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Artificial Intelligence, Games, and Education

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Acknowledgements

Those who know me are aware of how uncomfortable I am at showing emotions (besides annoyance, frustration, boredom, and general angst). However, this PhD is not a product of my work only, but of many, many people who, throughout the years, supported me both professionally and personally. Therefore, here we go, time to show genuine gratitude in the best way I can.

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If I did not mention your name on this page, know that I did not forget about you. Thank you to all the people in Italy and the Netherlands who talked, encouraged, and challenged me. Now that I have finally finished this page, I can go back to designing the cover page, a job at which I am much more comfortable.

Curriculum Vitae

Giulio Barbero was born on the 23rd of December 1992 in Acqui Terme, Italy. He moved to the Netherlands in 2014 where he completed his BSc in Industrial Design Engineering at the Haagse Hogeschool in 2017. He then obtained his MSc in Mediatechnology at Leiden University in 2019. In the fall of the same year, he continued working for Leiden University as a technical education assistant for the courses *Advances in Datamining*, *Data Structures*, and *Concepts of Programming Languages*. He started his PhD in 2020. As part of his PhD trajectory, he taught courses including *Introduction to Programming*, and *Video Games for Research*. At the same time, he followed a variety of courses in order to obtain his University Teaching Qualification (UTQ), including Testing and Assessment and Teaching in Practice. His research interest lies in the use of video games for education both as a medium and as a topic of study.