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Isabel Machado Alexandre

Professora Auxiliar

Department of Information Science and Technology (ISTA)

Coordinator

Instituto de Telecomunicações - IUL (ISTA)
[Information Technology Group]



Integrated Researcher

Instituto de Telecomunicações - IUL (ISTA)
[Information Technology Group]

Contacts

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Curriculum

Isabel Machado Alexandre is an accomplished academic and researcher. She holds a PhD in Computer Studies from the University of Leeds and has been a faculty member at the Instituto Universitário de Lisboa (ISCTE) since 2000, where she teaches in the areas of Information Systems, Human-Computer Interaction, and Artificial Intelligence. Her research focuses on AI applications in health and education, and she has led numerous national and international projects, including COST Actions and initiatives like MEM+ for people with Alzheimer.

With over 60 publications, including journal articles, book chapters, and conference papers, she has made significant contributions to her field. She has also held leadership roles, such as Director of the IT-IUL research unit and Coordinator of the Information Technology group. Her teaching excellence is reflected in consistently high student evaluations, and she has supervised multiple master's and doctoral theses.

Her work extends to university management, curriculum development, and promoting scientific culture, demonstrating a strong commitment to academia and research.

Research Interests

Inteligência Artificial

Academic Qualifications

| University/Institution | Type | Degree | Period |
|----------------------------------|------------|--|--------|
| University of Leeds | PhD | Informática | 2004 |
| Instituto Superior Técnico - UTL | Licenciate | Engenharia Informática e de Computadores | 1997 |

Teaching Activities

| Teaching Year | Sem. | Course Name | Degree(s) | Coord. |
|---------------|------|--|--|--------|
| 2025/2026 | 2º | Symbolic Artificial Intelligence for Data Science | Bachelor Degree in Data Science; | Yes |
| 2025/2026 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | Yes |
| 2025/2026 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | No |
| 2025/2026 | 1º | Master Dissertation in Computer Science Engineering | | No |
| 2025/2026 | 1º | Knowledge and Reasoning in Artificial Intelligence | | Yes |
| 2024/2025 | 1º | Symbolic Artificial Intelligence for Data Science | Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science; | Yes |
| 2024/2025 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2024/2025 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | Yes |
| 2024/2025 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2024/2025 | 1º | Knowledge and Reasoning in Artificial Intelligence | | Yes |

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| 2024/2025 | 1º | Cities Futures – Interdisciplinary Challenges | | No |
| 2023/2024 | 1º | Symbolic Artificial Intelligence for Data Science | Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science; | Yes |
| 2023/2024 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2023/2024 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | No |
| 2023/2024 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2022/2023 | 2º | Interactive Applications | | Yes |
| 2022/2023 | 2º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2022/2023 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2022/2023 | 1º | Introduction to Research in Engineering | | Yes |
| 2022/2023 | 1º | Symbolic Artificial Intelligence for Data Science | Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science; | Yes |
| 2022/2023 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2022/2023 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | No |
| 2022/2023 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2022/2023 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2021/2022 | 2º | Interactive Applications | | Yes |
| 2021/2022 | 2º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2021/2022 | 2º | Master Dissertation in Computer Science Engineering | | Yes |

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|-----------|----|--|---|-----|
| 2021/2022 | 2º | Artificial Intelligence | Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; | No |
| 2021/2022 | 1º | Introduction to Research in Engineering | | Yes |
| 2021/2022 | 1º | Symbolic Artificial Intelligence for Data Science | Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science; | Yes |
| 2021/2022 | 1º | Master Dissertation in Telecommunications and Computer Engineering | | No |
| 2021/2022 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | Yes |
| 2021/2022 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2020/2021 | 2º | Interactive Applications | | Yes |
| 2020/2021 | 2º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; | No |
| 2020/2021 | 1º | Introduction to Research in Engineering | | Yes |
| 2020/2021 | 1º | User Experience and Visualization of Information | Master Degree in Computer Engineering; | Yes |
| 2019/2020 | 2º | Interactive Applications | | Yes |
| 2019/2020 | 1º | Introduction to Research in Engineering | | Yes |
| 2019/2020 | 1º | Dissertation in Integrated Business Intelligence Systems | | No |
| 2019/2020 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | Yes |
| 2018/2019 | 2º | Interactive Applications | | Yes |
| 2018/2019 | 2º | Dissertation in Integrated Business Intelligence Systems | | No |

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| 2018/2019 | 1º | Introduction to Research in Engineering | | Yes |
| 2018/2019 | 1º | Dissertation in Integrated Business Intelligence Systems | | No |
| 2018/2019 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 2º | Interactive Applications | | Yes |
| 2017/2018 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2017/2018 | 1º | Introduction to Research in Engineering | | Yes |
| 2017/2018 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2017/2018 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2016/2017 | 2º | Interactive Applications | | Yes |

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|-----------|----|---|---|-----|
| 2016/2017 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2016/2017 | 1º | Introduction to Research in Engineering | | Yes |
| 2016/2017 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2016/2017 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2016/2017 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2015/2016 | 2º | Interactive Applications | | Yes |
| 2015/2016 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2015/2016 | 1º | Introduction to Research in Engineering | | Yes |
| 2015/2016 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2015/2016 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2015/2016 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2014/2015 | 2º | Interactive Applications | | Yes |
| 2014/2015 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2014/2015 | 1º | Introduction to Research in Engineering | | Yes |
| 2014/2015 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |

