

ORCIDID: Bernadette Spieler (0000-0003-2738-019X)**Journal Article**

- 2020 (in press) B. Spieler, L. Oates-Induchová and W. Slany, in press. *Female Teenagers in Computer Science Education: Understanding Stereotypes, Negative Impacts, and Positive Motivation*. Journal of Women and Minorities in Science and Engineering.
- (in press) B. Spieler, M. Grandl, M. Ebner, and W. Slany, in press. *Bridging the Gap: A Computer Science Preparatory Online Course for First Semester Students*. Electronic Journal of e-Learning (EJEL).
- (in preparation) B. Spieler and C. Girvan, in prep. *The PECC Framework: Promoting Gender-Sensitivity and Gender Equality in Computer Science Education*. Journal Computer & Education.
- (in preparation) B. Spieler, V. Krnjic, and W. Slany. Gender, Coding and Creativity: Building sensitivity and awareness. Special Section Constructionsim 2020. British Journal of Educational Technology
- 2019 E. Gaeta, M.E. Beltrán-Jaunsaras, G. Cea, B. Spieler, A. Burton, R.I. García-Betances, D. Brown, H. Boulton, and M.T. Arrendondo, 2019. *Evaluation of the Create@School Game-Based Learning–Teaching Approach*. Sensors – Open Access Journal 19(15):3251, DOI: 10.3390/s19153251.
- M. Lodi, D. Malchiodi, M. Monga, A. Morpurgo, and B. Spieler, 2019. Constructionist Attempts at Supporting the Learning of Computer Programming: A Survey. Olympiads in Informatics, 2019, Vol. 13, 99–121.

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- 2020 (in press) B. Spieler, J. Mikats, S. Valentin, L. Oates-Indruchova, and W. Slany, in press. *"RemoteMentor": Evaluation of interactions between teenage girls, remote tutors, and coding activities in school lessons*. In Proceedings of the 7th international conference on learning and collaboration technologies (LCT). July19-24, Copenhagen, Denmark.
- (in press) B. Spieler, N. Pfaff, S. Mak, and W. Slany, in press. *The Magic Word: A Coding Tutorial-Game to Engage Female Teenagers in App Design*, In Proceedings of Constructionism 2020. May 26-29, 2020, Dublin, Ireland.
- (in peer-review) B. Spieler, 2020. *Das PECC-Framework: Gender-Sensibilität und spielerische Programmierung in der informatischen Grundbildung*. 18. Fachtagung Bildungstechnologien der GI Fachgruppe Bildungstechnologien (DELFI 2020). September 14-18, 2020.
- (in press) B. Spieler, N. Pfaff, and W. Slany, in press. *Reducing cognitive load through the worked example effect within a serious game environment*. Proceedings of the 6th International Conference of the Immersive Learning Research Network (iLRN). June 21–25, 2020, San Luis Obispo, California, USA.
- (in peer-review) S. Becker, M. Hancl, and B. Spieler, 2020. *Coding and Making in Teaching: A MOOC to support non-CS Teachers in Coding and Making Activities*. EARLI SIG11 Conference 2020, Digital Transformation in Teacher Education. June 10-12, 2020, Oldenburg, Germany.
- (in press) B. Spieler, V. Krnjic, W. Slany, K. Horneck and U. Neudorfer, in review. *Design, Code, Stitch, Wear, and Show It! Mobile Visual Pattern Design in School Contexts*, Frontiers in Education (FIE). October, 21-24, 2020, Uppsala, Sweden.

