

## PERSONAL DATA



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## EDUCATION

Ph.D. Degree	2015	Ph.D. in Technology University of Girona, Spain
Master Degree	2001	MS. Computer Engineering Management (MsCEM) Assumption University
Bachelor Degree	1999	Bachelor of Science  King Mongkut University

## TEACHING

วิทยากร

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## INTERNATIONAL JOURNAL ARTICLES

V. Wattanasoontorn, I. Boada, M. Sbert, J. Olivet and D. Juvinyà. LISSA a serious game to teach CPR and use of AED, Resuscitation Journal, Elsevier, Volume 85, Supplement 1, Page S72, May 2014.

📅 7/2014 📄 Journal

V. Wattanasoontorn, M. Sbert, and R. Garcia. Book Section: Serious Games for e-Health Care, Springer Book of Simulations, Serious Games and Their Applications. Series: Gaming Media and Social Effects, pages 127-146, January

2014.

 7/2014  Journal

V. Wattanasoontorn, I. Boada, R. Garcia, and M. Sbert. Serious games for health, Entertainment Computing, Elsevier, 4(4): Pages 231-247, December 2013.

 7/2013  Journal

M. Magdics, R. Jesus Garcia, V. Wattanasoontorn, M. Sbert. Test Installation of a Marker-Based Framework for Structural Health Monitoring of Bridges, Applied Mechanics and Materials, Vol 477-478: Pages 813-816, 2013.

 7/2013  Journal

V. Wattanasoontorn, I. Boada, and M. Sbert. The Framework of a Life Support Simulation Application. The journal of Procedia Computer Science, Elsevier, Volume 15: Pages 293-294, 2012.

 7/2012  Journal

## NATIONAL JOURNAL ARTICLES

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Voravika Wattanasoontorn and Pumwit Sudachan "Factors Influencing Game Level Design Regarding Player Enjoyment :A Casual Endless Run Game Case Study" Information Technology Journal (Accepted)

 /2020  TCI1

Jakraphan Chaopreecha Voravika Wattanasoontorn and Nicha Tovankasame "Dialogic Pedagogy through Creating Street Art" Journal of Fine Arts, Volume 15(2), July-December 2019

 /2019  TCI1



V. Wattanasoontorn, C. Rakna. A visualization design and development of a traffic light control simulation, APHEIT journal (Science and Technology), ISSN 2286-9514, Volumn 12, July-December 2017

 /2017  Journal

## INTERNATIONAL PROCEEDINGS

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Voravika Wattanasoontorn, Matus Theppaitoon and Nattawut Boonsri "A features determination of an Augmented Reality Application with regards to Commercial Perspective" The 17th International Conference on Electrical Engineering/Electronics, Computer, Telecommunications and Information Technology (ECTI-CON 2020), Phuket, Thailand. 2020, pp. 33-36.

 6/2020  IEEE

V. Wattanasoontorn, M. Theppaitoon and A. Bernik, "A Classification of Visual Style for 3D Games," 2019 23rd International Computer Science and Engineering Conference (ICSEC), Phuket, Thailand, 2019, pp. 12-17.

 9/2019  IEEE

A. Bernik, D. Radošević and V. Wattanasoontorn, "Influence, principles and good practice of computer game elements: Mechanics and Dynamics," 2019 23rd International Computer Science and Engineering Conference (ICSEC), Phuket, Thailand, 2019, pp. 241-245.

 9/2019  IEEE

Boada, V. Wattanasoontorn, J. Manuel Garcia-González, A. Rodríguez-Benítez, and M. Sbert. LISSA, a serious game to learn CPR and AED use (Best Paper Award), In the Global Conference on Teaching and Learning with Technology (CTLT 2014), Pages 130-150, Singapore, 9-10 July 2014.

7/2014   *Proceeding*



V. Wattanasoontorn, R. Garcia and M. Sbert. Optimal textures for 3D real time architectural visualization, In the 29th International Technical Conference on Circuit/Systems Computers and Communications (ITC-CSCC 2014), Pages 659-660 Phuket, Thailand, 1-4 July 2014.