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|-----------|----|---|---|-----|
| 2014/2015 | 1º | Artificial Intelligence | Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Telecommunications and Computer Engineering; | No |
| 2014/2015 | 1º | Master Dissertation in Computer Science Engineering | | Yes |
| 2013/2014 | 2º | Interactive Applications | | Yes |
| 2013/2014 | 2º | Master Dissertation in Computer Science Engineering | | Yes |
| 2013/2014 | 1º | Introduction to Research in Engineering | | Yes |
| 2013/2014 | 1º | Software Engineering I | | Yes |
| 2013/2014 | 1º | Master Dissertation in Computer Science Engineering | | Yes |

Supervisions

• Ph.D. Thesis

- Ongoing

| | Student Name | Title/Topic | Language | Status | Institution |
|---|---------------------------------|---|------------|------------|-------------|
| 1 | Telma Xavier | The Multidimensional Impact of Programming in the 1st Cycle/Elementary School in Educational Contexts in Portugal and Brazil | English | Developing | Iscte |
| 2 | Ni Pingbo | Key Elements Analysis: Digital Transformation Strategy Implementation for Application Software Development Companies | English | Developing | Iscte |
| 3 | Raul Miguel do Vale Martins | Development of an artificial intelligence adoption framework at individual level | English | Developing | Iscte |
| 4 | Arlindo Bernardo Paulo Nhabomba | Framework para Arquitetura de Sistemas de Informação | English | Developing | Iscte |
| 5 | Telma Maria da Silva Xavier | O Impacto Multidimensional do Ensino de Programação e Inteligência Artificial nas Primeiras Etapas da Educação Básica Obrigatória em Contextos Educacionais Públicos de Portugal e Brasil | Portuguese | Developing | Iscte |

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|---|------------------------|---|---------|------------|-------|
| 6 | Muhammad Hashim Hameed | Explainable AI in Social Media Spam Detection for Heterogeneous Cross-Platform Data | English | Developing | Iscte |
|---|------------------------|---|---------|------------|-------|

- Concluded

| | Student Name | Title/Topic | Language | Institution | Concluding Year |
|---|--------------|---|----------|-------------|-----------------|
| 1 | Rao Yong | The Impact of Digital Technology on Business Operational Performance: A study on Chinese SMEs | English | Iscte | 2023 |

• M.Sc. Dissertations

- Ongoing

| | Student Name | Title/Topic | Language | Status | Institution |
|----|--|--|----------|------------|-------------|
| 1 | Marcos Viana Duchinski | Plataforma de Curadoria Digital Assistida por IA para Pequenos Museus | -- | Developing | Iscte |
| 2 | Ricardo Nuno Silva Paulo | Building and Nurturing a Comprehensive Ecosystem for the Resilience and Well-being Among Unaccompanied Children | -- | Developing | Iscte |
| 3 | Márcio José Santos Menezes | Development of an Interactive Digital Platform based on the João de Deus Maternal Booklet | -- | Developing | Iscte |
| 4 | Nuno Manuel Tavares Rodrigues | Machine learning to assist sleep apnea diagnosis in children | English | Developing | Iscte |
| 5 | Francisco Correia Santos Rodrigues | Tabuleiro sem Fronteiras | -- | Developing | Iscte |
| 6 | Adelaide Abibata Djaló | Intelligent Agent to provide personalised therapeutics to people with dementia | -- | Developing | Iscte |
| 7 | Guilherme Afonso Pimenta e Osório de Valdoleiros | Artificial Intelligence as a Compliance System for Automotive and Motorsport Regulations | -- | Developing | Iscte |
| 8 | Rodrigo Francisco Félix Barata | Design and Development of an AI-Powered Digital Platform to Support Educators in Implementing Challenge-Based Learning | -- | Developing | Iscte |
| 9 | Miguel Rocha Simões Cordeiro | Schoopedia | -- | Developing | Iscte |
| 10 | Ruben Alexandre Dias Miguel Oliveira | Intelligent Agent to provide personalised and therapeutics activities to people with dementia | -- | Developing | Iscte |

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| 11 | Flávio Miguel Freire Martins | The Battle of Aljubarrota explained through a digital game | -- | Developing | Iscte |
| 12 | Gabriel Pascoalinho Oliveira Esgueira | Development and Evaluation of a Technological Integration Platform for the 2nd Cycle; Empowering Teachers and Students in Digital Education Laboratories. | -- | Developing | Iscte |
| 13 | Filipa Rodrigues da Fonseca e Silva | A serious game about the inclusion of immigrant children in Portuguese schools. | -- | Developing | Iscte |
| 14 | Inês Mendonça Consolado | Development of an intelligent tutor for primary education | -- | Developing | Iscte |
| 15 | Madalena Maia Rebelo Teixeira Jorge | Intelligent Agent for Informal Caregivers of Individuals with Dementia: Ethical Dilemmas. | -- | Developing | Iscte |
| 16 | Bernardo Ferreira Grilo | Digital games as a tool for development of tolerance to stress | -- | Developing | Iscte |
| 17 | André Diogo dos Santos Antunes de Jesus Henriques | Development of a generic solution for a promotions menu in a mobile app | -- | Developing | Iscte |

