



Work



Currently she is working as Sales Training coordinator where she is responsible to support e-LMS deliverables, to deliver courses and admin support on time, to create and design e-courses, to organize trainings and deliver correct report. Also she is responsible to design & develop efficient storylines in order to deliver e-courses and to suggest updates on the LMS platform aiming to continuous innovation.





As a member of the research group apt2, she is committed to deliver effective e-learning solutions through digital games & gamification.

Research Aspirations How to support learners in order: To feel motivated... To learn better and faster... To get involved in the learning process... To collaborate... Implementation Modules engagement knowledge e-LMS Gamification/ Games, platforms Digital Game AR & VR motivation **Experimental Procedure Based Learning** fun **Adults Linking Concepts** Collaboration Individualized Educational Continuous **Adult Motivation** Learning **Effectiveness Professional** Development Research Interests

Supporting courses through the implementation of gamification.

Exploring the potential of AR & VR on learners' performance and skills.

Designing game based & game like content

Integrating games into the learning process