

## Publications of Jaime Sánchez by year

### Year 2009

1. Jaime Sánchez, Miguel Elías. Science Learning in Blind Children through Audio-Based Games. In Miguel Redondo, Crescencio Bravo, Manuel Ortega (ed.), *Engineering the User Interaction: From Research to Practice*, pp. 87-102, 2009. Springer, London, UK. ISBN 978-1-84800-135-0.
2. Jaime Sánchez, Claudia Mendoza, Alvaro Salinas. Mobile Serious Games for Collaborative Problem Solving. In Brenda Wiederhold, Giuseppe Riva (ed.), *Annual Review of Cybertherapy and Telemedicine 2009*, pp. 193-197, Jun 2009. IOS Press, Amsterdam, The Netherlands. ISBN 978-1-60750-017-9. Studies in Health Technology and Informatics vol. 144.
3. Jaime Sánchez, Alvaro Salinas, Orietta Purcell, Lorena Pérez. Best Pedagogical Practices with ICT in Chilean Classrooms. In Catherine Fulford, George Siemens (ed.), *Proc. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA)*, pp. 2031-2040, Jun 2009. Honolulu, HI, USA. AACE Press, Morgantown, WV, USA. ISBN 1-880094-73-8.
4. Jaime Sánchez, Alvaro Pascual-Leone, Lotfi Merabet. Blind Children Navigation through Gaming and Associated Brain Plasticity. In *Proc. International Conference on Virtual Rehabilitation (VR)*, pp. 29-36, Jun 2009. Haifa, Israel. IEEE Press, Piscataway, NJ, USA. ISBN 978-1-4244-4189-1.
5. Jaime Sánchez. Mobile Audio Navigation Interfaces for the Blind. In Constantine Stephanidis (ed.), *Proc. 5th Universal Access in Human-Computer Interaction (UAHCI)*, pp. 402-411 (Part II, vol. 5615), Jul 2009. San Diego, CA, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.
6. Mauricio Sáenz, Jaime Sánchez. Indoor Position and Orientation for the Blind. In Constantine Stephanidis (ed.), *Proc. 5th Universal Access in Human-Computer Interaction (UAHCI)*, pp. 236-245 (Part III, vol. 5616), Jul 2009. San Diego, CA, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.
7. Julio Villane, Jaime Sánchez. 3D Virtual Environments for the Rehabilitation of the Blind. In Constantine Stephanidis (ed.), *Proc. 5th Universal Access in Human-Computer Interaction (UAHCI)*, pp. 246-255 (Part III, vol. 5616), Jul 2009. San Diego, CA, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.
8. Jaime Sánchez, Gloria Noriega, Carolina Farías. Mental Representations of Open and Restricted Virtual Environments by People who are Blind. In Simon Richir, Akihiko Shirai (ed.), *Proc. Virtual Reality International Conference (VRIC)*, pp. 217-226, Apr 2009. Laval, Francia. IEEE France. ISBN 2-9515730-8-1.

