





















- [10] Alsaggaf W, Tsaramiris G, Al-Malki N, Khan FQ, Almasry M, Serafi MA, et al. Association of game events with facial animations of computer-controlled virtual characters based on probabilistic human reaction modeling. *Appl Sci.* 2020;10(16). DOI: 10.3390/app10165636.
- [11] Solórzano NI, Elizalde ES, Carrera DA, Park DH, Sornoza LI. 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. In: Ariana Daniela Del P, Nuria Lloret R, editors. *Improving University Reputation Through Academic Digital Branding*. Hershey, PA, USA: IGI Global; 2020. p. 133-67.
- [12] Sierra Rativa A, Postma M, Van Zaanen M. The Influence of Game Character Appearance on Empathy and Immersion: Virtual Non-Robotic Versus Robotic Animals. *Simul Gaming.* 2020;51(5):685-711. DOI: 10.1177/1046878120926694.
- [13] Díaz VM, Martín-Párraga J. Can we use video games for the development of the curriculum for the childhood stage? [¿Podemos utilizar los videojuegos para el desarrollo del currículo de la etapa de infantil?]. *New approaches in educational research.* 2014;3:21-7. DOI: 10.7821/naer.3.1.20-25.
- [14] Hughes-Roberts T, Brown D, Boulton H, Burton A, Shopland N, Martinovs D. Examining the potential impact of digital game making in curricula based teaching: Initial observations. *Comput Educ.* 2020;158. DOI: 10.1016/j.compedu.2020.103988.
- [15] Marín-Díaz V, Sampedro-Requena BE, Muñoz-Gonzalez JM, Jiménez-Fanjul NN. The possibilities of gamifying the mathematical curriculum in the early childhood education stage. *Mathematics.* 2020;8(12):1-15. DOI: doi.org/10.3390/math8122215.
- [16] Baldassarri S, Passerino L, Ramis S, Riquelme I, Perales FJ. Toward emotional interactive videogames for children with autism spectrum disorder. *Univers Access Inf Soc.* 2020. DOI: 10.1007/s10209-020-00725-8.
- [17] Hermans RCJ, Van Den Broek N, Nederkoorn C, Otten R, Ruiters ELM, Johnson-Glenberg MC. Feed the Alien! the Effects of a Nutrition Instruction Game on Children's Nutritional Knowledge and Food Intake. *Games Health J.* 2018;7(3):164-74. DOI: 10.1089/g4h.2017.0055.
- [18] Llobera J, Boulic R. A tool to design interactive characters based on embodied cognition. *IEEE Trans Games.* 2019;11(4):311-9. DOI: 10.1109/TCIAIG.2017.2755699.
- [19] Solorzano NI, Llorca R, Gonzabay S, Vintimilla B. Statistical Representations of a Dashboard to Monitor Educational Videogames in Natural Language. *The 2nd ACM Chapter International Conference on Educational Technology, Language and Technical Communication - ETLTC2020.* 2020;77:05003. DOI: 10.1051/shsconf/20207705003.
- [20] Morrison A, Viller S, Heck T, Davis K, editors. *Workshop: Mixing quantitative with qualitative methods. current practices in designing experiments, gathering data and analysis with mixed methods reporting.* 29th Australian Computer-Human Interaction Conference, OzCHI 2017; 2017: Association for Computing Machinery.
- [21] Oleinik A. Mixing quantitative and qualitative content analysis: Triangulation at work. *Quality and Quantity.* 2011;45(4):859-73. DOI: 10.1007/s11135-010-9399-4.
- [22] Solorzano NI, Gallego DC, Quijije LS, Quelal MM. Developing a dashboard for monitoring usability of educational games apps for children. *2nd International Conference on Computers in Management and Business - ICCMB 2019.* 2019:70-5.
- [23] Creswell JW, Creswell JD. *Research design: Qualitative, quantitative, and mixed methods approaches.* Third Edition ed. Los Angeles . London . New Delhi . Singapore: Sage publications; 2017.
- [24] Harrison RL, Reilly TM, Creswell JW. *Methodological Rigor in Mixed Methods: An Application in Management Studies.* *J Mixed Methods Res.* 2020;14(4):473-95. DOI:10.1177/1558689819900585.
- [25] Whalen C, Moss D, Ilan AB, Vaupel M, Fielding P, Macdonald K, et al. Efficacy of TeachTown: Basics computer-assisted intervention for the intensive comprehensive autism program in Los Angeles unified school district. *Autism.* 2010;14(3):179-97.
- [26] Solorzano NI, Sornoza LI, Carrera DA. Adoption of children's educational video games monitored with dashboards in the cloud. *Rev Iberica Sist Tecnol Inf.* 2019;2019(19):146-60.
- [27] Santana YM, Valle JPR. "Construction of a mobile application prototype to validate trends in graphic lines used in video games aimed at children aged 4 to 7 years." ["Construcción de un prototipo de aplicación móvil para validar tendencias de líneas gráficas utilizadas en videojuegos dirigido a niños de 4 a 7 años."] [Design and Development Project]: *Escuela Superior Politécnica del Litoral*; 2019.
- [28] Adams BJ, Morris C. *Vocal Traditions: Acting and Singing with Archetypes.* *Voice Speech Rev.* 2020;14(3):335-41. DOI: 10.1080/23268263.2020.1684633.
- [29] Roberts C. *Exploring Brand Personality through Archetypes [Electronic Theses and Dissertations].* USA: East Tennessee State University; 2010.