

Publications of Francisco Gutierrez by type

Type A

1. Francisco Gutierrez, Diego Muñoz, Sergio Ochoa, José Tapia. Assembling Mass-Market Technology for the Sake of Wellbeing: A Case Study on the Adoption of Ambient Intelligent Systems by Older Adults Living at Home. *Journal of Ambient Intelligence and Humanized Computing (JAIHC)* 10(6):2213-2233, Jun 2019. Springer-Verlag, Berlin/Heidelberg, Germany. ISSN 1868-5137.
2. Francisco Gutierrez, Sergio Ochoa. Making Visible the Invisible: Understanding the Nuances of Computer-Supported Cooperative Work on Informal Elderly Caregiving in Southern Cone Families. *Personal and Ubiquitous Computing* 25:437-456, 2021. Springer-Verlag, Berlin/Heidelberg, Germany. ISSN 1617-4909.
3. Maximiliano Canche, Sergio Ochoa, Daniel Perovich, Francisco Gutierrez. Analysis of Notations for Modeling User Interaction Scenarios in Ubiquitous Collaborative Systems. *Journal of Ambient Intelligence and Humanized Computing (JAIHC)* 13(12):5321-5333, 2022. Springer-Verlag, Berlin/Heidelberg, Germany. ISSN 1868-5137.
4. Felipe Rodriguez, Sergio Ochoa, Francisco Gutierrez. Supporting Asymmetric Interaction in the Age of Social Media. *Journal of Ambient Intelligence and Humanized Computing (JAIHC)* 13(11):5391-5404, 2022. Springer-Verlag, Berlin/Heidelberg, Germany. ISSN 1868-5137.
5. Cecilia Bastarrica, Francisco Gutierrez, Maira Marques, Daniel Perovich. On The Impact of Grading on Teamwork Quality in a Software Engineering Capstone Course. *IEEE Access* 11:36492-36503, Apr 2023. IEEE Computer Society Press, Los Alamitos, CA, USA. ISSN 2169-3536.
6. Fidelia Orji, Francisco Gutierrez, Julita Vassileva. Motivation Profiles: Understanding Interplay of Persuasive Strategies and Self-Determination Theory. *Behaviour & Information Technology (B&IT)*, Jun 2025. Taylor and Francis, London, UK. ISSN 0144-929X.

Type B

1. Francisco Gutierrez. Design Guidelines for Socio-Domestic Systems Supporting Informal Elderly Caregiving. *CLEI Electronic Journal* 24(1):5:1-5:34, Apr 2021. ISSN 0717- 5000.

Type H

1. Francisco Gutierrez, Sergio Ochoa, Raymundo Cornejo, Julita Vassileva. Designing Computer-Supported Technology to Mediate Intergenerational Social Interaction: A Cultural Perspective. In *Perspectives on Human-Computer Interaction Research with Older People*, pp. 199-214, Feb 2019. Springer Nature Switzerland AG, Cham, Switzerland. Human-Computer Interaction Series (HCIS).

Type L0

1. Cecilia Bastarrica, Daniel Perovich, Francisco Gutierrez, Maira Marques. A Grading Schema for Reinforcing Teamwork Quality in a Capstone Course. In *Proc. 41st ACM/IEEE International Conference on Software Engineering (ICSE)*, pp. 276-277, May 2019. Montreal, Quebec, Canada. ACM Press, New York, NY, USA.