9. Alvaro Salinas, Jaime Sánchez. Digital Inclusion in Chile: Internet in Rural Schools. *International Journal of Educational Development (IJED)* 29(6):573-582, Aug 2009. Elsevier Science, Amsterdam, The Netherlands. ISSN 0738-0593.
10. Jaime Sánchez, Mauricio Sáenz. Video Gaming for Blind Learners School Integration in Science Classes. In Tom Gros, Jan Gulliksen, Paula Kotzé, Lars Oestreicher, Philippe Palanque, Raquel Oliveira Prates, Marco Winckler (ed.), *Proc. 12th IFIP TC13 Conference on Human-Computer Interaction (Interact)*, pp. 36-49, Aug 2009. Uppsala, Sweden. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science vol. 5726 (Part I). ISBN 978-3-642-03654-5.
11. Lotfi Merabet, Jaime Sánchez. Audio-Based Navigation Using Virtual Environments: Combining Technology and Neuroscience. *AER Journal: Research and Practice in Visual Impairment and Blindness (AER)* 2(3):128-137, Sep 2009. Association for Education and Rehabilitation of the Blind and Visually Impaired, Alexandria, VA, USA. ISSN 1945-5569.
12. Jaime Sánchez, Mauricio Sáenz, Miguel Ripoll. Usability of a Multimodal Videogame to Improve Navigation Skills for Blind Children. In *Proc. 11th ACM Conference on Computers and Accessibility (ASSETS)*, pp. 35-42, Oct 2009. Pittsburgh, PA, USA. ACM Press, New York, NY, USA. ISBN 978-1-60558-819-3.
13. Jaime Sánchez, Héctor Flores. Videojuegos Colaborativos Móviles para Preescolares. In Mará Cristina Azevedo, António José Mendes, María José Marcelino (ed.), *Proc. XI International Symposium on Computers in Education (SIIE)*, Nov 2009. Coimbra, Portugal. ISBN 978-989-20-1774-7.
14. Alvaro Salinas, Jaime Sánchez. La Superación de la Brecha Digital en las Escuelas Rurales de Chile. In Jaime Sánchez (ed.), *Proc. XIV Taller Internacional de Software Educativo (TISE)*, pp. 157-164, Dec 2009. Santiago, Chile. Appears as vol. 5 of "Nuevas Ideas en Informática Educativa".
15. Jaime Sánchez, Luis Guerrero, Mauricio Sáenz, Héctor Flores. Modelo de Desarrollo de Aplicaciones Móviles Basadas en Videojuegos para la Navegación de Personas Ciegas. In Jaime Sánchez (ed.), *Proc. XIV Taller Internacional de Software Educativo (TISE)*, pp. 177-187, Dec 2009. Santiago, Chile. Appears as vol. 5 of "Nuevas Ideas en Informática Educativa".
16. Jaime Sánchez, Mauricio Sáenz, Alvaro Salinas. Videojuegos Móviles para Aprender y Pensar en Ciencias. *Anales de la Universidad Metropolitana* 9(1):67-86, 2009. Universidad Metropolitana, Venezuela. ISSN 1856-9811. Nueva serie.

## Year 2010

1. Jaime Sánchez, Mauricio Sáenz, Alvaro Pascual Leone, Lotfi Merabet. Navigation for the Blind through Audio-Based Virtual Environments. In *Proc. ACM Conference on Human*

- Factors in Computing Systems (CHI)*, pp. 3409-3414, Apr 2010. Atlanta, GA, USA. ACM Press, New York, NY, USA. Posters.
2. Jaime Sánchez, Mauricio Sáenz, Alvaro Pascual Leone, Lotfi Merabet. Enhancing Navigation Skills through Audio Gaming. In *Proc. ACM Conference on Human Factors in Computing Systems (CHI)*, pp. 3991-3996, Apr 2010. Atlanta, GA, USA. ACM Press, New York, NY, USA. Posters.
  3. Jaime Sánchez, Mauricio Sáenz. Innovative Practices for Learning Human-Computer Interaction by Engineering Learners. In *Proc. 1st International Conference EDUCON (EDUCON)*, pp. 1-6, Apr 2010. Madrid, Spain. IEEE Education Society, Los Alamitos, CA, USA. ISBN 978-84-96737-70-9.
  4. Jaime Sánchez, Héctor Flores. Integration of Children with Visual Disabilities through Science Video Gaming. In *Proc. 25th Annual International Technology & Persons with Disabilities Conference (CSUN)*, Mar 2010. San Diego, CA, USA.
  5. Jaime Sánchez, Héctor Flores. Concept Mapping for Virtual Rehabilitation and Training of the Blind. *IEEE Transactions on Neural Systems and Rehabilitation Engineering (TNSRE)* 18(2):210-219, Apr 2010. IEEE Press, Piscataway, NJ, USA. ISSN 1534-4320.
  6. Jaime Sánchez. Digital Inclusion in Chilean in Rural Schools. In *Proc. 9th International Conference on Interaction Design and Children (IDC)*, pp. 364-367, Jun 2010. Barcelona, Spain. ACM Press, New York, NY, USA. ISBN 978-1-60558-951-0.
  7. Jaime Sánchez, Claudia Mendoza, María Elena Acuña. Gender and ICTs in Chilean Education. In *Proc. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA)*, pp. 127-136, Jun 2010. Toronto, Canada. AACE Press, Morgantown, WV, USA.
  8. Mauricio Sáenz, Jaime Sánchez. Indoor Orientation and Mobility for Learners who are Blind. *Annual Review of Cybertherapy and Telemedicine (ARCTT)* 8:131-134, Jul 2010. IOS Press, Amsterdam, The Netherlands. ISSN 1554-8716.
  9. Jaime Sánchez, Mauricio Sáenz. Metro Navigation for the Blind. *Computers and Education (CAE)* 55(3):970-981, Jul 2010. Elsevier Science, Amsterdam, The Netherlands. ISSN 0360-1315.
  10. Ruby Olivares, Jaime Sánchez. Science Process Skills through Interactive Software in Middle School Chilean Learners. In *Proc. NARST Annual Conference (NARST)*, pp. 16, Mar 2010. Philadelphia, PA, USA.
  11. Jaime Sánchez, Luis Guerrero, Mauricio Sáenz, Héctor Flores. A Model to Develop Videogames for Orientation and Mobility. In Klaus Miesenberger, Joachim Klaus, Wolfgang Zagler, Arthur Karshmer (ed.), *Proc. 12th International Conference on Computers Helping People with Special Needs (ICHP)*, pp. 296-303, Jul 2010. Vienna, Austria. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science vol. 6180 (part II). ISBN 978-3-642-14099-0.

