

<b>Instructor Profile</b>				
Name	Tania Ouariachi	Gender	Female	
Nationality	Spanish	Birth Date	17-07-1986	
Postal Address	Kerklaan 88, 9717HG Groningen			
Phone No.	+34626622756	Fax No.		
Email	t.ouariachi.operalta@pl.hanze.nl			
Academic Title	Professor - Researcher			
Research Field	Climate change and sustainability communication. Visual communication. International Communication. Gamification and serious games. Communication campaigns			
Education Experience	Degree	Duration	Institute	Major
	Bachelor	4 years	Universidad de Málaga	Journalism
	Master	1,5 years	University of Groningen	Humanitarian Action
	Doctor	3 years	Universidad de Granada	Social Sciences
Working Experience	Time	Institute		Position
	Since 2017	Hanze University of Applied Sciences, The Netherlands  -Bachelor International Marketing Management -Bachelor International Communication -Master International Communication -Minor Aid & Development  COURSES (communication campaigns, international		Professor-Researcher



		communication theory, research, communication & behavior, visual communication, global societal challenges, development in practice, communicative and management skills)	
	Since 2014	Universidad de Granada, Spain	Researcher – group “Scientific Information: Access and Evaluation” (HUM-466)
	2012-2014	REGIONAL INTEGRATED MULTI-HAZARD EARLY WARNING SYSTEM FOR AFRICA AND ASIA (RIMES), Thailand	Information, Communication and Knowledge Management Specialist
	2011	UNESCO - Regional Bureau for Sciences in Asia, Indonesia	Project Assistant. Disaster Risk Reduction Unit/Jakarta Tsunami Information Center
	2008-2009	PARQUE DE LAS CIENCIAS DE ANDALUCIA, Spain	Communication Officer
	2007-2008	News Agency EFE, Spain	Journalist and audio/video producer
Major Achievements (Publications)	<ul style="list-style-type: none"> <li>• Ouariachi, T., Olvera-Lobo, M.D., Gutiérrez-Pérez, J. (2019). "Gamification for a changing climate: Opportunities and challenges for digital game-based teaching and learning about climate change" In: Michael Hoechsmann, Paul R. Carr &amp; Gina Thésée (eds.) Education for Democracy 2.0: Changing Frames of Media Literacy. Brill/Sense Publishers (in press)</li> <li>• Ouariachi, T., Galván-Pérez, L., Gutiérrez-Pérez, J., Olvera-Lobo, M.D. (2019). “A comparative analysis and quality assessment between Spanish and American serious games”. <i>The Journal of Communication and Media Studies</i> 4(1), 33-42. DOI: 10.18848/2470-9247/CGP/v04i01/33-42 (Q4, SJR)</li> <li>• Ouariachi, T., Olvera-Lobo, M.D., Gutiérrez-Pérez, J. (2019). "Serious Games and Sustainability" In: Leal Filho W. (eds). Encyclopedia of Sustainability and Higher Education (pp. 1-10). Springer, Cham, ISBN: 978-3-319-63951-2 DOI: 10.1007/978-3-319-63951-2_326-1</li> <li>• Ouariachi, T., Gutiérrez-Pérez, J., Olvera-Lobo, M.D., Maibach, E. (2018). “Framework for climate change engagement through serious</li> </ul>		