7/2014   *Proceeding*

M. Sbert, I. Boada, V. Wattanasoontorn, A. Rodríguez-Benítez, J. Manuel García-González and E. Soto. A game to relive Don Quixote's adventures, 1er Congreso de la Sociedad Española para las Ciencias del Videojuego, Barcelona, 24 juny de 2014.

1/2014   *Proceeding*

Boada, V. Wattanasoontorn, J. Olivet, D. Juvinyà, and M. Sbert. LISSA a serious game to teach CPR and use of AED. The poster presentation in the Congress of the European Resuscitation Council, Bilbao, Spain, 15-17 May 2014.

1/2014   *Poster*

V. Wattanasoontorn and M. Sbert. Interactive design of new-media for learning for children in preoperational stage. In the Asian Conference on Technology in the Classroom (ATCT2014), Pages 279-285, Osaka, Japan, 17-20 April 2014.

1/2014   *Proceeding*

V. Wattanasoontorn, M. Magdics, M. Sbert. A Kinect-based System for Cardiopulmonary Resuscitation Simulation: A pilot study, Springer Lecture Notes in Computer Science (LNCS) series LNCS 8101, Serious Games Development and Applications, Pages 51-63, January 2013.

1/2013   *Proceeding*

V. Wattanasoontorn, M. Magdics, and M. Sbert. A Kinect-based System for Cardiopulmonary Resuscitation Simulation: A pilot study. In the 4th International Conference on Serious Games Developments and Applications (SGDA 2013), Trondheim, Norway, 25-27 September 2013.

1/2013   *Proceeding*

V. Wattanasoontorn, M. Magdics, I. Boada, and M. Sbert. Visual realism in 3D serious games for learning: A case study. In the Workshop on Interaction Design in Educational Environments, 15th International Conference on Enterprise Information Systems (ICEIS 2013), Angers, France, 5-7 July 2013.

1/2013   *Proceeding, SCOPUS*

V. Wattanasoontorn, I. Boada, and M. Sbert. LISSA: A Serious Game to learn Cardiopulmonary Resuscitation. In the Games for Learning Workshop, 8th international conference on Foundations of Digital Games (FDG 2013), Crete, Greece, 14-17 May 2013.

1/2013   *Proceeding*

V. Wattanasoontorn, I. Boada, and M. Sbert. The Framework of a Life Support Simulation Application. In the 4th International Conference on Games and Virtual Worlds for Serious Applications (VS GAMES12), Genoa, Italy, 29October-1November, 2012.

1/2012   *Proceeding*

V. Wattanasoontorn, R. García, I. Boada, and M. Sbert. Serious games for e-healthcare. In the Asian-European Workshop on Serious Game and Simulation, 25th Annual Conference on Computer Animation and Social Agents (CASA 2012), Singapore, 9-11 May 2012.

1/2012   *Proceeding*

Pumwit Sudachan, Voravika Wattanasoontorn "Factors Influencing Game Level Design Regarding Player Enjoyment, Casual-endless Runner Game as a Case Study" The Fifteen National Conference on Computing and Information Technology (NCCIT2019), July 4-5, 2019, Bangkok, 2019. p480-485

📅 7/2019

Mathus Theppaitoon, Voravika Wattanasoontorn "A Classification of Visual Style for 3D Games" The Fourteen National Conference on Computing and Information Technology (NCCIT2018). Chiangmai

📅 7/2018 📁 NCCIT

Rakna C. and Wattanasoontorn V. "The Simulation of a GPS Based Traffic Control System, iTraffic." The Twelfth National Conference on Computing and Information Technology (NCCIT2016). Khonkaen, 2016. 182-187.

📅 7/2016 📁 Proceeding

Nanon, Kantida, Voravika Wattanasoontorn and Rattana Wetprasit. "A conceptual framework of a serious game for learning enhancement in museum." The Twelfth National Conference on Computing and Information Technology (NCCIT2016). Khonkaen, 2016. 176-181

📅 7/2016 📁 Proceeding

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