12. Jaime Sánchez, Juan Pablo Rodríguez. Videogame for Improving Orientation and Mobility in Blind Children. In Paul Sharkey, Jaime Sánchez (ed.), *Proc. 8th International Conference on Disability, Virtual Reality and Associated Technologies (ICDVRAT)*, pp. 299-302, Aug 2010. Viña del Mar, Chile. University of Reading, Reading, UK. ISBN 978-07049-15022.
13. Jaime Sánchez, Angelo Tadres. Augmented Reality Application for the Navigation of People who are Blind. In Paul Sharkey, Jaime Sánchez (ed.), *Proc. 8th International Conference on Disability, Virtual Reality and Associated Technologies (ICDVRAT)*, pp. 51-60, Aug 2010. Viña del Mar, Chile. University of Reading, Reading, UK. ISBN 978-07049-15022.
14. Jaime Sánchez, ed. *Proceedings of the 8th International Conference on Disability, Virtual Reality and Associated Technologies (ICDVRAT)*, Aug 2010. Viña del Mar, Chile. University of Reading, Reading, UK. ISBN 978-07049-15022.
15. Jaime Sánchez, Héctor Flores. Conceptgame: Un Videojuego Basado en Mapas Conceptuales. In Jaime Sánchez, Alberto Cañas, Joseph Novak (ed.), *Proc. 4th International Conference on Concept Mapping (CMC)*, pp. 93-101, Oct 2010. Viña del Mar, Chile. Universidad de Chile, Santiago, Chile. ISBN 978-07049-15022.
16. Jaime Sánchez, Alberto Cañas, Joseph Novak, ed. *Proceedings of the 4th International Conference on Concept Mapping (CMC)*, Oct 2010. Viña del Mar, Chile. Universidad de Chile, Santiago, Chile. ISBN 978-07049-15022.
17. Jaime Sánchez, Angelo Tadres. Audio and Haptic Based Virtual Environments for Orientation and Mobility in People who are Blind. In *Proc. 12th ACM Conference on Computers and Accessibility (ASSETS)*, pp. 237-238, Oct 2010. Orlando, Florida, USA. ACM Press, New York, NY, USA.
18. Jaime Sánchez, Natalia de la Torre. Autonomous Navigation through the City for the Blind. In *Proc. 12th ACM Conference on Computers and Accessibility (ASSETS)*, pp. 195-202, Oct 2010. Orlando, Florida, USA. ACM Press, New York, NY, USA.
19. Jaime Sánchez, Ke Zhang, ed. *Proceedings of the World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education (E-Learn)*, Oct 2010. Orlando, FL, USA. AACE Press, Morgantown, WV, USA. ISBN 1-880094-53-5.
20. Jaime Sánchez, ed. *Proceedings of the 1er Congreso Iberoamericano de Informática Educativa (IE)*, Dec 2010. Santiago, Chile.
21. Jaime Sánchez, Claudia Mendoza, Eduardo Meyer, David Contreras, Jorge Valdivia. Nuevos Aprendizajes y Usos de TICs. In Jaime Sánchez (ed.), *Proc. 1er Congreso Iberoamericano de Informática Educativa (IE)*, pp. 635-641 (vol 1), Dec 2010. Santiago, Chile.
22. Jaime Sánchez, Mauricio Sáenz, José Garrido. Usability of a Multimodal Video Game to Improve Navigation Skills for Blind Children. *ACM Transactions on Accessible Computing (ACM TAC)* 3(2):7-29, Nov 2010. ACM Press, New York, NY, USA. ISSN 1936-7228.