Type L1

1. Jocelyn Simmonds, Francisco Gutierrez, Cecilia Casanova, Cecilia Sotomayor, Nancy Hitschfeld. A Teacher Workshop for Introducing Computational Thinking in Rural and Vulnerable Environments. In *Proc. 50th ACM Technical Symposium on Computer Science Education (SIGCSE)*, pp. 1143-1149, Feb 2019. Minneapolis. ACM Press, New York, NY, USA.
2. Carla Sepúlveda-Díaz, Elson Stuardo Rojas, Jocelyn Simmonds, Francisco Gutierrez, Nancy Hitschfeld, Cecilia Casanova, Cecilia Sotomayor. Lessons Learned from Introducing Preteens in Parent-Led Homeschooling to Computational Thinking. In *Proc. 51st ACM Technical Symposium on Computer Science Education (SIGCSE)*, pp. 65-71, Mar 2020. Portland, OR. ACM Press, New York, NY, USA.
3. Jocelyn Simmonds, Francisco Gutierrez, Federico Meza, Catalina Torrent, Jaime Villalobos. Changing Teacher Perceptions about Computational Thinking in Grades 1-6, through a National Training Program. In *Proc. ACM Technical Symposium on Computer Science Education (SIGCSE)*, pp. 260-266, Mar 2021. Virtual Event. ACM Press, New York, NY, USA.
4. Barbara J. Ericson, Janice L. Pearce, Susan H. Rodger, Andrew Csizmadia, Rita Garcia, Francisco Gutierrez, Konstantinos Liaskos, Aadarsh Padiyath, Michael J. Scott, David H. Smith, Jayakrishnan Warriem, Angela Zavaleta Bernuy. Conducting Multi-Institutional Studies of Parsons Problems. In *Proc. 28th ACM Conference on Innovation and Technology in Computer Science Education (ITICSE)*, pp. 571-572, 2023. ACM Press, New York, NY, USA.
5. Barbara J. Ericson, Janice L. Pearce, Susan H. Rodger, Andrew Csizmadia, Rita Garcia, Francisco Gutierrez, Konstantinos Liaskos, Aadarsh Padiyath, Michael J. Scott, David H. Smith, Jayakrishnan Warriem, Angela Zavaleta Bernuy. Multi-Institutional Multi-National Studies of Parsons Problems. In *Proc. 28th ACM Conference on Innovation and Technology in Computer Science Education (ITICSE)*, pp. 57-107, 2023. ACM Press, New York, NY, USA.
6. Patricio Quiroz, Francisco Gutierrez. Scratch-NB: A Scratch Extension for Introducing K-12 Learners to Supervised Machine Learning. In *Proc. 55th ACM Technical Symposium on Computer Science Education (SIGCSE)*, pp. 1077-1083, Mar 2024. Portland, OR. ACM Press, New York, NY, USA.
7. Felipe Sanhueza, Francisco Gutierrez, Andrea Vasquez. Exploring the Acceptance and Effectiveness of Parsons Problems on Scaffolding CS1 Retakers. In *Proc. 29th ACM Conference*

on *Innovation and Technology in Computer Science Education (ITICSE)*, pp. 681-687, Jul 2024. Milan, Italy. ACM Press, New York, NY, USA.

8. Felipe Ortuzar, Pedro Rossel, Francisco Gutierrez. A Reference Architecture to Support the Collaborative Development of Virtual Reality Exposure Therapy Software. In *Proc. 27th IEEE International Conference on Computer Supported Collaborative Work in Design (CSCWD)*, pp. 2583-2588, 2024. Tianjin, China. IEEE Computer Society Press, Los Alamitos, CA, USA.

Type L2

1. Francisco Gutierrez, Yazmín Magallanes, Laura S. Gaytán-Lugo, Claudia López, Cleidson R. B. de Souza. Academic Viewpoints and Concerns on CSCW Education and Training in Latin America. In *Proc. Latin American Conference on Human-Computer Interaction (CLIHC)*, pp. 8:1-8:4, 2019. ACM Press, New York, NY, USA.
2. Andrea Benavides, Francisco Gutierrez, Sergio Ochoa. Hermes: A Digital Assistant for Coordinating Invisible Work in Family Elderly Caregiving Scenarios. In *Proc. Human Aspects of IT for the Aged Population (ITAP)*, pp. 437-450, 2020. Springer Nature Switzerland AG, Cham, Switzerland.
3. Patricio Isbej, Francisco Gutierrez. Gaze as a Navigation and Control Mechanism in Third-Person Shooter Video Games. In *Proc. 3rd Human-Computer Interaction in Games (HCI-GAMES)*, pp. 45-56, 2021. Virtual Event. Springer Nature Switzerland AG, Cham, Switzerland.
4. Adriana S. Vivacqua, Carla Griggio, Francisco Gutierrez, Laura S. Gaytán-Lugo, Luis A. Castro, Marisol Wong-Villacrés. Social Computing and Collaborative Work in Latin America and Beyond. In *Proc. 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, pp. 368-370, Oct 2021. Virtual Event. ACM Press, New York, NY, USA.
5. Cristóbal Maldonado, Francisco Gutierrez, Victor Fajnzylber. Implicit Interaction Mechanisms in VR-Controlled Interactive Visual Novels. In *Proc. 4th Human-Computer Interaction in Games (HCI-GAMES)*, pp. 605-617, Jun 2022. Virtual Event. Springer Nature Switzerland AG, Cham, Switzerland.
6. Jocelyn Simmonds, Francisco Gutierrez, Nancy Hitschfeld, Catalina Torrent, Cecilia Casanova, Sebastián Toro-Guajardo, Valentín Muñoz. A Model for Infusing Computational Thinking Skills at Teacher Colleges in a Developing Country. In *Proc. 17th Workshop in Primary and Secondary Computing Education (WiPSCE)*, pp. article 17, 2022. Morschach, Switzerland. ACM Press, New York, NY, USA.
7. Sebastián Toro-Guajardo, Emilio Lizama, Francisco Gutierrez. Gesture Coding: Easing the Introduction to Block-Based Programming Languages with Motion Controls. In *Proc. 14th International Conference on Ubiquitous Computing and Ambient Intelligence (UCAmI)*, pp.