- Concluded

| | Student Name | Title/Topic | Language | Institution | Concluding Year |
|---|------------------------------------|--|------------|-------------|-----------------|
| 1 | Miguel Santos Nunes Nobre Ferreira | Serious game about sexual abuse for teenagers. | English | Iscte | 2024 |
| 2 | Rodolfo Aires Alves Farinha | A gamified digital platform for collaborative knowledge creation: Schoolpedia | English | Iscte | 2024 |
| 3 | Maria Quaresma Gomes Costa | A serious game to enhance children's awareness about the vital role of sharks in marine ecosystems | English | Iscte | 2024 |
| 4 | Lucas da Silveira Machado | Mundo Pet - Pet Management | Portuguese | Iscte | 2022 |
| 5 | Sandrina Cristele Pereira Vieira | Research on User Experience for Children | English | Iscte | 2021 |
| 6 | Alberto Fernandes de Carvalho | Virtual Reality Substation Training Tool For Industry Workers | English | Iscte | 2020 |
| 7 | Cynthia Anastacya Mendes Borges | Developing videogames for english language learning | Portuguese | Iscte | 2020 |
| 8 | Marta Timóteo Pereira | Platform for Learning and Assessment of Skills in Pre-School Education | Portuguese | Iscte | 2020 |

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|----|-----------------------------------|--|------------|-------|------|
| 9 | Tatiana Daniela Preto Afonso | MemPlus: Web Application for Alzheimer's Patients | Portuguese | Iscte | 2019 |
| 10 | Luís Miguel Rodrigues Figueiredo | Understanding and Improving Cooperation and Moral Philosophies through a Serious Game | Portuguese | Iscte | 2019 |
| 11 | Ruben Miguel Malveiro Garcia | Serious Game for Learning Financial Literacy | Portuguese | Iscte | 2018 |
| 12 | João Manuel Andrade Mateus | Guia de Boas Práticas e Protótipo para Desenvolvimento Educacional de Crianças com Idade Escolar | Portuguese | Iscte | 2017 |
| 13 | Rúdi Telo Luís | Jogo didático 3D para transitar com segurança nas levadas da Madeira | Portuguese | Iscte | 2016 |
| 14 | Diogo de Almeida Sequeira | LumiApp - uma aplicação mobile para guiar e ensinar | Portuguese | Iscte | 2015 |
| 15 | Aníbal Manuel Faleiro Caixinha | MEN+: An Application for Alzheimer Illness | English | Iscte | 2013 |
| 16 | Ricardo Jorge Vieira Ribeiro | Intelligent Tutoring System for Mathematics | English | Iscte | 2013 |
| 17 | Rui Filipe Oliveira Cardoso | MuseUnum um Guia de Museus para Diapositivos IOS | Portuguese | Iscte | 2013 |
| 18 | Paulo Alexandre Pinto Albuquerque | Sistema de Recomendação Colaborativo de Restaurantes com Dispositivos Móveis | Portuguese | Iscte | 2012 |
| 19 | David Diogo Ralo | -- | -- | Iscte | 2011 |

• M.Sc. Final Projects

- Concluded

| | Student Name | Title/Topic | Language | Institution | Concluding Year |
|---|---------------------------------------|--|------------|-------------|-----------------|
| 1 | Diogo Manuel Coelho Morais dos Santos | Evaluating the impact of implementing a gamified online store on a game server's business: A comparison between Portugal and the United States | Portuguese | Iscte | 2022 |

Total Citations

| | |
|-----------------|-----|
| Web of Science® | 54 |
| Scopus | 225 |

Publications

• Scientific Journals

- Scientific journal paper

| | |
|----|--|
| 1 | Costa, M., Machado Alexandre, I., Boaventura, D. & Santana, P. (N/A). Transforming children's knowledge and perception of sharks through a serious game. <i>Journal of Computers in Education</i> . N/A |
| 2 | Scerri, A., Juul, F. S., Silva, R., Serrat, R., Grech, A., Fedosejeva, G. J....Lauridsen, S. (N/A). Ethical issues associated with assistive technologies for persons living with dementia and their caregivers: An overview of reviews. <i>Dementia</i> . N/A - Times Cited Web of Science®: 1 - Times Cited Scopus: 1 - Times Cited Google Scholar: 2 |
| 3 | Nhabomba, A., Alturas, B. & Machado Alexandre, I. (2025). Enterprise architecture assessment and user satisfaction model estimate in statistical organizations of African countries. <i>The Electronic Journal of Information Systems in Developing Countries</i> . 91 (5) |
| 4 | Alexandre, I., Lopes, P. F. & Borges, C. (2023). Roadmap for the development of EnLang4All: A video game for learning English. <i>Multimodal Technologies and Interaction</i> . 7 (2) - Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 7 |
| 5 | Santos, D., Cardoso, E. & Alexandre, I. (2023). Evaluating the impact of gamification on the online shop of a game server: A Comparison between the Portuguese and North American contexts. <i>Informatics</i> . 10 (2) - Times Cited Google Scholar: 2 |
| 6 | Sanoki, K., Alturas, B. & Alexandre, I. (2020). Algoritmo para otimizar heurístico complexo entre as tarefas. <i>Revista SODEBRAS</i> . 15 (169), 93-96 |
| 7 | Carvalho, R. M., Lopes, P. F., Alexandre, I. & Alturas, B. (2016). Qualidade dos sítios Web da Administração Pública Portuguesa. <i>RISTI - Revista Ibérica de Sistemas e Tecnologias de Informação/Iberian Journal of Information Systems and Technologies (RISTI)</i> . 20, 78-98 - Times Cited Web of Science®: 10 - Times Cited Scopus: 13 - Times Cited Google Scholar: 27 |
| 8 | Alexandre, I., Brna, P. & Paiva, A. (2005). Tell Me a Story. <i>Virtual Reality</i> . 9 (1), 34-48 - Times Cited Scopus: 10 - Times Cited Google Scholar: 13 |
| 9 | Paiva, A. & Alexandre, I. (2002). Lifelong training with Vincent, a web-based pedagogical agent. <i>International Journal Of Continuing Engineering Education And Lifelong Learning</i> . 12, 254-266 - Times Cited Scopus: 12 - Times Cited Google Scholar: 34 |
| 10 | Paiva, A. , Alexandre, I. & Prada, R. (2001). The child behind the character. <i>IEEE Transactions on Systems, Man, and Cybernetics - Part A: Systems and Humans</i> . 31 (5), 361-368 - Times Cited Web of Science®: 6 - Times Cited Scopus: 8 - Times Cited Google Scholar: 20 |