23. Jaime Sánchez. Una Metodología para Desarrollar y Evaluar la Usabilidad de Entornos Virtuales Basados en Audio Para el Aprendizaje y Cognición de Usuarios Ciegos. *RIED Revista Iberoamericana de Educación a Distancia (RIED)* 13(2):265-293, Dec 2010. Comité Latinoamericano de Matemática Educativa, Mexico. ISSN 1138-2783.
24. Jaime Sánchez, Matías Espinoza. Video Game Design for Mobile Phones. In P. Forbrig, F. Paternó, A.M. Pejtersen (ed.), *Proc. 2nd IFIP Human-Computer Interaction Symposium (HCIS)*, pp. 199-210, Sep 2010. Brisbane, Australia. Springer, New York, NY, USA. IFIP Advances in Information and Communication Technology vol. 332.

## Year 2011

1. Jaime Sánchez, Alvaro Salinas, Jordan Harris. Education with ICT in South Korea and Chile. *International Journal of Educational Development (IJED)* 31(2):126-148, Mar 2011. Elsevier Science, Amsterdam, The Netherlands. ISSN 0738-0593.
2. Jaime Sánchez, Angelo Tadres. AbES, a Navigation Tool for the Blind. In *Proc. 26th Annual International Technology & Persons with Disabilities Conference (CSUN)*, Mar 2011. San Diego, CA, USA.
3. Jaime Sánchez, Claudia Mendoza. Gender and ICTs in Chilean Education. In *Proc. AERA Annual Meeting (AERA)*, Apr 2011. New Orleans, Louisiana, USA.
4. Jaime Sánchez, Angelo Tadres. Augmented Reality Application for the Navigation of People Who Are Blind. *International Journal on Disability and Human Development (IJDHD)* 10(1):75-79, 2011. Walter de Gruyter, Berlin, Germany. ISSN 2191-1231.
5. Jaime Sánchez, Matías Espinoza. mGuías, Sistema de Guías Educativas Móviles. *Cadernos de Informática (Cadernos)* 6(1):133-140, 2011. ISSN 1519-132X.
6. Jaime Sánchez, Ruby Olivares. Problem Solving and Collaboration using Mobile Serious Games. *Computers and Education (CAE)* 56(2):1943-1952, 2011. Elsevier Science, Amsterdam, The Netherlands. ISSN 0360-1315.
7. Jaime Sánchez, Alvaro Salinas, David Contreras, Eduardo Meyer. Does the New Digital Generation of Learners Exist? A Qualitative Study. *British Journal of Educational Technology (BJET)* 42(4):543-556, 2011. John Wiley & Sons, Hoboken, NJ, USA. ISSN 1467-8535.
8. Jaime Sánchez, Javiera Mascaró. Audiopolis, Navigation through a Virtual City Using Audio and Haptic Interfaces for People Who Are Blind. In Constantine Stephanidis (ed.), *Proc. 15th Human-Computer Interaction International (HCII)*, pp. 362-371, Jul 2011. Orlando, Florida, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.
9. Jaime Sánchez, Matías Espinoza. mGuides, Design and Usability of a Mobile System to Assist Learning in Critical Situations. In Constantine Stephanidis (ed.), *Proc. 15th Human-Computer Interaction International (HCII)*, pp. 415-424, Jul 2011. Orlando, Florida, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science.

