

REV-2014

Remote Engineering & Virtual Instrumentation

26-28 FEBRUARY PORTO, PORTUGAL

BEST PAPER SESSION 26TH FEBRUARY 11h30AM-1 PM - Room E207 BEST PAPER AWARD RESULTS

The selection process for the BEST PAPER AWARD comprised two parts:

Part A: Scientific content quality score represented by the total score obtained in the reviewing process by the three reviewers;

Part B: Oral Presentation/Communication score represented by the results of the three member jury.

The members of the jury were:

David Lowe from University of Sydney, Australia;

Maggi Savin-Baden from University of Coventry, United Kingdom

Teresa Restivo from University of Porto, Portugal

The number of points obtained in both Part A and Part B are referred to 100 points scale, whereas the jury in Part B scored each presentation in a 0-10 point's scale, which was afterwards multiplied by a factor of 10.

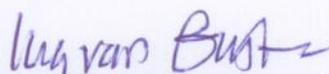
The final results are depicted in the following table, with the equally weighted sum of the two parts described above.

RANK	SCORE	ID	PAPER TITLE/AUTHORS
1st	84,9	ID 103	Using Game Analytics to Measure Student Engagement/Retention for Engineering Education Michael James Callaghan, Niall McShane, Augusto Gómez Eguiluz
2nd	76,7	ID 59	Real-Time Animation of Equipment in a Remote Laboratory Mark Schulz, Feng Chen, Len Payne
3rd	70,7	ID 51	Distance Education in Energy Efficient Drive Technologies by Using Remote Workplace Thomas Zürcher
4th	66,7	ID 57	Graphic Technologies for Virtual, Remote and Hybrid laboratories: WebLab-FPGA hybrid lab Luis Rodriguez-Gil, Pablo Orduña, Javier Garcia-Zubia, Ignacio Angulo, Diego López-de-ipiña
5th	63	ID 73	The COLES Project Remote Labs across the Mediterranean André Vaz Fidalgo¹, Manuel Gericota¹, Denis Barataud², Guillaume Andrieu², Renaat De Craemer³, Mihai Cristea⁴, Abdelhalim Benachenhou⁵, Karim Bouchlaghem⁶, Mohammed Ankrim⁷, Paulo Ferreira¹

Program Chairs:

Date: 27th February, 2014


Arcelina Marques


Ingvar Gustavsson

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PART A

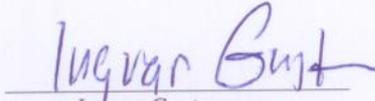
During the reviewing process each of the following papers were reviewed by three reviewers and the final scores obtained are depicted in the table below:

SUMMARY OF THE TOTAL SCORE FROM THE REVIEWING PROCESS

ID	PAPER TITLE/AUTHORS	TOTAL SCORE
ID: 103	Using Game Analytics to Measure Student Engagement/Retention for Engineering Education <u>Michael James Callaghan</u> , Niall McShane, Augusto Gómez Eguiluz	90.7
ID: 73	The ECLES Project Remote Labs across the Mediterranean <u>André Vaz Fidalgo</u> ¹ , Manuel Gericota ¹ , Denis Barataud ² , Guillaume Andrieu ² , Renaat De Craemer ³ , Mihai Cristea ⁴ , Abdelhalim Benachenhou ⁵ , Karim Bouchlaghem ⁶ , Mohammed Ankrin ⁷ , Paulo Ferreira ¹	84.0
ID: 51	Distance Education in Energy Efficient Drive Technologies by Using Remote Workplace <u>Thomas Zürcher</u>	81.3
ID: 59	Real-Time Animation of Equipment in a Remote Laboratory <u>Mark Schulz</u> , Feng Chen, Len Payne	81.3
ID: 57	Graphic Technologies for Virtual, Remote and Hybrid laboratories: WebLab-FPGA hybrid lab <u>Luis Rodriguez-Gil</u> , Pablo Orduña, Javier García-Zubia, Ignacio Angulo, Diego López-de-Ipiña	77.3

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PART B

In assessing the presentation, the jury used criteria based on structure, clarity, language, timing, quality of slides, and quality of answers.

Even more significantly, the jury was looking for papers/presentations that felt having the potential to have a significant impact on the way we understand our own field, and to therefore collectively move forward our understanding. Presentation ID 103, whilst somewhat rushed and missing a clear evaluation/discussion of the impact, did have this potential much more than the other presenters. The jury felt that he challenged our thinking and encouraged the audience to reconsider their assumptions about how we use remote laboratories in the education process. In a similar way, ID 59 prompted us to explore new approaches – though not quite at the same fundamental level.

The jury also took into account the extent to which the papers/presentations represented completed work rather than work that was planned. To varying extents each of the bottom three presentations suffered from the problem of describing work that was in progress or planned, rather than being completed.

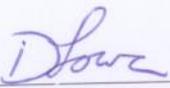
The final jury score for the 5 presentations is depicted in the table below.

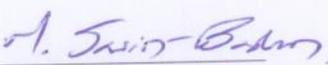
SUMMARY OF JURY FINAL RESULTS

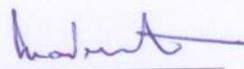
ID	PAPER TITLE/AUTHORS	TOTAL SCORE
ID: 103	Using Game Analytics to Measure Student Engagement/Retention for Engineering Education <u>Michael James Callaghan</u> , Niall McShane, Augusto Gómez Eguiluz	79
ID: 73	The EOLES Project Remote Labs across the Mediterranean <u>André Vaz Fidalgo</u> ¹ , Manuel Gericota ¹ , Denis Barataud ² , Guillaume Andrieu ² , Renaat De Craemer ³ , Mihai Cristea ⁴ , Abdelhalim Benachenhou ⁵ , Karim Bouchlaghem ⁶ , Mohammed Ankrim ⁷ , Paulo Ferreira ¹	42
ID: 51	Distance Education in Energy Efficient Drive Technologies by Using Remote Workpiece <u>Thomas Zürcher</u>	60
ID: 59	Real-Time Animation of Equipment in a Remote Laboratory <u>Mark Schulz</u> , Feng Chen, Len Payne	72
ID: 57	Graphic Technologies for Virtual, Remote and Hybrid laboratories: WebLab-FPGA hybrid lab <u>Luis Rodriguez-Gil</u> , Pablo Orduña, Javier Garcia-Zubia, Ignacio Angulo, Diego López-de-Ipiña	56

The Jury

Date: 27th February, 2014


David Lowe


Maggi Savin-Baden


Teresa Restivo