

# 2024 Project Management Symposium

# Gamification for Inclusive Teamwork and Leadership in Remote Settings

Sandra Fonseca-Lind, Ph.D.,  
University of Maryland

Carmen I. Figueroa-Medina, Ph.D.  
University of Puerto Rico, Mayagüez Campus




PROJECT MANAGEMENT  
CENTER FOR EXCELLENCE

A.J. CLARK SCHOOL OF ENGINEERING  
Civil & Environmental Engineering Department

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A decorative graphic on the left side of the slide, consisting of three overlapping, stylized arrow shapes pointing to the right. The top arrow is yellow, the middle one is red, and the bottom one is black.

“The social and environmental context individuals with ASD experience, inclusive of mainstream school classrooms, influences the manifestation of individual difficulties and their associated impact upon the individual.”

**(Prizart, 2015)**

# Agenda



Introduction

Autistic Students: Higher Education  
and Employment Challenges

Autism Spectrum Disorder

Cross-Functional Team Constraints

Inclusive Classroom & Team  
Effectiveness

Methodology

Inquiry Based Learning (IBL)

Initial Observations

IT & Cybersecurity Endeavors



# Introduction

- **About 1 in 36 children in the U.S. has autism.**
- **About 1 in 45 adults in the U.S. have autism.**
- **In the U.S., about 4 in 100 boys and 1 in 100 girls have autism.**
- **Boys are nearly 4 times more likely to be diagnosed with autism than girls.**
- **Autism prevalence in racial and ethnic groups: White(2.4%); Black (2.9%), Hispanic (3.2%), Asian or Pacific Islander (3.3%)**

Source: Center for the Disease Control and Prevention (2023)



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# Autistic Students: Higher Education and Employment Challenges

- About 73.6% of autistic students in the U.S. graduate with a regular diploma, versus 86% of all students (U.S. Department of Education, 2018-2019).
- Approximately 60% of people with autism in the U.S. are employed after receiving vocational rehabilitation services (U.S. Department of Education (2014-2016), Bureau of Labor Statistics).
- People with disabilities, including autism, approximately 21% are employed (U.S. Department of Education (2014-2016), Bureau of Labor Statistics).

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# Autism Spectrum Disorder (DSM-5: American Psychiatric Association, 2013)

- Autism spectrum disorder (ASD) is a complex neurodevelopmental disorder that can result in individual difficulties with restricted or repetitive behaviors, sensory processing challenges, and social communication impairments.
- Symptoms are present in the early development period.
- Symptoms cause clinically significant impairment in social, occupational, or other important areas of current functioning.
- Wide variation in the type and severity of symptoms people experience.
- These disturbances are not better explained by intellectual disability or global delay.
- The three levels severity were ranked from support towards very substantial support.