10. Jaime Sánchez, Natalia De La Torre. AHM, Videojuego Basado en Audio y Háptica para el Desarrollo de la Orientación y Movilidad en Estudiantes Ciegos. In *Proc. VI Congreso Iberoamericano de Tecnologías de Apoyo a la Discapacidad (IBERDISCAP)*, pp. 118-124, Jun 2011. Palma de Mallorca, Spain. ISBN 978-84-8384-187-8.
11. Alvaro Salinas, Claudia Mendoza, Orietta Purcell, Jaime Sánchez. Reflexividad e Innovación en las prácticas docentes usando TICs. In *Evidencias para Políticas Públicas en Educación*, pp. 229-262, 2011. Ministerio de Educación, Chile, Santiago, Chile. ISBN 978-956-292-303-3.
12. Jaime Sánchez, Claudio Oyarzún. Mobile Audio Assistance in Bus Transportation for the Blind. *International Journal on Disability and Human Development (IJDHD)* 10(4):365-371, Nov 2011. Walter de Gruyter, Berlin, Germany. ISSN 2191-1231.
13. Jaime Sánchez, Sue Cobb, Paul Sharkey, Joav Merrick, ed. Special Issue on Disability, Virtual Reality and Assistive Technologies. *International Journal on Disability and Human Development (IJDHD)* 10(4), Nov 2011. Walter de Gruyter, Berlin, Germany. ISSN 2191-1231.
14. Jaime Sánchez, ed. *Proceedings of the XVI Taller Internacional de Software Educativo (TISE)*, Nov 2011. Santiago, Chile. ISBN 978-956-345-770-4.
15. Jaime Sánchez, Ruby Olivares, Claudia Mendoza. Videojuegos para el Desarrollo de Habilidades en Ciencia a través de Celulares. In Jaime Sánchez (ed.), *Proc. XVI Taller Internacional de Software Educativo (TISE)*, pp. 9-16, Nov 2011. Santiago, Chile. ISBN 978-956-345-770-4.
16. Jaime Sánchez, Windson Carvalho, Rossana Andrade, Edgar Marcal, Márcio Maia, José Valdeni, Jérôme Gensel, José Freire. Towards Context-Aware and Mobile E-learning Applications. In Jaime Sánchez (ed.), *Proc. XVI Taller Internacional de Software Educativo (TISE)*, pp. 207-212, Nov 2011. Santiago, Chile. ISBN 978-956-345-770-4.
17. Jaime Sánchez, Matías Espinoza. Ejemovil, a Web-Based Tool to Create Mobile Learning Videogames. In *Proc. 9th IEEE/IFIP International Conference on Embedded and Ubiquitous Computing (IEEE/IFIP EUC)*, pp. 205-212, Oct 2011. Melbourne, Australia. IEEE Computer Society Press, Los Alamitos, CA, USA. ISBN 978-1-4503-0616-4.
18. Jaime Sánchez, Matías Espinoza. Audio Haptic Videogaming for Navigation Skills in Learners Who are Blind. In *Proc. 13th ACM Conference on Computers and Accessibility (ASSETS)*, pp. 227-228, Oct 2011. Dundee, Scotland, UK.. ACM Press, New York, NY, USA. ISBN 978-1-4503-0920-2.

## Year 2012

1. Jaime Sánchez, Matías Espinoza, José Garrido. Videogaming for Wayfinding Skills in Children who are Blind. In Paul Sharkey (ed.), *Proc. 9th International Conference on Disability, Virtual Reality and Associated Technologies (ICDVRAT)*, pp. 131-140, Sep 2012. Laval, Francia. University of Reading, Reading, UK. ISBN 978-0-7049-1545-9.