840-851, Nov 2022. Cordoba, Spain. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.

8. Elías Zelada, Francisco Gutierrez. Dynamic Difficulty Adjustment of Video Games Using Biofeedback. In *Proc. 14th International Conference on Ubiquitous Computing and Ambient Intelligence (UCAmI)*, pp. 925-936, Nov 2022. Cordoba, Spain. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.
9. Fabiola Rivera, Francisco Gutierrez. A Metamodel for Immersive Gaming Experiences in Virtual Reality. In *Proc. 5th Human-Computer Interaction in Games (HCI-GAMES)*, pp. 315-326, 2023. Copenhagen, Denmark. Springer Nature Switzerland AG, Cham, Switzerland.
10. Alexis Espinoza, Joaquín Larraín, Francisco Gutierrez. Biofeedback-Controlled Video Games for Emotional Regulation. In *Proc. 5th Human-Computer Interaction in Games (HCI-GAMES)*, pp. 186-197, 2023. Copenhagen, Denmark. Springer Nature Switzerland AG, Cham, Switzerland.
11. Laura S. Gaytán-Lugo, Pedro C. Santana-Mancilla, Soraia Prietch, Francisco Gutierrez, J. Alfredo Sánchez, Cuauhtémoc Rivera-Loaiza. UbiComp4All: 1st International Symposium on Inclusive and Equitable Ubiquitous Computing. In *Proc. ACM International Joint Conference on Pervasive and Ubiquitous Computing (UBICOMP)*, pp. 751-754, Oct 2023. Cancun, Mexico. ACM Press, New York, NY, USA.
12. Fidelia Orji, Francisco Gutierrez, Julita Vassileva. Exploring the Influence of Persuasive Strategies on Student Motivation: Self-determination Theory Perspective. In *Proc. 19th International Conference on Persuasive Technology (PERSUASIVE)*, pp. 222-236, Apr 2024. Wollongong, NSW, Australia. Springer Nature Switzerland AG, Cham, Switzerland. Best Paper Award.
13. Eric Contreras, Matías Orellana Silva, Maria Gabriela Hidalgo, Jorge A. Gutiérrez, Francisco Gutierrez. Motion-Control Video Games to Train and Assess the Articular Range of Motion in Physical Therapy Sessions. In *Proc. 6th Human-Computer Interaction in Games (HCI-GAMES)*, pp. 22-33, Jun 2024. Washington DC, USA. Springer Nature Switzerland AG, Cham, Switzerland.
14. Fidelia Orji, Francisco Gutierrez, Julita Vassileva. Constructing Compelling Persuasive Messages: A Pilot Study Among University Students Assessing Three Persuasive Technology Strategies. In *Proc. 6th International Conference on Adaptive Instructional Systems (AIS)*, pp. 44-58, 2024. Washington DC, USA. Springer Nature Switzerland AG, Cham, Switzerland.
15. Pablo Gutierrez, Matías Orellana Silva, Maria Gabriela Hidalgo, Jorge A. Gutiérrez, Francisco Gutierrez. Prototyping a Virtual Reality Therapeutic Video Game to Support the Social Reinsertion of Burned Children. In *Proc. 6th Human-Computer Interaction in Games (HCI-GAMES)*, pp. 191-202, Jun 2024. Washington DC, USA. Springer Nature Switzerland AG, Cham, Switzerland.

16. Francisco Gutierrez, Laura S. Gaytán-Lugo, Gustavo López, Heloisa Candello, Adriana S. Vivacqua, Marisol Wong-Villacrés, Carla Griggio, Luis A. Castro, Saiph Savage, Claudia López, Cleidson R. B. de Souza. Fostering Latin American-Centric CSCW Research and Practice. In *Proc. 27th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, pp. 740-743, Nov 2024. San José, Costa Rica. ACM Press, New York, NY, USA.