Awards and Prizes:

1. **BEST PAPER AWARD**: Best paper awarded at the INTETAIN 2020 conference.
   DOI*: 10.1007/978-3-030-76426-5_12*
   TITLE*: Is learning by teaching an effective approach in mixed-reality robotic training systems?;*
   YEAR*: 2020*;
   VENUE*: 12th International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN 2020)*;
   ATTACHMENT*: 0_intetain20.pdf | https://intetain.eai-conferences.org/2020/ (Best Paper Award section, down in the Home page)*

2. **BEST PAPER AWARD**: Best paper awarded at the ICCE-BERLIN 2021 conference.
   DOI*: 10.1109/ICCE-Berlin53567.2021.9719998*
   TITLE*: Assessing the user experience of consumer haptic devices for simulation-based virtual reality;*
   YEAR*: 2021*;
   VENUE*: 11th IEEE* International Conference on Consumer Electronics-Berlin (ICCE-Berlin 2021);
   ATTACHMENT*: 1_ICCE-Berlin-Best-Paper.pdf*

3. **QUALITY AWARD**: Quality Award assigned by the Board of the DAUIN PhD program, i.e., 3rd Prize for the 2nd year PhD Award Competition 2021;
   YEAR*: 2021*;
   ATTACHMENT*: 2_award_2ndyr.pdf*

   Period Abroad:
   NONE

   Collaborations with Foreign Institutions:

1. **PARTNER INSTITUTION**: SANTA CLARA University.
   DOI*: 10.1109/VRW55335.2022.00063*
   TITLE*: Bot undercover: On the use of conversational agents to stimulate teacher-students interaction in remote learning;*
   YEAR*: 2022*;
   VENUE*: IEEE Conference on Virtual Reality (IEEE VR 2022) - 7th Annual Workshop on K-12+ Embodied Learning through Virtual and Augmented Reality (KELVAR);*