

## Curriculum Vitae

Daniel Rodríguez-Cerezo is a researcher in the ILSA Research Group (Research Group on Implementation of Language-Driven Software and Applications; <http://ilsa.fdi.ucm.es>), a research group focused on software development using techniques borrowed from the field of the design and implementation of computer languages, and on the application of these principles to the fields of digital humanities and e-Learning. He received a Computer Science and Engineering Degree from the Complutense University of Madrid (UCM), Spain, in 2010. Currently he is finishing his Ph.D. thesis on serious games for Computer Science Education in the Software Engineering and Artificial Intelligence Department at Complutense University of Madrid (UCM), Spain.

Daniel's research is focused on the use of different E-Learning techniques (interactive simulations and serious games, prototyping tools and recommendation systems for learning objects) applied to Computer Science Education. In particular, his Ph.D. thesis is focused on the Software Language Engineering domain. In this context, he has developed an educational system called *Evaluators* for the production of serious games and interactive simulations oriented to enhancing the teaching and learning of the basic principles of Software Language Engineering. The serious games and interactive simulations generated present a puzzle-like game based on theoretical language processing models (*attribute grammars*, in particular).

### *Selected list of Publications*

- Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, José-Luis Sierra. (2011). Supporting Self-Regulated Learning in Technical Domains with Repositories of Learning Objects and Recommender Systems. ICALT 2011 : 11th IEEE International Conference on Advanced Learning Technologies. IEEE. Pags 282-284.
- Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, José-Luis Sierra. (2011). From Collections of Exercises to Educational Games: A Process Model and a Case Study. ICALT 2011: 11th IEEE International Conference on Advanced Learning Technologies. IEEE. Pags 613-614.
- Daniel Rodríguez-Cerezo, Antonio Sarasa Cabezuelo, José Luis Sierra-Rodríguez. (2011). Implementing Attribute Grammars Using Conventional Compiler Construction Tools. Federated Conference on Computer Science and Information Systems (FedCSIS) - 3rd Workshop on Advances in Programming Languages (WAPL). IEEE. Pags 855-862.
- Daniel Rodríguez-Cerezo, Antonio Sarasa-Cabezuelo, & José-Luis Sierra. (2012). A systematic approach to the implementation of attribute grammars with conventional compiler construction tools. Computer Science and Information Systems (ComSIS), Volumen 9 Issue 3, Pags 983-1017
- Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, & José-Luis Sierra-Rodríguez. (2013, July). Interactive educational simulations for promoting the comprehension of basic compiler construction concepts. In Proceedings of the 18th ACM conference on Innovation and technology in computer science education. ACM. Pags. 28-33
- Daniel Rodríguez-Cerezo, Antonio Sarasa-Cabezuelo, Mercedes Gómez-Albarrán, & José-Luis Sierra. (2013). Serious games in tertiary education: A case study concerning the comprehension of basic concepts in computer language implementation courses. Computers in Human Behavior.
- Daniel Rodríguez-Cerezo & José-Luis Sierra. 2013. Introducing a Design-Preserving Implementation Strategy in a Compiler Construction Course. XV Simposio Internacional de Informática Educativa (SIIE'13). ACM. Pags 24-29.
- Daniel Rodríguez-Cerezo, Mercedes Gómez-Albarrán, & José-Luis Sierra-Rodríguez. (2013). A Process Model for the Generative Production of Interactive Simulations in Engineering

Education. 4th International Workshop on Software Engineering for E-learning (ISELEAR'13).  
ACM. Pags 95-103.