- Review article

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|---|--|
| 1 | Neal, D., Craven, M. P., Cross, J., Evans, S., Fox, C., Oksnebjerg, L....Meiland, F. J. (2025). Digital assistive technologies for community-dwelling people with dementia: A systematic review of systematic reviews by the |
|---|--|

INTERDEM AI & assistive technology taskforce. Digital Health. 11
 - Times Cited Web of Science®: 3
 - Times Cited Google Scholar: 3

• Books and Book Chapters

- Book editor

- 1 David, N., Alexandre, I. & Prada, R. (2008). Advances in Artificial Intelligence - IBERAMIA 2008 11th Ibero-American Conference on AI, Lisbon, Portugal, October 14-17, 2008. Proceedings. Springer-Verlag.

- Book chapter

- 1 Botelho, M.do C., Nunes, N., Ferreira da Silva, C., Alexandre, I., Guerreiro, M. D. & Sousa, M. (2023). International mobility challenges in higher education in the digital era. In Maria José Sousa, Andreia de Bem Machado, Gertrudes Aparecida Dandolini (Ed.), Technologies for sustainable global higher education. (pp. 187-210). London: Routledge.
- 2 Caixinha, A. & Alexandre, I. (2016). What's Memory All About?: The Importance of Memory in Alzheimer's Patients. In Dimitrios I. Fotiadis (Ed.), Handbook of Research on Trends in the Diagnosis and Treatment of Chronic Conditions. (pp. 263-278).: IGI Global.
 - Times Cited Google Scholar: 1
- 3 Caixinha, A., V. Magalhães & Alexandre, I. (2013). Do you remember or have you forgotten?. In Ricardo MARTINHO, Rui Rijo, Maria Manuela Cruz-Cunha, João Eduardo Varajão (Ed.), Information Systems and Technologies for Enhancing Health and Social Care. (pp. 136-146). Estados Unidos da América: IGI global, Medical Information Science Reference.
 - Times Cited Scopus: 4
- 4 Nelson Zagalo, Prada, R., Alexandre, I. & Torres, A. (2008). Authoring Emotion. In Jimmy Or; (Ed.), Affective Computing.: I-Tech Education and Publishing.
 - Times Cited Google Scholar: 1
- 5 H. Ulrich Hoppe, Andreas Lingnau, Frank Tewissen, Paiva, A., Paiva, A. , Prada, R....Alexandre, I. (2007). Supporting collaborative activities in computer-integrated classrooms - the NIMIS Approach. In H. Ulrich Hoppe; Hiroaki Ogata; Amy Soller; (Ed.), The Role of Technology in CSCL. (pp. 121-138). Boston, MA: Springer US.
 - Times Cited Google Scholar: 73
- 6 Paiva, A. , Prada, R., Alexandre, I., Martinho, C., Marco Vala & Silva, A. (2004). Playing with Agents — Agents in Social and Dramatic Games. In Life-like characters. (pp. 361-376).
 - Times Cited Google Scholar: 2
- 7 Alexandre, I. & Paiva, A. (2002). Me, my character and the others. In Kerstin Dautenhahn, Alan Bond, Lola Cañamero, Bruce Edmonds (Ed.), Socially intelligent agents: Creating relationships with computers and robots. (pp. 197-204). Boston: Kluwer Academic Publishers.
 - Times Cited Google Scholar: 4
- 8 Martinho, C., Alexandre, I. & Paiva, A. (2000). A Cognitive Approach to Affective User Modeling. In Affective Interactions. (pp. 64-75).
 - Times Cited Google Scholar: 46

