

Warning: [2025-12-25 04:50] this document is a print-out of the Ciência-iul web portal and was automatically generated at the labeled date. The document has a mere informational purpose and represents the information contained on Ciência_Iscte at that date.

Mina Ghorbanbakhsh

Research Assistant

ISTAR-Iscte - Information Sciences, Technologies and Architecture Research Centre (ISTA)
[Digital Living Spaces]



Contacts

E-mail

Mina_Ghorbanbakhsh@iscte-iul.pt

Curriculum

Mina Ghorbanbakhsh is an architect, Ph.D. student at the Iscte University of Lisbon, and research assistant at ISTAR- IUL Research Center. Previously, she graduated with honors from Politecnico di Milano in Multi-Scale Design in Architecture and Urban Design in 2016. After graduating, she worked in different architecture offices in Milan, taught for several years as a teaching assistant, and participated as an organizer and tutor in OC international workshops held at Politecnico di Milano's Piacenza campus. She is currently researching gaming tools and gamification in participatory urban design processes in informal settlements, particularly in Maputo.

Research Interests

Digital Architecture

Public Space and Participatory Process

Digital tools and processes to support creativity

Gaming and Gamification

Academic Qualifications

University/Institution	Type	Degree	Period
------------------------	------	--------	--------

ISCTE-Instituto Universitario de Lisboa	PhD	P.h.D	2024
Politecnico di Milano	PhD	PhD candidate	2019
Politecnico di Milano	M.Sc.	Master degree	2016
Tabari Institute of higher education	Bachelor of Science	Bachelor Degree	2012
Azad University of Babol	Other type of qualification	Associate's Degree	2009

Publications

• Books and Book Chapters

- Book chapter

1	Ghorbanbakhsh, M. (2022). Senseable and liveable architecture for the absence of memory: The environments assisted by Technology (AAL) and its integration into architecture. In Greta Allegretti, Carola D'Ambros, Chiara Lionello, Enrico Miglietta, Valerio Maria Sorgini, Greta Maria Taronna (Ed.), Architecture form(s) identity: Spaces for the absence of memory. (pp. 209-223). Siracusa: LetteraVentidue Edizion.
---	---

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	Ghorbanbakhsh, M. & Paio, A. (2021). Gamification in urban design for upgrading the informal settlements (open public space) in African neighborhoods. In Pinto, J. C., Farias, H., Cavic, L., e Ginja, L. M. (Ed.), Arquitetura, cidade e paisagem: Projetar em contexto de crise. Novos desafios para o ensino, a pesquisa e a prática da arquitetura. Livro de artigos. (pp. 598-608). Online: CIAUD - Centro de Investigação em Arquitetura, Urbanismo e Design. Faculdade de Arquitetura, Universidade de Lisboa. - Times Cited Google Scholar: 1
2	Ghorbanbakhsh, M. & Paio, A. (2021). Digitalization within the informal settlements. Participatory technologies in design for upgrading the informality in Maputo, Mozambique. In IRC 2021. XV International Research Conference Proceedings. (pp. 25-30). Budapest : IEA International Research Conference (IRC). - Times Cited Google Scholar: 3

- Conference proceedings editor

1	ghorbanbakhsh, M. (2019). 4th Millenium Architecture, Digital Exterior Architecture in Future Smart Cities. Cascais.
---	--

- Talk

1	ghorbanbakhsh, M. & Paio, A. (2021). Digitalization within the Informal Settlements: Participatory Technologies in Design for Upgrading the Informality in Maputo, Mozambique. rc 2021 XV. international research conference proceedings.
2	ghorbanbakhsh, M. & Paio, A. (2021). Gamification in Design for upgrading the informal settlements (open public space) in African neighbourhoods. 10 Projetar 21 Lisboa.