2. Jaime Sánchez, Matías Espinoza. Chilean Higher Education Entrance Examination for Learners who are Blind. In Paul Sharkey (ed.), *Proc. 9th International Conference on Disability, Virtual Reality and Associated Technologies (ICDVRAT)*, pp. 409-418, Sep 2012. Laval, Francia. University of Reading, Reading, UK. ISBN 978-0-7049-1545-9.
3. Jaime Sánchez, ed. *Proceedings of the XVII Taller Internacional de Software Educativo (TISE)*, Dec 2012. Santiago, Chile.
4. Jaime Sánchez, Marcela Carrasco, Matías Espinoza, José Garrido. Modelo de Videojuegos para Mejorar Habilidades Matemático-Geométricas en Aprendices Ciegos. In Jaime Sánchez (ed.), *Proc. XVII Taller Internacional de Software Educativo (TISE)*, pp. 91-98, Dec 2012. Santiago, Chile.
5. Jaime Sánchez. Development of Navigation Skills through Audio Haptic Videogaming in Learners who are Blind. In *Proc. Software Development for Enhancing Accessibility and Fighting Info-exclusion (DSAI)*, pp. 102-110, Jul 2012. Douro, Portugal.
6. Jaime Sánchez, Lotfi Merabet, Erin Connors, Mark Halko. Teaching the Blind to Find Their Way by Playing Video Games. *International Journal of Educational Development (IJED)* 7(9):article e44958, Sep 2012. Elsevier Science, Amsterdam, The Netherlands. ISSN 0738-0593.
7. Jaime Sánchez, Matías Espinoza, José Garrido. MOVAWii: Videojuego para la Movilidad y Orientación en Aprendices Ciegos. In *Proc. 2do Congreso Iberoamericano de Informática Educativa (IE)*, Aug 2012.
8. Jaime Sánchez, Claudia Mendoza, Eduardo Meyer, David Contreras, Jorge Valdivia. Usos y Prácticas con TICs de los Nuevos Aprendices. In *Proc. 2do Congreso Iberoamericano de Informática Educativa (IE)*, Aug 2012.

## Year 2013

1. Jaime Sánchez, Lotfi Merabet, Erin Connors, Lindsay Yazzolino. Development of an Audio-based Virtual Gaming Environment to Assist with Navigation Skills in the Blind. *Journal of Visualized Experiments (Jove)* 73:article e50272, Mar 2013. ISSN 1940-087X.
2. Jaime Sánchez, Matías Espinoza, Marcia de Borba Campos. Enhancing Orientation and Mobility Skills in Learners who are Blind through Videogaming. In *Proc. ACM Creativity and Cognition (ACM C&C)*, pp. 353-356, Jun 2013. Sydney, Australia. ACM Press, New York, NY, USA. ISBN 978-1-4503-2150-1.
3. Jaime Sánchez. Issues Concerning Mobile Devices for Cognition in People Who are Blind. In *Proc. 28th Annual International Technology & Persons with Disabilities Conference (CSUN)*, Feb 2013. San Diego, CA, USA.