	<p>games: a proposal of game attributes”. <i>Environmental Education Research</i> 1-16. DOI:</p> <ul style="list-style-type: none"> <li>• 10.1080/13504622.2018.1545156 (Q1, JCR)</li> <li>• Galván-Pérez, L., Ouariachi, T., Pozo-Llorente, MT., Gutiérrez-Pérez, J. (2018) “Outstanding videogames on water: a quality assessment review based on evidences of narrative, gameplay &amp; educational elements”. <i>Water</i>, 10, 1404, 1-30 DOI: 10.3390/w10101404 (Q1, JCR)</li> <li>• Ouariachi, T., Elving, W.J.L., Pierie, F. (2018). “Playing for a Sustainable Future: The Case of We Energy Game as an Educational Practice”. <i>Sustainability</i>, 10, 3639, 1-12. DOI:10.3390/su10103639 (Q3, JCR)</li> <li>• Ouariachi, T., Gutiérrez-Pérez, J., Olvera-Lobo, M.D. (2018). “Can serious games help to mitigate climate change? Exploring their influence on Spanish and American teenagers’ attitudes”. <i>Psychology</i>, 9 (2), 1-31. DOI: <a href="https://doi.org/10.1080/21711976.2018.1493774">https://doi.org/10.1080/21711976.2018.1493774</a> (Q4, SJR)</li> <li>• Ouariachi, T., Gutiérrez-Pérez, J., Olvera-Lobo, M.D. (2018). “The use of the Delphi method to define criteria for evaluating online climate change games”. <i>SAGE Research Methods Cases Part 2</i> (online). London: Sage Publications, ISBN: 9781526438317, DOI: 10.4135/9781526438317</li> <li>• Ouariachi, T., Olvera-Lobo, M.D., Gutiérrez-Pérez, J. (2017). “Analyzing climate change communication through online games: development and application of validated criteria”. <i>Science Communication</i>, 38 (1), 10-44. DOI: 10.1177/1075547016687998 (Q1, JCR)</li> <li>• Ouariachi, T., Olvera-Lobo, M.D., Gutiérrez-Pérez, J. (2017). “Evaluación de juegos online para la enseñanza y aprendizaje del cambio climático”. <i>Revista Enseñanza de las Ciencias</i>, 35 (1), 193-214. DOI: 10.5565/rev/ensciencias.2088 (Q3, JCR)</li> <li>• Ouariachi, T., Olvera-Lobo, M.D., Pérez-Gutiérrez, J. (2017). “Gaming climate change: assessing online climate change games targeting youth produced in Spanish”. <i>Procedia - Social and Behavioral Sciences</i>, 237, 1053-1060. DOI: 10.1016/j.sbspro.2017.02.154</li> <li>• Ouariachi, T., Gutiérrez-Pérez, J., Olvera-Lobo, M.D. (2017) “Criterios de evaluación de juegos online sobre cambio climático: aplicación del método Delphi para su identificación”. <i>Revista Mexicana Investigación Educativa</i>, 22 (73), 445-474. (Q3, SJR)</li> </ul>
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	<ul style="list-style-type: none"> <li>• Ouariachi, T., Olvera-Lobo, M.D., Pérez-Gutiérrez, J. (2017). “Analysis of individual online climate change games: exploring opportunities”. <i>REDIE</i>, 19 (3), 104-114. (Q4, SJR)</li> <li>• Ouariachi, T., Gutiérrez-Pérez, J., Olvera-Lobo, M.D. (2016) “The impact of online games in awareness, knowledge and attitudes: 2020 Energy as a case study”. In Cristina Sanchez Sainz (eds.) <i>INNOVACIÓN UNIVERSITARIA: DIGITALIZACIÓN 2.0 Y EXCELENCIA EN CONTENIDOS</i> (pp.631-647). Madrid: Ed. McGraw Hill.</li> <li>• Peralta, L., Ouariachi, T. (2015) “The educational potential of the digital narratives in the communication for social change. Youth Against Climate Change as a case study”. <i>Obra Digital</i>, 8. 40-61.</li> <li>• Ouariachi-Peralta, T., Fakhruddin, S.H.M. (2014). "Integrating Local Knowledge in Disaster Risk Reduction Policies: A Case Study for Indonesia". <i>Asian Journal of Environment and Disaster Management (AJEDM)</i>, 6.1.</li> </ul>
Others	<p><b>CONFERENCES</b></p> <ul style="list-style-type: none"> <li>• Presenter: “Los juegos serious para la educación energética”. International Conference on Sustainability, Santiago de Chile, Chile, 29-31 January 2020</li> <li>• Presenter: “Understanding the urgency and complexities of the energy transition through “serious” gaming: the We Energy Game as a case study”. 18<sup>th</sup> European Conference on eLearning (ECEL), Copenhagen, Denmark, 7-8 November 2019</li> <li>• Co-presenter: “How PR professionals can survive in the age of Artificial Intelligence and Automation”. 26<sup>th</sup> International Public relations Symposium (BledCom). Lake Bled, Slovenia, 4-6 July 2019</li> <li>• Presenter: “We Energy Game: promoting game-based learning as an innovative strategy to educate on energy transition”. 11<sup>th</sup> annual International Conference on Education and New Learning Technologies, Palma de Mallorca (Edulearn), Spain, 1-3 July 2019</li> <li>• Presenter / workshop: "Playing for a Sustainable Future: The Case of We Energy Game as an Educational Practice". 2019 National Interdisciplinary Education Conference, Utrecht,</li> </ul>

