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Isabel Machado Alexandre

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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.
2026/2027	2º	Symbolic Artificial Intelligence for Data Science	Bachelor Degree in Data Science;	Yes
2026/2027	1º	User Experience and Visualization of Information	Master Degree in Computer Engineering;	No
2026/2027	1º	Knowledge and Reasoning in Artificial Intelligence	Master Degree in Artificial Intelligence;	Yes
2026/2027	1º	Research and Development Project in Engineering	Master Degree in Computer Engineering;	Yes
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	Master Degree 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	Master Degree in Artificial Intelligence;	Yes
2024/2025	1º	Cities Futures – Interdisciplinary Challenges	Specialization Seminar in 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
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
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	Master Dissertation in Computer Science Engineering		Yes
2016/2017	2º	Interactive Applications		Yes
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
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	Ni Pingbo	Key Elements Analysis: Digital Transformation Strategy Implementation for Application Software Development Companies	English	Developing	Iscte
2	Raul Miguel do Vale Martins	Development of an artificial intelligence adoption framework at individual level	English	Developing	Iscte
3	Arlindo Bernardo Paulo Nhabomba	Framework para Arquitetura de Sistemas de Informação	English	Developing	Iscte

4	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
5	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	Rodrigo Francisco Félix Barata	Design and Development of an AI-Powered Digital Platform to Support Educators in Implementing Challenge-Based Learning	English	Delivered	Iscte
2	Filipa Rodrigues da Fonseca e Silva	A serious game about the inclusion of immigrant children in Portuguese schools.	English	Delivered	Iscte
3	Marcos Viana Duchinski	Digital Support for Museum Collections Use: Design andEvaluation of a Platform with AI-Assisted ScientificPublication Discovery	English	Developing	Iscte
4	Márcio José Santos Menezes	Development of an Interactive Digital Platform based on the João de Deus Maternal Booklet	--	Developing	Iscte
5	Ricardo Nuno Silva Paulo	Building and Nurturing a Comprehensive Ecosystem for the Resilience and Well-being Among Unaccompanied Children	--	Developing	Iscte
6	Nuno Manuel Tavares Rodrigues	Machine learning to assist sleep apnea diagnosis in children	English	Developing	Iscte
7	Francisco Correia Santos Rodrigues	Tabuleiro sem Fronteiras	--	Developing	Iscte

8	Adelaide Abibata Djaló	Intelligent Agent to provide personlised therapeutics to people with dementia	English	Extended period	Iscte
9	Guilherme Afonso Pimenta e Osório de Valdoleiros	Artificial Intelligence as a Compliance System for Automotive and Motorsport Regulations	English	Delivered	Iscte
10	Miguel Rocha Simões Cordeiro	Schoopedia	--	Developing	Iscte
11	Inês Mendonça Consolado	Development of an intelligent tutor for primary education	English	Delivered	Iscte
12	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
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®	66
Scopus	259

Publications

• Scientific Journals

- Scientific journal paper

1	Schou-Juul, F., Gordijn, B., Morais, A., Fonseca, M., Scerri, A., Hinrichsen, C....Lauridsen, S. (2026). Development and pilot validation of a European ethical framework for decision-making in dementia care. BMC Medical Ethics, 27(1). https://doi.org/10.1186/s12910-026-01551-y - Times Cited Google Scholar: 1

2	Scerri, A., Juul, F. S., Silva, R., Serrat, R., Grech, A., Fedosejeva, G. J....Lauridsen, S. (2026). Ethical issues associated with assistive technologies for persons living with dementia and their caregivers: An overview of reviews. Dementia: International Journal of Social Research and Practice, 25(5), 1118?1158. https://doi.org/10.1177/14713012251341374 - Times Cited Web of Science®: 5 - Times Cited Scopus: 5 - Times Cited Google Scholar: 8
3	Costa, M., Machado Alexandre, I., Boaventura, D. & Santana, P. (2026). Transforming children's knowledge and perception of sharks through a serious game. Journal of Computers in Education, 13(2), 623?652. https://doi.org/10.1007/s40692-025-00368-9 - Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 6
4	Machado Alexandre, I. (2026). Dementia: Harnessing the power of slow memory to prevent disease progression. Memory Studies, 19(2), 534?548. https://doi.org/10.1177/17506980261416335
5	Nhabomba, A., Alturas, B. & Machado Alexandre, I. (2025). Enterprise architecture assessment and user satisfaction model estimate in statistical organizations of African countries. The Electronic Journal of Information Systems in Developing Countries, 91(5). https://doi.org/10.1002/isd2.70028 - Times Cited Scopus: 1 - Times Cited Google Scholar: 1
6	Alexandre, I., Lopes, P. F. & Borges, C. (2023). Roadmap for the development of EnLang4All: A video game for learning English. Multimodal Technologies and Interaction, 7(2). https://doi.org/10.3390/mti7020017 - Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 9
7	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. Informatics, 10(2). https://doi.org/10.3390/informatics10020036 - Times Cited Scopus: 1 - Times Cited Google Scholar: 1
8	Sanoki, K., Alturas, B. & Alexandre, I. (2020). Algoritmo para otimizar heurístico complexo entre as tarefas. Revista SODEBRAS, 15(169), 93?96. https://doi.org/10.29367/issn.1809-3957.15.2020.169.93 - Times Cited Google Scholar: 1
9	Carvalho, R. M., Lopes, P. F., Alexandre, I. & Alturas, B. (2016). Qualidade dos sítios Web da Administração Pública Portuguesa. RISTI - Revista Ibérica de Sistemas e Tecnologias de Informação/Iberian Journal of Information Systems and Technologies (RISTI),(20), 78?98. https://doi.org/10.17013/risti.20.78-98 - Times Cited Web of Science®: 11 - Times Cited Scopus: 13 - Times Cited Google Scholar: 28
10	Alexandre, I., Brna, P. & Paiva, A. (2005). Tell Me a Story. Virtual Reality, 9(1), 34?48. https://doi.org/10.1007/s10055-005-0002-6 - Times Cited Scopus: 10 - Times Cited Google Scholar: 13