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| 9 | <p>H. Ulrich Hoppe, Andreas Lingnau, Alexandre, I., Paiva, A., Prada, R. & Frank Tewissen (2000). Supporting collaborative activities in computer integrated classrooms-the NIMIS approach. In Proceedings Sixth International Workshop on Groupware. CRIWG 2000. (pp. 94-101). Madeira, Portugal: IEEE Comput. Soc.</p> <ul style="list-style-type: none"> - Times Cited Web of Science®: 18 - Times Cited Scopus: 42 - Times Cited Google Scholar: 4 |
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• Conferences/Workshops and Talks

- Publication in conference proceedings

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| 1 | <p>Consolado, I.M., Machado Alexandre, I. & Oliveira, S. M. (2025). DEVELOPMENT OF AN INTELLIGENT TUTORING SYSTEM FOR PRIMARY EDUCATION. In Futures Conference 2025 Artificial Intelligence in Education.</p> |
| 2 | <p>Alberto Carvalho, Waldir Moreira, Sousa, F & Machado Alexandre, I. (2025). VR Trainee: a Virtual Reality Training Tool for the Energy Industry. In 2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW). (pp. 1338-1339). Saint Malo, France: IEEE.</p> |
| 3 | <p>Costa, M., Alexandre, I., Boaventura, D. & Santana, P. (2024). A serious game to increase children's awareness about the vital role of sharks in marine ecosystems. In Anabela Marto, José Creissac Campos (Ed.), Proceedings of the International Conference on Graphics and Interaction (ICGI). Vila Real, Portugal: IEEE.</p> <ul style="list-style-type: none"> - Times Cited Web of Science®: 1 - Times Cited Scopus: 1 - Times Cited Google Scholar: 2 |
| 4 | <p>Nhabomba, A., Alturas, B. & Alexandre, I. (2023). Reference framework for the enterprise architecture for national organizations for official statistics: Literature review. In Anwar, S., Ullah, A., Rocha, Á., and Sousa, M. J. (Ed.), Proceedings of International Conference on Information Technology and Applications. Lecture Notes in Networks and Systems. (pp. 299-310). Lisboa: Springer.</p> <ul style="list-style-type: none"> - Times Cited Google Scholar: 1 |
| 5 | <p>Vieira, S., Alexandre, I. M. & Cardoso, E. (2022). The child in charge: The case of child-participatory design of an environmental sustainability serious game. In IDC '22: Interaction Design and Children. (pp. 485-491). Braga: Association for Computing Machinery.</p> <ul style="list-style-type: none"> - Times Cited Web of Science®: 4 - Times Cited Scopus: 9 - Times Cited Google Scholar: 7 |
| 6 | <p>Nhabomba, A. B. P., Alturas, B. & Alexandre, I. M. (2021). Framework de arquitetura de sistemas de informação para as organizações nacionais de estatísticas oficiais. In Rocha, A., Gonçalves, R., Penalvo, F. G., & Martins, J. (Ed.), 2021 16th Iberian Conference on Information Systems and Technologies (CISTI). Chaves: IEEE.</p> <ul style="list-style-type: none"> - Times Cited Google Scholar: 1 |
| 7 | <p>Martins, R. do V., Alturas, B. & Alexandre, I. (2021). Perspective for the use of adoption theories in artificial intelligence. In Rocha, A., Gonçalves, R., Penalvo, F. G., & Martins, J. (Ed.), 2021 16th Iberian Conference on Information Systems and Technologies (CISTI). Chaves: IEEE.</p> <ul style="list-style-type: none"> - Times Cited Scopus: 6 - Times Cited Google Scholar: 13 |
| 8 | <p>Guerreiro, D., Pereira, F., Almeida, F., Alexandre, I. & Lopes, P. F. (2019). CyberScape: A 2D roguelike platformer with procedurally generated levels. In Videojogos 2019: 11th International Conference on Videogames Sciences and Arts.: UA Editora.</p> |

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| 9 | Sanoki, K., Alturas, B. & Alexandre, I. M. (2019). Desenvolvimento de projetos em T.I.: Lógica heurística para codificação computacional. In Rocha, A., Pedrosa, I., Cota, M. P., and Gonçalves, R. (Ed.), 14th Iberian Conference on Information Systems and Technologies (CISTI'2019). Coimbra: IEEE. |
| 10 | Silva, H., Pedro, T., Pegas, V., Alexandre, I. M. & Lopes, P. F. (2017). Parallel. In Filipe Costa Luz, Daniel Cardoso, Nuno Fachada (Ed.), 10ª Conferência de Ciências e Artes dos Videojogos, VIDEOJOGOS 2017. Lisbon: Universidade Lusófona de Humanidades e Tecnologias. |
| 11 | Mesquita, G., Gomes, T., Amaral, V., Júnior, G., Lopes, P. F. & Alexandre, I. (2014). Khronosaurus, uma aventura no tempo. In Rocha, Á., Fonseca, D., Redondo, E., Reis, L. P., and Cota, M. P. (Ed.), 2014 9th Iberian Conference on Information Systems and Technologies (CISTI). Barcelona: IEEE. |
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| 39 | Alexandre, I., Martinho, C. & Paiva, A. (1999). Once upon a time . In Fall Symposium AAAI. - Times Cited Scopus: 1 - Times Cited Google Scholar: 21 |
| 40 | Alexandre, I. & Paiva, A. (1999). Heroes, Villains, Magicians, : Believable Characters in a Story Creation Environment . In AIED . - Times Cited Google Scholar: 28 |
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- Conference proceedings editor

