

Humberto Marín Vega

Capítulos de libros

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- **Marín-Vega, Humberto** & Alor-Hernández, Giner & Zatarain Cabada, Ramón & Barron Estrada, Maria & García-Alcaraz, Jorge. (2020). A Brief Review of Game Engines for Educational and Serious Games Development. 10.4018/978-1-5225-9618-9.ch024.
- **Marín-Vega, Humberto** & Alor-Hernández, Giner & Colombo-Mendoza, Luis & Sanchez-Ramirez, Cuauhtémoc & García-Alcaraz, Jorge & Avelar, Liliana. (2019). An Architecture for the Generation of Educational Rules – Based Games with Gamification Techniques: Proceedings of the 7th International Conference on Software Process Improvement (CIMPS 2018). 10.1007/978-3-030-01171-0_9.