- 2019** B. Spieler, M. Grandl, M. Ebner, and W. Slany, 2019. "Computer Science for all": Concepts to engage teenagers and non-CS students in technology. 13th European Conference on Games Based Learning. October 2-3, 2019, Odense, Denmark, DOI: 10.34190/GBL.19.057
- B. Spieler, V. Krnjic, and W. Slany, 2019. *Girls Create Games: Lessons Learned*. 13th European Conference on Games Based Learning. October, 2-3 2019, Odense, Denmark. DOI: 10.34190/GBL.19.057
- B. Spieler and W. Slany, 2019. *A Customised App to Attract Female Teenagers to Coding*. Conference on Gender Research (ICGR 2019). April 11-12, 2019, Rom, Italy.
- 2018** B. Spieler, and W. Slany, 2018. *Game Development-Based Learning Experience: Gender Differences in Game Design*, 12th European Conference on Games Based Learning. October 4-5, 2018, Sophia Antipolis, France.
- W. Slany, K., Luhana, M., Müller, C. Schindler, and B. Spieler, 2018. *Rock Bottom, the World, the Sky: Catrobat, an Extremely Large-scale and Long-term Visual Coding Project Relying Purely on Smartphones*, In Proceedings of Constructionism 2018. August 20-25, 2018, Vilnius, Lithuania.
- M. Lodi, D. Malchiodi, M. Monga, A. Morpurgo, and B. Spieler, 2018. *Learning to program in a constructionist way*, In Proceedings of Constructionism 2018. 20 – 25 August, 2018, Vilnius, Lithuania.
- B. Spieler and W. Slany, 2018. *Female Teenagers and Coding: Create Gender Sensitive and Creative Learning Environments*, In Proceedings of Constructionism 2018. August, 20-25, 2018, Vilnius, Lithuania.
- B. Spieler, 2018. *Reinforcing Gender Equality by Analysing Female Teenagers' Performances in Coding Activities: A Lesson Learned*. In Proceedings of Conference on Gender IT 2018 /GEWINN-Konferenz 2018. May, 24-35, 2018, Heilbronn, Germany. <https://doi.org/10.1145/3196839.3196871>
- 2017** B. Spieler, C. Schindler, W. Slany, O. Mashinska, M.E. Beltràn, H. Boulton, and D. Brown, 2017. *Evaluation of Game Templates to support Programming Activities in Schools*. In Proceedings of the 11th European Conference on Games Based Learning. October 5-6, 2017, Graz, Austria. p. 600-609.
- B. Spieler, C. Schindler, W. Slany, and O. Mashinska, 2017. *App Creation in Schools for different Curricula Subjects - Lessons Learned*. In Proceedings of the 9th International Conference on Education and New Learning Technologies. July 3-5, 2017, Barcelona, Spain, p. 5814-5824. DOI: 10.21125/edulearn.2017
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- 2016** H. Boulton, B. Spieler, C. Schindler, W. Slany, and M.E. Beltràn, 2016. *The role of game jams in developing informal learning of computational thinking: a cross-European case study*. In Proceedings of the 8th International Conference on Education and New Learning Technologies. Barcelona, Spain. July 4-6, 2016, p. 7034-7044. DOI: 10.21125/edulearn.2016.
- B. Spieler, A. Petri, C. Schindler, W. Slany, M.E. Beltràn, and H. Boulton, 2016. *Pocket Code: A Mobile App for Game Jams to facilitate Classroom Learning through Game Creation*. In Proceedings of the 6th Irish Conference on game-Based Learning. September 1-2, 2016, Dublin, Ireland, p. 61-79.
- A. Petri, C. Schindler, W. Slany, and B. Spieler, 2016. *Game Design with Pocket Code: Providing a Constructionist Environment for Girls in the School Context*. In Proceedings: Constructionism in Action 2016. February 1-5, 2016, Bangkok, Thailand, p. 109-116.

- 2015** A. Petri, C. Schindler, W. Slany, and B. Spieler, 2015. *Pocket Code Game Jams: a Constructionist Approach at Schools*. In Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct. August 24-25, 2015. Copenhagen, Denmark, p. 1207-1211. <http://dx.doi.org/10.1145/2786567.2801610>
- M.E. Beltràn, Y. Ursa, A. Petri, C. Schindler, W. Slany, and B. Spieler, M.F. Cabera-Umpierrez, M.T. Arredondo, and S. De Los Rios, 2015. *Inclusive gaming creation by design in formal learning environments: 'girly-girls' user group in No One Left Behind*. In Design, User Experience, and Usability: Users and Interactions. Los Angeles, USA, Vol. 9187, p. 153-161. https://doi.org/10.1007/978-3-319-20898-5_15.
- B. Spieler, H. Burgsteiner, K. Messer-Mischak, B. Gödl-Purrer, and B. Salchinger, 2015. *Development and Evaluation of a web-based Application for Digital Findings and Documentation in Physiotherapy Education*. In Health Informatics meets eHealth. IOS Press. Vienna, Austria, p. 182-189. doi: 10.3233/978-1-61499-524-1-182

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- 2020 B. Spieler u. V. Krnjic, 2020. *Kreative Aktivitäten mit Smartphones für einen fächerintegrativen Einsatz*, GDM-Jahrestagung. 09-13. März 2020, Würzburg, Deutschland.
- B. Spieler, 2020. *Wie können digitale Konzepte in den Schullalltag integriert werden?*, CeLeB Tagung. 26.-27 Juni 2020, Hildesheim, Deutschland
- 2019 B. Spieler and W. Slany, 2019. Intersectionality and Computer Science Education: Building sensitivity and awareness. 18th Annual STS Conference Graz 2019. In STS Conference Graz-BoA 2019 Research. May 6-7, 2019, Graz, Austria.

Theses

- 05/2018 Dissertation: Development and Evaluation of Concepts and Tools to Reinforce Gender Equality by Engaging Female Teenagers in Coding
Link: <https://catrob.at/SpielerPhD>
- 10/2014 Master Thesis: Concept and Implementation of a Web Application for the Digital Assessment in Physiotherapy
- 02/2011 Bachelor Thesis 2: Computer games in therapy: Conception and evaluation of digital games for children and adolescents with ADHD
- 06/2010 Bachelor Thesis 1: Scratch in Action