique, 25-27 May 2011, pp. 81-94.

Iza Marfisi-Schottman “Environnement informatique pour la conception, la production et le suivi de Serious Games”, *Actes de la rencontre Jeune chercheurs, Environnement informatique pour l’apprentissage Humain, RJC-EIAH*, Lyon, France, 6-7 May 2010, pp. 53-58.

### **Short articles, workshops and demos (6):**

Iza Marfisi-Schottman, Claudine Piau-Toffolon “Extraire et réutiliser des patrons de conception à partir de Learning Games existants”, *Atelier méthodologies de conception collaboratives des EIAH, de la Conférence Environnements Informatiques pour l’Apprentissage Humain*, Agadir, Maroc, 2-5 June 2015.

Iza Marfisi-Schottman, Sébastien George, “Faciliter la conception et l’utilisation de jeux sérieux collaboratifs et mobiles par les enseignants”, *Actes de la conférence Environnements Informatiques pour l’Apprentissage Humain, EIAH*, Agadir, Maroc, 2-5 June 2015, pp. 306-311.

Iza Marfisi-Schottman, Gunnar Karlsson, Jonas Celander Guss, “Opphos – a participative light and sound show using mobile phones in crowds”, *Proceedings of the ExtremeCom international conference*, 24-30 August 2013, Thórsmörk, Iceland, pp.47-48.

Bertrand Marne, Thibault Carron, Jean-Marc Labat et Iza Marfisi-Schottman, “MoPPLiq: A Model For Pedagogical Adaptation of Serious Game Scenarios”, *Proceedings of the International Conference on Advanced Learning Technologies, ICALT*, 15-18 June 2013, Beijing, China, pp. 291-293.

Franck Tarpin-Bernard, Iza Marfisi-Schottman, Halima Habieb-Mammar, “AnAmeter: The First Steps to Evaluating Adaptation”, *Proceedings of the User-Centred Design and Evaluation of Adaptive Systems Workshop, UMAP*, Trento, Italy, 26 June 2009, pp. 11-20.

Iza Marfisi-Schottman, Aymen Sghaier, Sébastien George, Patrick Prévôt, Franck Tarpin-Bernard, “Vers une industrialisation de la conception et de la production de Serious Game”, *Actes du Workshop Jeux Sérieux : conception et usages Conférence EIAH*, Le Mans, France, 23 June 2009, pp. 75-84.

### **Industrial and scientific seminars (13):**

“Serious Game for Education” followed by a workshop to test a selection of Serious Games, Journées e-pédagogie, Le Mans, France, June 18-19, 2014.

“Learning Game Design Methodology”, seminar of INS HEA, Paris, France, December 5, 2013.

“Opphos – a Participative Light and Sound Show using Mobile Phones in Crowds”, seminar of the Institute for Informatics and Telematics, CNR, Pisa, Italy, May 20, 2013.

“Participative Crowdsourcing and Effective Learning Games using Mobile Phones”, seminar of the Department of Computer Science, University of Cyprus, Nicosia, Cyprus, April 23, 2013.

“Two Projects for Designing Effective Learning Games”, seminar of Mobile Life Lab, Stockholm, Sweden, March 27, 2013.

- “LEGADEE, Learning Game Design Environment”, seminar of LIUM lab, Laval, France, June 4, 2012.
- “LEGADEE, Learning Game Design Environment”, seminar of LIP6 lab, Paris, France, March 30, 2012.
- “Modeling the Fun and Education Aspects of Learning Games”, research session of the international conference E-Virtuose, Valenciennes, France, May 30-31, 2011.
- “Serious Game Design: a team game!”, international conference E-Virtuose, Valenciennes, France, May 30-31, 2011.
- “Environnement de conception de Learning Games”, seminar on Serious Game design Journée de travail sur la conception des jeux sérieux, Octobre 5, 2011, Paris
- “Multi-actor Web Environment for Designing Serious Games”, seminar on 3.0 ICT, Amiens, France, July 2, 2010.
- “Serious Games”, scientific seminar GDR I3, Strasbourg, France, June 30 - July 2, 2010.
- “Pedagogical Scenarios Classification for Serious Games”, seminar of INRP, Lyon, France, March 6, 2009.