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|---|---|
| 1 | Romano, D., Moffat, D., El Rhalibi, A., Narayek, A., Pavia, A., Ballin, D....Vinayagamoorthy, V. (2009). Adaptive and Emergent Behaviour and Complex Systems - Proceedings of the 23rd Convention of the Society for the Study of Artificial Intelligence and Simulation of Behaviour, AISB 2009. |
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- Talk

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| 1 | Cipriano, G., Machado Alexandre, I. & Martins, SC (2025). Artificial Intelligence in Educational Assessment: From Early Automation to Generative AI. Futures Conference 2025 Artificial Intelligence in Education . |
| 2 | Silva, F., Aguiar, C., Arriaga, P., Zagers, T. & Machado Alexandre, I. (2025). A serious game about the inclusion of immigrant children in Portuguese schools. Futures 2025: Artificial Intelligence in Education. |
| 3 | Zagers, T., Arriaga, P., Silva, F., Pöttker, C., Mendes, E., Walton, K....Aguiar, C. (2025). The KidLe Project: Developing five intercultural board games to support the inclusion of young children with migrant background. XII Simpósio Nacional de Investigação em Psicologia (SNIP). |
| 4 | Aguiar, C., Arriaga, P., Correia, N., Alexandre, J., Machado Alexandre, I., Rodrigues, R. B....zagers, T. (2024). The KidLe Project: Developing games to support the inclusion of young children with migrant background. ICRE'24 - Porto International Conference on Research in Education 2024. |
| 5 | Cipriano, G., Machado Alexandre, I. & Martins, SC (2024). "I used to know but I'm not sure now – what was I made for?" Teachers' concerns about the use of Artificial Intelligence in classroom assessment. Association for Educational Assessment - Europe, 25th annual conference Advances in Educational Assessment Practices: Considering the use of Technology, Artificial Intelligence, and Process Data for Assessment in the 21st Century. |
| 6 | Ferreira da Silva, C., Botelho, M.C., Nunes, N., Guerreiro, MD, Sousa, M., Costa, J. R....Alexandre, I. (2022). InCITIES – Traiblazing Inclusive, Sustainable and Resilient Cities (Horizon Europe Project: coordination and support action. Creative Smart Cities - 1st Science and Industry Meet-Up 2022. |
| 7 | Alexandre, I. (2019). Inteligência Artificial e Educação: Aplicações. Mat-Oeste 2019: Matemática na Região Oeste – 12.ª Edição. |
| 8 | Alexandre, I. (2019). Inteligência Artificial e Educação: Aplicações. Challenges 2019 - XI Conferência Internacional de TIC na Educação. |
| 9 | Alexandre, I. (2018). Robots and Children. DigiLitEY Project Meeting 6. |
| 10 | Silva, H., Silva Pedro, T., Pegas, V., Alexandre, I. & Lopes, P. F. (2017). Parallel. VIDEOJOGOS 2017 - 10ª Conferência de Ciências e Artes dos Videojogos. |
| 11 | I Silva, Lopes, P. F., F Baptista, J Calado & Alexandre, I. (2014). Fluxo, um jogo pedagógico sobre o Sistema Circulatório. EPCG 2014 21º Encontro Português de Computação Gráfica. 19-22 |

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| 12 | R Almeida, ML Brito, P Sousa, M Capela, Lopes, P. F. & Alexandre, I. (2014). Gestual Life, Jogo Educativo de Língua Gestual Portuguesa. EPCG 2014 21º Encontro Português de Computação Gráfica. 3-9 |
| 13 | Caixinha, A. & Alexandre, I. (2014). Helping to Stay Aware! – MEM+ a Computerised Application for Alzheimer's Patients . Procedia Technology . 16, 1424 - 1433 |
| 14 | Dinis, B, Rodrigues, B. & Alexandre, I. (2012). Let's tell a story and learn math?. Proc International Conf. on Digital Arts. |
| 15 | Caixinha, A., Magalhães, V. & Machado Alexandre, I. (2012). Do you still remember: Helping Alzheimer's patients not to forget about the past. Proc International Conf. on Advances in Computer Engineering - ACE. |
| 16 | Caixinha, A., Magalhães, V. & Alexandre, I. (2012). Do you remember or have you forgotten?. Proc International Conf. on Digital Arts. |
| 17 | T. Deus, T. Marques, Lopes, P. F., Machado Alexandre, I. & P. Alexandre (2012). Aprender Inglês com um Jogo por Computador didáctico. ARTECH 2012, 6th International Conference on Digital Arts. |
| 18 | T. Deus, T. Marques, Andrade, P., Alexandre, I. & Lopes, P. F. (2011). Aprender Inglês com o Inspector Flops - Learn English With Inspector Flops. Proc VideoJogos 2011, 4ª Conferência de Ciências e Artes dos Videojogos. |
| 19 | Lopes, P. F., Jardim, D. & Alexandre, I. (2011). Math4Kids. Proc First Iberian Workshop on Serious Games and Meaningful Play - SGaMePlay. |
| 20 | Alexandre, I., Trigueiros, M., Cardoso, E., Cercas, F. & Costa, C. (2005). DCTI a caminho de Bolonha. 6a Conferência da Associação Portuguesa de Sistemas de Informação (CAPSI 2005). |
| 21 | Alexandre, I. (2001). From Vincent to Papous - different approaches to education. 1st International Conference on New Technologies in Science Education. |

