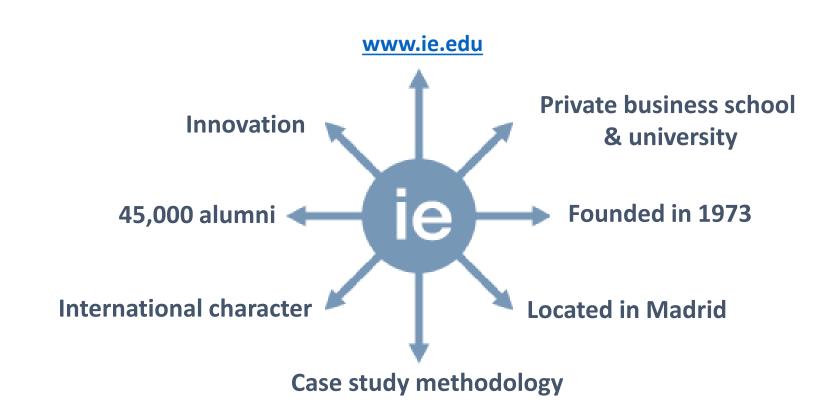


Roberto M. Alvarez Bucholska IE Publishing, IE - Madrid, Spain

Berlin – December the 4th, 2015





Berlin – December the 4th, 2015



Content

More than 250 products

Interactive Case studies

Tutorials

Simulations (single player and in network)

Games

MOOCs

Interactive Graphs

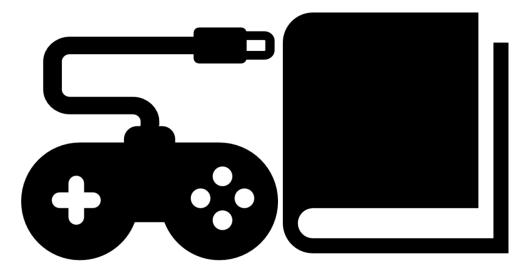
Apps





How do we plug in gamification to learning?

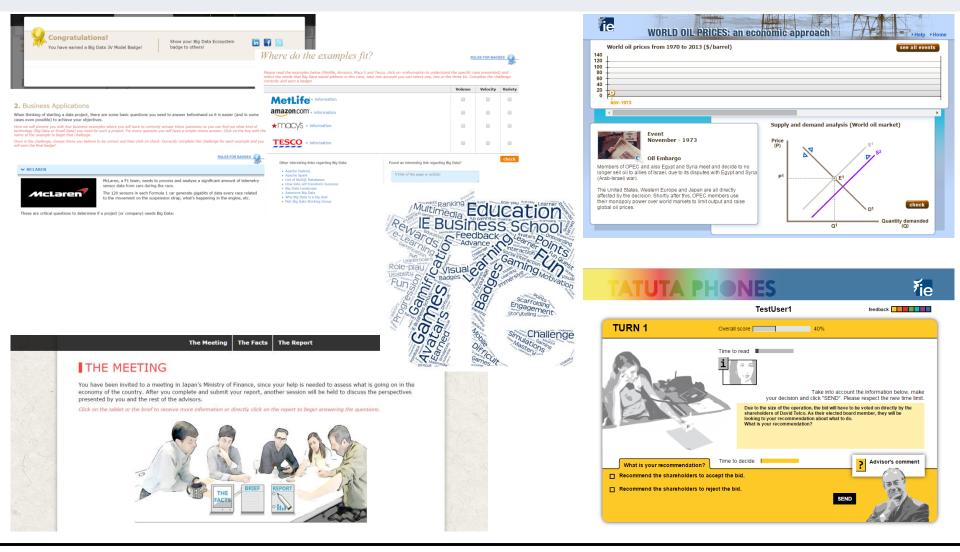
Best Practices







Examples





Recognition





Q&A



Roberto M. Alvarez Bucholska Project Manager, IE Publishing IE Business School C/ Maria de Molina 31 – 8º 28006 – Madrid, Spain <u>roberto.alvarez@ie.edu</u> LinkedIn: <u>es.linkedin.com/in/robertoab</u>