# Cross-Functional Team Constraints



**Sensibility**



**Follow-up**



**Dialogue**

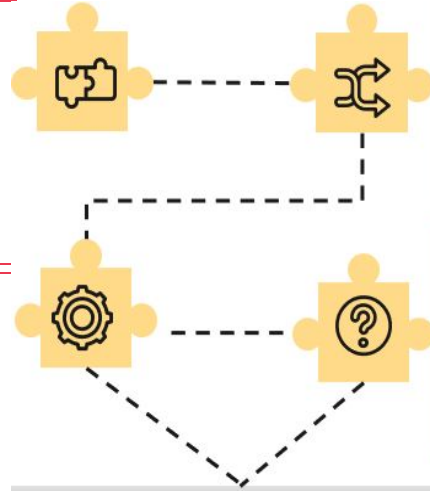




# Inclusive Classroom & Team Effectiveness

**Challenging Behaviors of the ASD Condition**

**Individual's Unique Social Communication Behaviours**



**Educators and Leader Levels of Knowledge and Understanding of ASD**

**Stakeholder's attitudes toward inclusion**

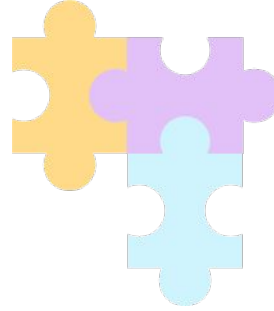
**Stakeholder's support network**



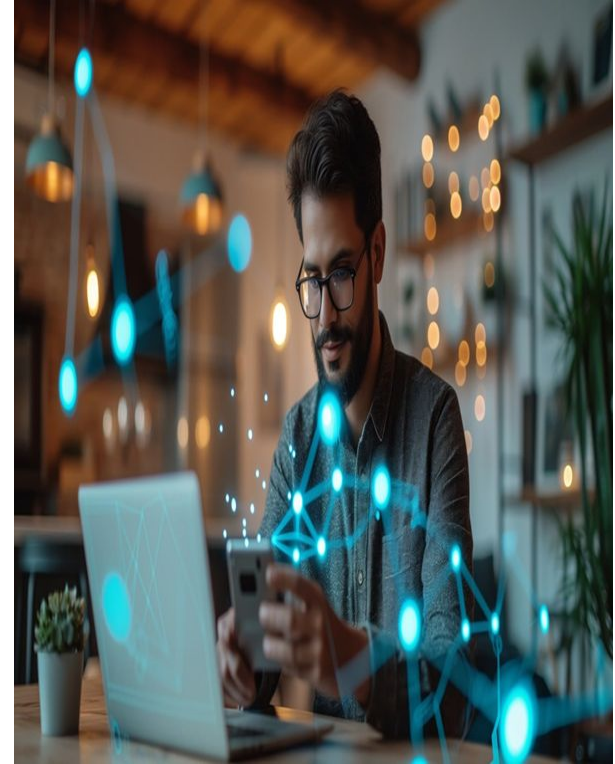


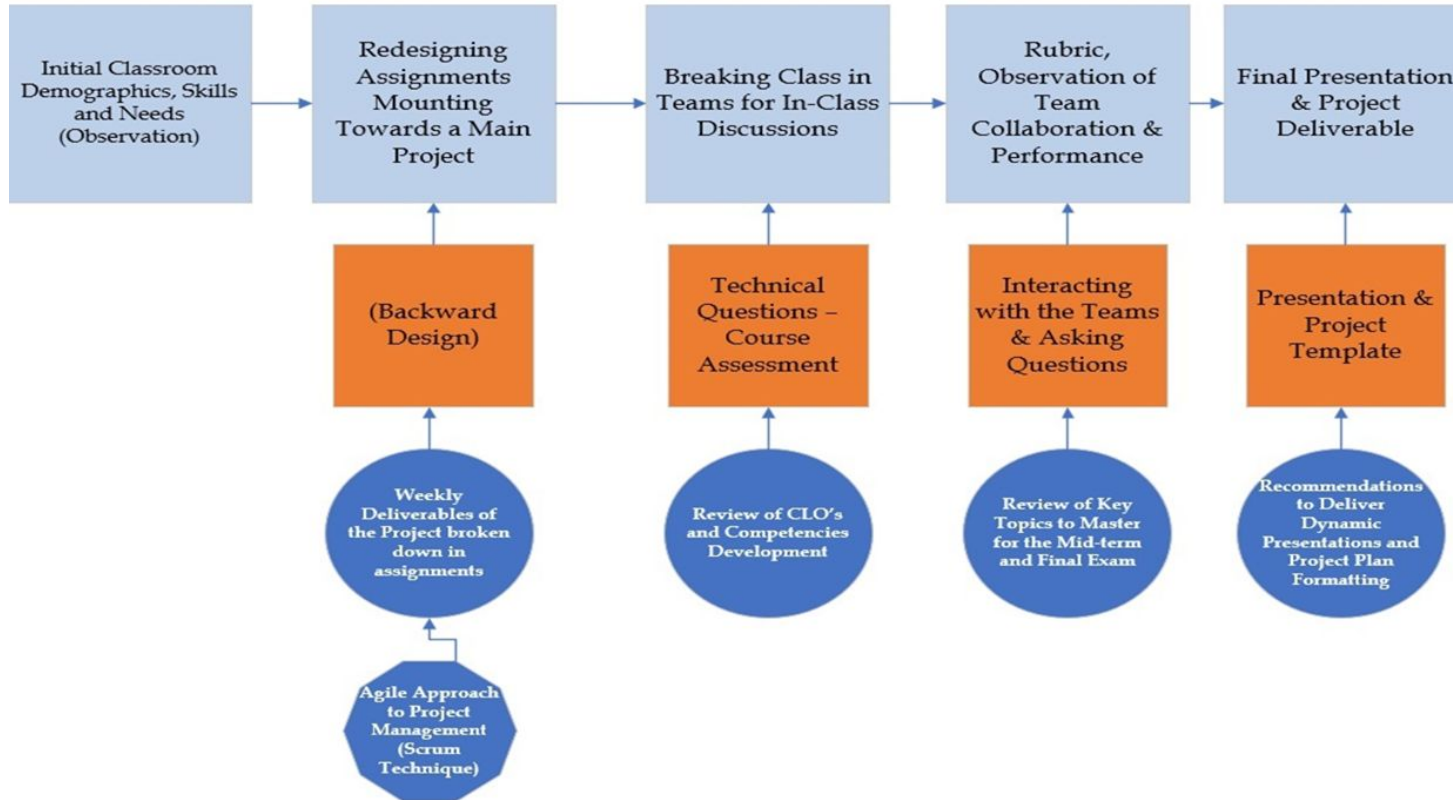


# Methodology



- **Observing the team composition (demography)**
- **Differentiating the team logistics format**
- **Diversifying assessment revolving around a gaming project**
- **Teaming up with diverse teams**
- **Technical issues**
- **Final Deliverables**







