Carlos-Miguel Lorenzo

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ORCID

EMPLOYMENT

Lecturer, Dept. of Quantitative Methods, Data Platforms and Operating Systems, CUNEF Universidad (2022-present)

EDUCATION

PhD in Computing Science, Universidad de Alcalá de Henares (2013)

Master in Computing Science, Universidad de Alcalá de Henares (2009)

Bachelor in Computer Science, Universidad de Valladolid (1994)

Bachelor in Education, Universidad de Valladolid (1989)

FIELDS OF INTEREST

Decentralized platform for data, European data spaces, immersive environments and cloud computing for education.

PUBLICATIONS

Lorenzo, CM (2011). "A review of interoperability and possibilities for data analysis from virtual world environments". Int. J. Metadata Semantics and Technology.6 (4). 234-240.

Lorenzo, Carlos M. (2011). "Data Bases". Madrid. Ed. CEF-UDIMA. ISBN: 9788445417409.

Lorenzo, CM, Padrino, S., Sicilia, MA, Sánchez, S. (2011). "How can MMOL Platforms improve teacher skills in cultural diversity, values education and attention to diversity?" European Immersive Education Summit. 1(1)

Lorenzo, C.M., Sicilia, MA, Sánchez, S. (2012). "Studying the effectiveness of multi-user immersive environments for collaborative evaluation tasks". Computer & Education. 59 (4). 1361-1376.

Lorenzo, C.M., Lezcano, L, Sánchez, S. (2013). "Language Learning in Educational Virtual Worlds – a TAM Based Assessment". JUCS: Special issue on International Research Projects on Socio-Semantic Technologies Applied to Education.

Lorenzo, Carlos M. (2013). "Using MMOL Platforms for collaborative educational tasks". 2019. ISBN: 9783346095565

SELECTED ACADEMIC HONOURS AND GRANTS

Prestigious Invitations & Collaborations

- 2024-2025 – Selected Participant (with GAIA-X) in the *European Data Spaces initiative* under Spanish Government Order TDF/1461/2023 (SEDIA).
- 2017–2021 – MIT. Invited Faculty, J-WEL (Abdul Latif Jameel World Education Lab), Massachusetts Institute of Technology, Boston, USA.
    - Participated in the inaugural edition organized by Prof. Sanjay E. Sarma.

EU & Internationally Funded Research Projects

- 2010–2016 – Senior Researcher & Technical Advisor, Spanish Language Route (SLROUTE).
    - Developed a Massively Multiuser Online Learning (MMOL) platform for foreign languages.
- 2004–2006 – Project Leader, @lditec Project (European Leonardo da Vinci Program).
    - Pilot project on language competences with partners from five EU countries.
- 2000–2001 – Developer & Deployment Coordinator, MALTED Project (Multimedia Authoring for Language Tutors & Educational Development).
    - European-funded initiative for Computer-Assisted Language Learning (CALL) with partners across four EU countries.

Nationally/Regionally Funded Projects

- 2018–2020 – Project Leader, ALAS Big Data Project (funded by Polytechnic University of Madrid & Madrid Regional Government).
- 2013–2015 – Project Leader, SmartSchool Project (funded by Samsung & coordinated by Madrid Regional Government).
- 2008–2011 – Senior Researcher & Coordinator, "Teacher Training Using 3D Multiuser Platforms" (funded by Castilla-La Mancha Regional Government).

Leadership in Academic & Professional Networks

- 2011–2014 – Member (European Chapter), Immersive Education Initiative (Boston, USA).
- 2010–Present – Senior Member, Information Engineering Research Unit (IERU), Computer Science Department, University of Alcalá (UAH).
- 1994–2000 – President, Object-Oriented Group, Spanish Computer Technicians Association (ATI).

SELECTED PRESENTATIONS

Lorenzo, C.M. (2010). "MMOL Platforms and the use of open 3D Learning Technologies in Educational Practices" First International Workshop on Technological Innovation for Specialized Linguistic Domains: Theoretical and Methodological Perspectives. 1(1).

Lorenzo, CM, Padrino, S., Sicilia, MA, Sánchez, S. (2011). "How can MMOL Platforms improve teacher skills in cultural diversity, values education and attention to diversity?" 1st European Immersive Education Summit. 1(1)

Lorenzo, CM, Muro, G., Sánchez, S (2011). "Mejora de la formación permanente del profesorado mediante el uso de plataformas MMOL (Massively Multiuser On-line Learning)". SPDECE.

Lorenzo, CM, Sebastián, E., Muro, G. Sánchez, S. (2011). "Una experiencia de trabajo colaborativo sobre desarrollo de programas interculturales en centros educativos usando plataformas de formación 3D". IV Encontro Iberoamericano de Educaçao

Lorenzo, C.M., Lezcano, L., Sicilia, MA (2012). SLRoute: Learning Spanish in immersive environments through the Way of St. James. SIIE 12. 1(1).

Lorenzo, C.M. (2024). "Integrating Large Language Models for real-world problem modelling: a comparative study". 18th International Technology, Education and Development Conference.

PROFESSIONAL ACTIVITIES

- IT Consultant. Cap Gemini Ernst & Young.
- Founding Member & President, Madrid Innovation Agents Network (AMA+i).
- On leave from the Spanish Civil Service as a member of the State IT Staff
- Executive team advisor. ESADIA Business School. Angola