- Conference paper not in proceedings

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| 1 | Alexandre, I. & Santana, P. (2021). The child in the middle: A roadmap for studying user experience for children. Children, Robots, and Virtual Agents: Present and Future Challenges Workshop in ACM Interaction Design and Children. |
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• Other Publications

- Working Papers

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| 1 | Machado Alexandre, I., Silva, R., Bobrowicz-Campos, E., Irving, K., Schou-Juul, F., Jøranson, N....Lauridsen, S. (2026). Teaching methodologies for ethics education of professional caregivers in dementia care: A scoping review. Teaching methodologies for ethics education of professional caregivers in dementia care: A scoping review. |
| 2 | Brwon, S., Králová , K., La Haije, M. & Machado Alexandre, I. (2024). Historical and Contemporary Perspectives on the Transformations of Welfare in Europe. Historical and Contemporary Perspectives on the Transformations of Welfare in Europe. |

- Report

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| 1 | Alexandre, I. (2018). Relatório Final do Projeto LNE. |
| 2 | Oliveira-Brochado, A., Alexandre, I., Casanova, J. L., Garrido, M. V., Prista, P., Prista, P....Frédéric Vidal (2016). Relatório do Grupo de Trabalho para o Desenvolvimento da Área da Hospitalidade e Turismo no ISCTE-IUL. |

Research Projects

| Project Title | Role in Project | Partners | Period |
|---|-----------------------|--|-------------|
| The European University for Future Cities | Work Package delegate | Iscte, Université Gustave Eiffel - Leader (France), AVANS - (Netherlands), LAUREA - (Finland), TH KOLN - (Germany), UHU - (Spain), IUAV - (Italy), UTB - (Czech Republic), UNIZA - (Slovakia), BFH - (Switzerland) | 2025 - 2028 |
| Developing an intercultural game as a pedagogic tool for the inclusion of pupils with migrant bacKground in new Learning environments | Researcher | CIS-Iscte (CED), CIIM - (Cyprus), Eurospeak - (Ireland), InterAktion - (Austria), SIRIUS - (Belgium), Agios - (Cyprus) | 2023 - 2025 |
| Ethics in Dementia (EDEM) | Local Coordinator | IT-Iscte, CIS-Iscte (H4A), IT - (Portugal), SDU - (Denmark), DCU - (Ireland), UB - (Spain) | 2022 - 2026 |
| Trailblazing Inclusive, Sustainable and Resilient Cities | Researcher | Iscte - Leader, TH KOLN - (Germany), LAUREA - (Finland), UNI EIFFEL - (France), UNIZA - (Slovakia) | 2023 - 2025 |
| Slow Memory: Transformative Practices for Times of Uneven and Accelerating Change (SlowMemo) | Local Coordinator | IT-Iscte, IT - (Portugal), NTU - (United Kingdom), UG - (Austria), Aarhus - (Denmark) | 2021 - 2025 |
| "Wearable Robots for augmentation, assistance or substitution of human motor functions" | Local Coordinator | IT-Iscte, IT - (Portugal) | 2017 - 2021 |
| The digital literacy and multimodal practices of young children (DigiLitEY) | Local Coordinator | IT-Iscte, IT - (Portugal) | 2015 - 2019 |
| Lembrar para não Esquecer | Local Coordinator | IT-Iscte | 2013 - 2016 |

Academic Management Positions

Coordenador do 3º Ano (2025 - 2026)
Unit/Area: Bachelor Degree in Data Science

Coordenador do 3º Ano (2025 - 2026)
Unit/Area: Bachelor Degree in Data Science (PL)

Membro (Docente) (2025 - 2027)
Unit/Area: Plenário do Conselho Pedagógico

Coordenador do 3º Ano (2023 - 2025)
Unit/Area: Bachelor Degree in Data Science

Coordenador do 3º Ano (2023 - 2025)
Unit/Area: Bachelor Degree in Data Science (PL)

Membro (Docente) (2017)
Unit/Area: Plenário do Conselho Científico

Membro (Docente) (2016 - 2017)
Unit/Area: Plenário da Comissão Científica

Membro (Docente) (2016 - 2019)
Unit/Area: Comissão Científica

Director (2016 - 2017)
Unit/Area: Master Degree in Computer Engineering

Director (2014 - 2017)
Unit/Area: Institute of Telecommunications-IUL

Membro (Docente) (2014 - 2016)
Unit/Area: Comissão Científica

Presidente (2014 - 2017)
Unit/Area: Comissão Científica

Membro (Docente) (2013 - 2016)
Unit/Area: Comissão Científica

Director (2013 - 2015)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

Director (2013 - 2015)
Unit/Area: Bachelor Degree in Computer Engineering

Director (2013 - 2015)
Unit/Area: Master Degree in Computer Engineering

Sub-diretor (2011 - 2014)
Unit/Area: Institute of Telecommunications-IUL

Membro (2011 - 2014)
Unit/Area: Comissão Científica

Director (2011 - 2013)
Unit/Area: Master Degree in Computer Engineering

Membro (Docente) (2010 - 2016)
Unit/Area: Plenário da Comissão Científica

Coordenador (2009 - 2010)
Unit/Area: Bachelor Degree in Computer Engineering

Coordenador (2009 - 2010)
Unit/Area: Master Degree in Computer Engineering

| Research Network Name | Representative Role | Period |
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| Centro de Competências de Inteligência Artificial para Administração Pública (IA-AP) | Membro | Since 2022 |

