

Table of Contents

	Page
TURET2.0: Thesis Writing Tutor Aimed on Lexical Richness in Students' Texts	9
<i>Samuel González-López, Aurelio López-López, Jesús Miguel García-Gorrostieta, Indelfonso Rodríguez Espinoza</i>	
Android App Based on Gamification Techniques for Learning Reading, Support for Education and Illiteracy	19
<i>Ingrid Anai Hernández Horta, Anderson Monroy Reza, Martha Jiménez García</i>	
Analyzing Proprietary Games Engines for Developing Educational and Serious Games	27
<i>Humberto Marín-Vega, Giner Alor-Hernandez, Ramón Zatarain-Cabada, M. Lucía Barrón-Estrada</i>	
Exploring Digital and Manual Modalities in Educational Activities for Children with ADHD.....	37
<i>Raymundo Cornejo, Fernando Martinez</i>	
Building a Corpus of Facial Expressions for Learning-Centered Emotions	45
<i>María Lucía Barrón-Estrada, Ramón Zatarain-Cabada, Bianca Giovanna Aispuro-Medina, Elvia Minerva Valencia-Rodríguez, Ana Cecilia Lara-Barrera</i>	
A Fuzzy Control System for Improving Learning	53
<i>Carlos Lara-Alvarez, Oyuki Fuentes, Hugo Mitre-Hernandez, Juan J. Flores, Luis Lopez</i>	
Architecture of an Intelligent Training System based on Virtual Environments for Electricity Distribution Substations	63
<i>Yasmín Hernández, Miguel Pérez Ramírez, William Ingram Ramírez, Eric Nava Ayala, Norma J. Ontiveros Hernández</i>	