# Inquiry Based Learning (IBL)

- “Educational and team building strategy where students follow alternative methods and practices used in the industry in order to construct knowledge” (Bauld, 2024)
- Applied Experiential Approach to Learning
  - Game Project
  - Online Collaboration tools





# Initial Observations

Diverse group of students

Learning gaps (probably due to the disruption caused by the pandemic)

Ethical Research

Brainstorming

Notes Taking

Tools Support

Team collaboration

Critical Thinking

Problem-Solving

Emergency Remote Teaching

Class discussions on Inclusion, Empathy and Collaboration

Identifying the skills, gaps and needs





# IT & Cybersecurity Endeavors



## Hardware Concepts

Evaluation and discussion of hardware specifications (C-1)



## Operating System Concepts

Evaluation and discussion of software specifications (C-2)



## Cybersecurity Concepts

Controls Definition for Operating System Configuration (C-2)



## Agile Project Management

Project Planning for team workload distribution, times and deliverables



## Team Collaboration

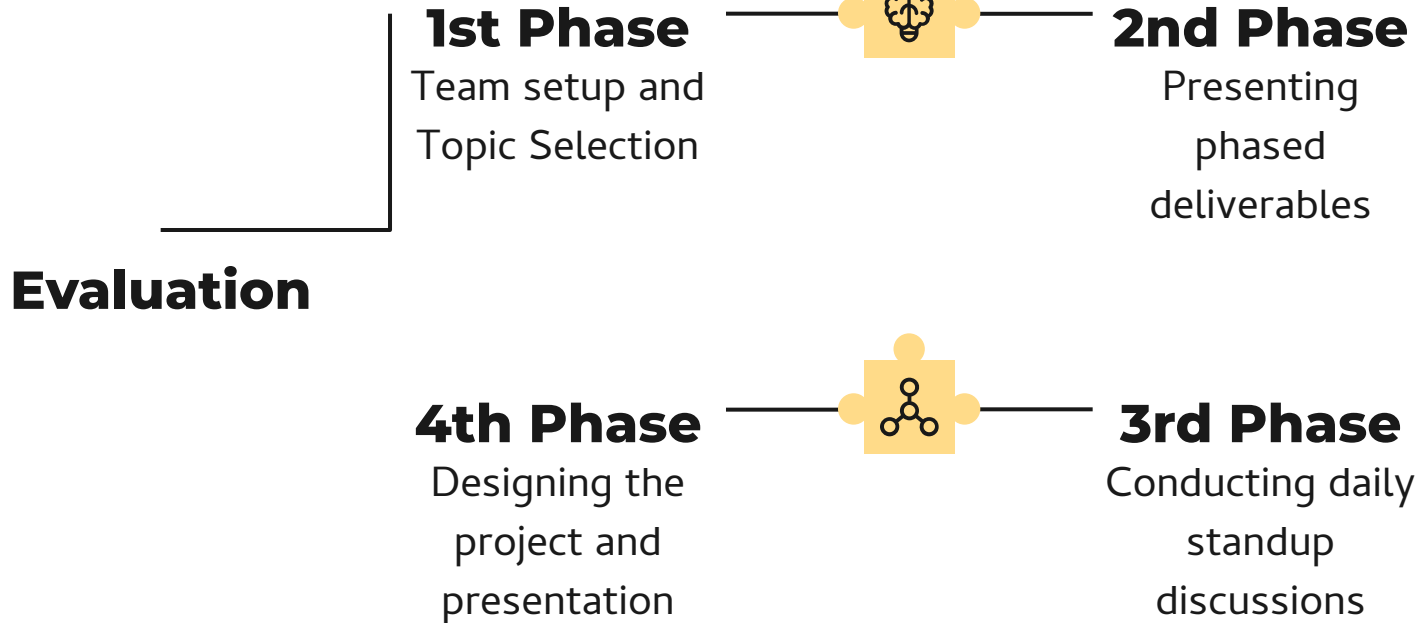
In-class discussion and collaboration (Observation)