The Netherlands, 22 January 2019

- Presenter: “A comparative quality assessment between Spanish and American serious games on climate change”. XIII *Congreso Internacional de Ciencias Sociales Interdisciplinares*, Granada, Spain, 15-18 Julio 2018
- Presenter: “A comparative analysis of educommunicative features between Spanish and American climate change games”. III Congreso Internacional de Educación Mediática y Competencia Digital, Segovia, Spain, 15-18 June 2017
- Presenter: “Videojuegos y cambio climático: explorando su naturaleza educomunicativa y poder persuasivo”. II Jornadas de Investigadores en Formación: fomentando la interdisciplinaridad, Granada, Spain, 17-19 May 2017
- Presenter: “El impacto de juegos online en la concienciación, conocimiento y actitudes: Energy 2020 como estudio de caso”. Congreso CUICID 2016 (virtual), 26-27 October 2016.
- Presenter: “Gaming climate change: assessing online climate change games targeting youth produced in Spanish”. 7<sup>th</sup> International Conference on Intercultural Education “Education, Health and ICT for a Transcultural World”, EDUHEM 2016, Almería, Spain, 15-17 June 2016
- Presenter and session moderator: “Innovative approaches to Climate Change Communication. The potential of online climate-related games”. AESS Annual Conference, Washington DC, 8-11 June 2016
- Presenter: “Energy 2020: Using Online Games to Educate on Climate Change and Energy”. National Energy Education Summit, Washington DC, 7 June 2016
- Presenter: “Gamification and online games as a strategic educommunication tool in the fight against climate change. USA case study”. Climate Change Communication Research Seminar, organized by the Center for Climate Change Communication and celebrated at George Mason University, Fairfax (VA), 8 February 2016

- Presenter: “Gamificación y videojuegos online en el entorno educativo como herramientas de comunicación estratégica para la concienciación sobre el cambio climático”. I Seminar on Methodological Fundamentals in the Education Research field, University of Granada, Granada, Spain, 20 February 2015

## RESEARCH PROJECTS

“Localización web de las PYMES españolas: plataforma de soporte para la difusión multilingüe desde la perspectiva de la traducción” (Ref. CSO2015-64532- R)

Donor: Ministerio de Economía y Competitividad

Participant entities: University of Granada

Main researcher: María Dolores Olvera Lobo

Period of implementation: 2016/2018

“Aula.int. Virtual Class” (ref. 03-01-21)- (Mención Honorífica en la convocatoria de Premios a la Innovación Docente de la Universidad de Granada 2004)

Donor: University of Granada

Participant entities: University of Granada

Main researcher: María Dolores Olvera Lobo

Period of implementation: 2002/2006

“Digital Convergence in the media” (ref. SEJ2006-14828-C06-01)

Donor: Spanish Ministry of Science and Technology

Participant Entities: Universidades de Navarra, Santiago de Compostela, Navarra y País Vasco, junto con investigadores de las universidades de Málaga, Complutense de Madrid, de Valencia, de Alicante, de Murcia, Rovira i Virgili de Tarragona, Ramon Llul de Barcelona y de Sevilla.

Main researcher: Ramón Salaverría, Universidad de Navarra.

Nº researchers: 26

Period of implementation: 2006/2009

## INTERNATIONAL MOBILITY AND SCHOLARSHIPS

### Post-doctoral Scholarships:

- 2019: Juan de la Cierva – formación

### Pre-doctoral Scholarships:

- 2016/2017: **Eramus+** and **Fundación CEIMAR Scholarship** – academic mobility to Radboud University (Behavioural Sciences Institute), The Netherlands
- 2015/2016: **Fulbright Scholarship** and **UGR-CeiBioTic Scholarship** – academic mobility to George Mason University (Center for Climate Change Communication), USA

	<p><u>Others:</u></p> <ul style="list-style-type: none"><li>• 2011: Marco Polo Fellowship – academic mobility to Universitas Gadjah Mada, Indonesia</li><li>• 2010: University of Groningen Fellowship - academic mobility to University College of Dublin, Ireland</li><li>• 2006: Erasmus Scholarship - academic mobility to Hanze University, The Netherlands</li></ul>
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