4. Jaime Sánchez, Marcia de Borba Campos. Audio Transportation System for Blind People. In M. Kurosu (ed.), *Proc. 17th Human-Computer Interaction International (HCII)*, pp. 661-670, volume 8, Jul 2013. Las Vegas, Nevada, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science. ISBN 978-3-642-39261-0.
5. Jaime Sánchez, Matías Espinoza. Designing Serious Videogames through Concept Maps. In M. Kurosu (ed.), *Proc. 17th Human-Computer Interaction International (HCII)*, pp. 299-308, volume 2, Jul 2013. Las Vegas, Nevada, USA. Springer-Verlag, Berlin/Heidelberg, Germany. Lecture Notes in Computer Science. ISBN 978-3-642-39261-0.
6. Jaime Sánchez, Marcia de Borba Campos, Matías Espinoza, Lotfi Merabet. Accessibility for People Who are Blind in Public Transportation Systems. In *Proc. ACM International Joint Conference on Pervasive and Ubiquitous Computing (UBICOMP)*, pp. 753-756, Sep 2013. Zurich, Switzerland. ACM Press, New York, NY, USA. ISBN 978-1-4503-1770-2.
7. Jaime Sánchez, Marcia de Borba Campos, ed. *Proceedings of the XVIII Taller Internacional de Software Educativo (TISE)*, Dec 2013. Porto Alegre, Brazil.
8. Jaime Sánchez, Marcia de Borba Campos, Thânia Clair de Souza. Acessibilidade na Web no Brasil: Percepções de Usuários com Deficiência Visual e de Desenvolvedores Web. In Jaime Sánchez (ed.), *Proc. XVIII Taller Internacional de Software Educativo (TISE)*, pp. 325-333, Dec 2013. Porto Alegre, Brazil.
9. Jaime Sánchez, Marcia de Borba Campos. HTMaster: Uma Ferramenta para Apoio ao Ensino e Aprendizagem de Modelos Hierárquicos de Tarefas. In Jaime Sánchez (ed.), *Proc. XVIII Taller Internacional de Software Educativo (TISE)*, pp. 275-282, Dec 2013. Porto Alegre, Brazil.
10. Jaime Sánchez, Matías Espinoza, Marcia de Borba Campos. Tecnologías Basadas en Audio para la Navegación de Aprendices con Discapacidad Visual en la Ciudad. In Jaime Sánchez (ed.), *Proc. XVIII Taller Internacional de Software Educativo (TISE)*, pp. 80-89, Dec 2013. Porto Alegre, Brazil.
11. Jaime Sánchez, Marcia Campos, Thânia Clair de Souza Vargas. A Study about Accessibility Issues for Users and Developers: Implications and Challenges for E-Learning. In *Proc. World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education (E-Learn)*, pp. 2216-2225, Aug 2013. Las Vegas, USA. AACE Press, Morgantown, WV, USA.
12. Jaime Sánchez, Marcia de Borba Campos. Development of Navigation Skills through Audio Haptic Videogaming in Learners Who are Blind. *Journal of Universal Computer Science (JUCS)* 19(18):2677-2697, Dec 2013. Graz University of Technology, Graz, Austria. ISSN 0948-695X.

## Year 2014

1. Jaime Sánchez, Mark Halko, Eric C. Connors, Lotfi B. Merabet. Real World Navigation Independence in the Early Blind Correlates With Differential Brain Activity Associated With



Virtual Navigation. *Human Brain Mapping (HBM)* 35(6):2768-2778, Nov 2014. John Wiley & Sons, Hoboken, NJ, USA. ISSN 1097-0193.

2. Jaime Sánchez, Erin C. Connors, Elizabeth R. Chrastil, Lotfi B. Merabet. Action Video Game Play and Transfer of Navigation and Spatial Cognition Skills in Adolescents Who are Blind. *Frontiers in Human Neuroscience (FNHUM)* 8:article 133, Mar 2014. Frontiers. ISSN 1662-5161.
3. Jaime Sánchez, Marcia de Borba Campos, Matías Espinoza, Lotfi Merabet. Audio Haptic Videogaming for Developing Wayfinding Skills in Learners Who are Blind. In *Proc. ACM International Conference on Intelligent User Interfaces (ACM IUI)*, pp. 199-208, Feb 2014. Haifa, Israel. ACM Press, New York, NY, USA. ISBN 978-1-4503-2184-6.
4. Jaime Sánchez, Erin C. Connors, Elizabeth R. Chrastil, Lotfi B. Merabet. Virtual Environments for the Transfer of Navigation Skills in the Blind: A Comparison of Directed Instruction vs. Video Game Based Learning Approaches. *Frontiers in Human Neuroscience (FNHUM)* 8:article 223, May 2014. Frontiers. ISSN 1662-5161.