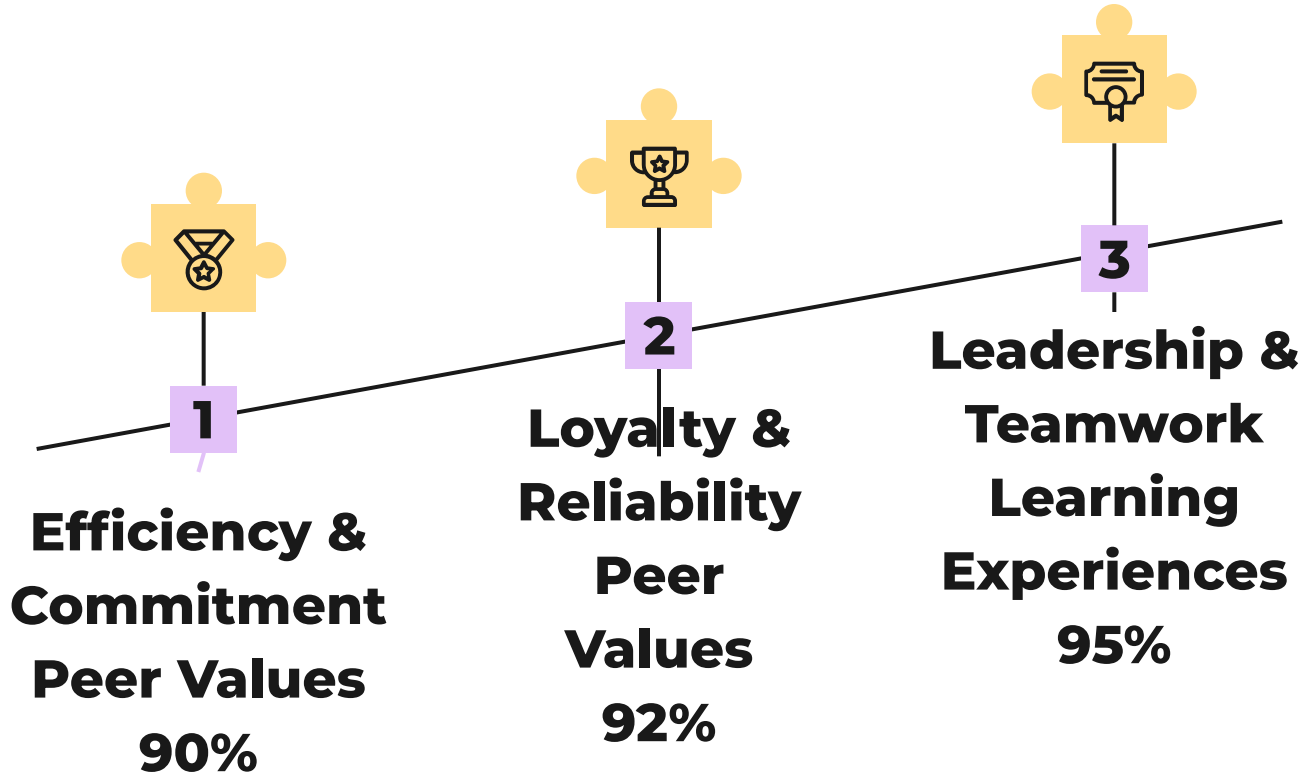
## Awareness

Discussing cybersecurity controls and considerations for systems improvement and problem-solving

# IT & Cybersecurity Project Phases



# IT & Cybersecurity Project Results





# Some References



- American Psychiatric Association. (2013). Diagnostic and statistical manual of mental disorders (5th ed.). <https://doi.org/10.1176/appi.books.9780890425596>
- Bauld, A. (2024). What is Inquiry-Based Learning. *XQ Institute*. <https://xqsuperschool.org/teaching-learning/what-is-inquiry-based-learning-ibl/>
- Maenner MJ, Warren Z, Williams Ar, et al. Prevalence and Characteristics of Autism Spectrum Disorder Among Children Aged 8 Years - Autism and Developmental Disabilities Monitoring Network, 11 Sites, United States, 2020. *MMWR Surveill Summ* 2023;72(No. SS-2); 1-14. DOI:<http://dx.doi.org/10.155585/mmwr.ss7202a1>
- Roberts, J., & Simpson, K. (2016). A review of research into stakeholder perspectives on inclusion of students with autism in mainstream schools. *International Journal of Inclusive Education*, 20(10), 1084–1096. <https://doi.org/10.1080/13603116.2016.1145267>
- Prizant, B. M. (with Fields-Meyer, T.). (2015). *Uniquely human: A different way of seeing autism*. Simon & Schuster.



**“Leadership is not about titles, positions or flowcharts. It is about one life influencing other”.**

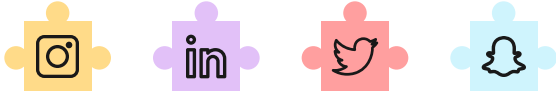
**John Maxwell**

**“To collaborative team members completing one another is more important than competing with one another”.**

**John Maxwell**



# Thanks!



Do you have any questions?

Sandra Fonseca-Lind, Ph.D.

[Sandra.fonseca@upr.edu](mailto:Sandra.fonseca@upr.edu)

UPR-DECEP Arecibo Campus

Business Administration

Carmen I. Figueroa Medina, Ph.D.

[carmen.figueroa11@upr.edu](mailto:carmen.figueroa11@upr.edu)

University of Puerto Rico, Mayaguez Campus

Dean of Academic Affairs

