Pollyana Notargiacomo was graduated in Pedagogy (1992) by the University of São Paulo, an institution in which she also earned the title of Master (1999) and Doctor of Education (2003). In 2015 she obtained the postdoctoral degree in Electrical Engineering by Federal University of Uberlândia (UFU). She is currently Professor at Mackenzie Presbyterian University, where she develop activities for Research and Teaching at the Computer Science College and Electrical Engineering and Computer Graduate Course, as well as she coordinates GETS (Games, Education, Technology and Society) Research Group at CNPq and JAS3 Lab. (Jogos, Aprendizagem, Simulação, Sistemas e Sinais - Games, Learning, Simulation, Systems and Signals). Among she’s areas of research, the following themes stand out: Serious Games, Game Culture Studies, Game Design, Game Mechanics, Narratology, Virtual and Augmented Reality, Instructional Design, Distance Learning, Information Architecture and User Experience.