Professional Associations

Asssociation for Computing Machinery (ACM) (Since 2022)

Associação Portuguesa para a Inteligência Artificial (Since 2000)

Organization/Coordination of Events

| Type of Organization/Coordination | Event Title | Organizer | Year |
|---|---|------------------------|------|
| Coordination of scientific event (with scientific committee) outside of ISCTE-IUL | Capstone Conference: Slow Memory and Beyond | SlowMemory Cost Action | 2025 |
| Member of scientific event committee | 16th International Conference on Agents and Artificial Intelligence | | 2025 |
| Coordination of non-scientific event | Workshop of COST Action EDEM | ISCTE-IUL | 2024 |
| Member of scientific event committee | 23ª Conferência da Associação Portuguesa de Sistemas de Informação (CAPSI2023) | | 2023 |
| Member of scientific event's organizing committee | 16th International Conference on Information Technology and Applications (ICITA 2022) | ISCTE-IUL | 2022 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2020 – AI and Games | | 2020 |
| Member of scientific event committee | International Conference on Agents and Artificial Intelligence, | | 2019 |
| Coordination of scientific event (with scientific committee) at ISCTE-IUL | 3rd EAI DLI - International Conference on Design, Learning & Innovation and the 7th EAI ArtsIT - Interactivity & Game Creation Conference | | 2018 |
| Member of scientific event committee | International Conference on Agents and Artificial Intelligence | | 2018 |
| Member of scientific event committee | International Conference on Agents and Artificial Intelligence | | 2017 |
| Member of free course/summer school's organizing committee | 1st Training School (TS) of the COST Action IS1410 - The Digital Literacy and Multimodal Practices of Young Children (DigiLitEY) | Universidade do Minho | 2016 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2016 – AI and Games | | 2016 |
| Member of scientific event committee | International Conference on Agents and Artificial Intelligence | | 2016 |

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|---|---|-----------|------|
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2015 – AI and Games | | 2015 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2014 – AI and Games | | 2014 |
| Member of scientific event committee | International Conference on the Foundations of Digital Games | | 2012 |
| Member of scientific event committee | First Workshop on Creativity and Innovation in Information Systems and Engineering (CRIISE2012) | | 2012 |
| Member of scientific event committee | 15th International Conference on Artificial Intelligence in Education AIED 2011 | | 2011 |
| Member of scientific event committee | Workshop on Digital Media and Digital Content Management 2011 | | 2011 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2011 – AI and Games | | 2011 |
| Member of scientific event committee | Fifth International Conference on E-learning and Games | | 2010 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2010 – AI and Games | | 2010 |
| Member of scientific event committee | Eighth International Conference on Autonomous Agents and Multiagent Systems | | 2009 |
| Member of scientific event committee | Artificial Intelligence and the Simulation of Behaviour 2009 – AI and Games | | 2009 |
| Member of scientific event committee | Workshop sobre Cloud Computing | Microsoft | 2009 |
| Coordination of scientific event (with scientific committee) at ISCTE-IUL | Conferência IBERAMIA'2008 - 11th Ibero-American Conference on AI | ISCTE-IUL | 2008 |
| Member of scientific event committee | Third International Conference on E-learning and Games | | 2008 |
| Member of scientific event committee | Fourth Australasian Conference on Interactive Entertainment | | 2007 |
| Member of scientific event committee | Second International Conference on E-learning and Games | | 2007 |
| Member of scientific event's organizing committee | Artificial and Ambient Intelligence Symposium: AI and Narrative Games for Education | | 2007 |
| Member of scientific event committee | Third Australasian Conference on Interactive Entertainment | | 2006 |
| Member of scientific event committee | Third International Conference for Narrative and Interactive Learning Environment | | 2006 |
| Member of scientific event's organizing committee | 2nd AIED Workshop on Narrative Learning Environments | | 2006 |
| Member of scientific event committee | Eight Intelligent Tutoring System Conference | | 2006 |

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| Member of scientific event committee | First International Conference on E-learning and Games | | 2006 |
| Member of scientific event committee | 2nd Australasian Conference on Interactive Entertainment | | 2005 |
| Member of scientific event's organizing committee | 1st AIED Workshop on Narrative Learning Environments | | 2005 |
| Member of scientific event's organizing committee | 1st The Kaleidoscope Workshop on Narrative Learning Environments | | 2005 |

Diffusion Activities

| Activity Type | Event Title | Activity Description | Year |
|---|---------------------------|--|------|
| Talk/Conference in public diffusion event | Conversa A MÁQUINA HUMANA | In the serie of talks: "The future of knowledge". The prospect of being able to acquire knowledge in a self-determined way that goes beyond official curricula with the help of artificial intelligence is as tantalizing as it is revolutionary. Is our educational system prepared to face a change in the way it works, with the possible use of humanoid robots? And who will determine the learning content - the human or the machine? | 2023 |