11	Paiva, A. & Alexandre, I. (2002). Lifelong training with Vincent, a web-based pedagogical agent. International Journal Of Continuing Engineering Education And Lifelong Learning, 12, 254?266. https://doi.org/10.1504/IJCEELL.2002.000433 - Times Cited Scopus: 12 - Times Cited Google Scholar: 37
12	Paiva, A. , Alexandre, I. & Prada, R. (2001). The child behind the character. IEEE Transactions on Systems, Man, and Cybernetics - Part A: Systems and Humans, 31(5), 361?368. https://doi.org/10.1109/3468.952711 - Times Cited Web of Science®: 6 - Times Cited Scopus: 8 - Times Cited Google Scholar: 18

- Review article

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. https://doi.org/10.1177/20552076251362353 - Times Cited Web of Science®: 8 - Times Cited Google Scholar: 13

• Books and Book Chapters

- Book author

1	Šalamun, K. L., Arriaga, P., Rodrigues, R. B., Correia, N., Alexandre, J., Machado Alexandre, I....Aguiar, C. (2025). Guidelines for the co-creation of intercultural board games. Iscte. https://doi.org/10.5281/zenodo.18376023

- 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. https://doi.org/10.1007/978-3-540-88309-8

- Book chapter

1	Anthony Scerri, Felding, S. A., Bobrowicz-Campos, E., Yenigün Akbulut, S. C., Sik-Lanyi, C., Machado Alexandre, I....Hilde Thygesen (2026). Navigating the Ethical Issues in Assistive Technology Use. In Irving, K. and Thygesen, H. and Dogru-Huzmeli, E. and Zajdo, K. and Gaxhja, E. (Ed.), Everyday Ethical Issues in Caring and Supporting Someone Living with Dementia (pp. 127?136). Istanbul Gedik University Press.
2	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). Routledge. https://doi.org/10.1201/9781003424543-10 - Times Cited Scopus: 2
3	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. https://doi.org/10.4018/978-1-4666-8828-5.ch012

4	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). IGI global, Medical Information Science Reference. https://doi.org/10.4018/978-1-4666-3667-5.ch009 - Times Cited Scopus: 4 - Times Cited Google Scholar: 1
5	Nelson Zagalo, Prada, R., Alexandre, I. & Torres, A. (2008). Authoring Emotion. In Jimmy Or; (Ed.), Affective Computing. I-Tech Education and Publishing. https://doi.org/10.5772/6169 - Times Cited Google Scholar: 1
6	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). Springer US. https://doi.org/10.1007/978-0-387-71136-2_8 - Times Cited Google Scholar: 71
7	Paiva, A. , Prada, R., Alexandre, I., Martinho, C., Marco Vala & Silva, A. (2004). Playing with Agents — Agents in Social and Dramatic Games. Life-like characters (pp. 361?376). https://doi.org/10.1007/978-3-662-08373-4_15 - Times Cited Google Scholar: 2
8	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). Kluwer Academic Publishers. https://doi.org/10.1007/0-306-47373-9_24 - Times Cited Google Scholar: 5
9	Martinho, C., Alexandre, I. & Paiva, A. (2000). A Cognitive Approach to Affective User Modeling. Affective Interactions. (pp. 64?75). https://doi.org/10.1007/10720296_6 - Times Cited Scopus: 17 - Times Cited Google Scholar: 48
10	H. Ulrich Hoppe, Andreas Lingnau, Alexandre, I., Paiva, A., Prada, R. & Frank Tewissen (2000). Supporting collaborative activities in computer integrated classrooms-the NIMIS approach. Proceedings Sixth International Workshop on Groupware. CRIWG 2000 (pp. 94?101). IEEE Comput. Soc. https://doi.org/10.1109/CRIWG.2000.885160 - Times Cited Web of Science®: 18 - Times Cited Scopus: 42 - Times Cited Google Scholar: 4

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	Silva, F., Aguiar, C., Arriaga, P., Zagers, T. & Machado Alexandre, I. (2025). A serious game about the inclusion of immigrant children in Portuguese schools. In Maria José Sousa; Kevin J. Vaughn; Luís Moreira (Ed.), FUTURES 2025: Conference AI in Education Proceedings (pp. 63?63). ISEC Lisboa.
2	Consolado, I., Machado Alexandre, I. & Oliveira, S. M. (2025). Development of an intelligent tutoring system for primary education. In Maria José Sousa; Kevin J. Vaughn; Luís Moreira (Ed.), FUTURES2025: Conference AI in Education Proceedings. ISEC Lisboa.
3	Carvalho, A., Moreira, W., Sousa, F & Alexandre, I. (2025). VR trainee: A virtual reality training tool for the energy industry. Proceedings - 2025 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops, VRW 2025 (pp. 1338?1339). IEEE. https://doi.org/10.1109/VRW66409.2025.00315

4	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). IEEE. https://doi.org/10.1109/ICGI64003.2024.10923731 - Times Cited Scopus: 1 - Times Cited Google Scholar: 2
5	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). Springer. https://doi.org/10.1007/978-981-19-9331-2_25 - Times Cited Scopus: 1 - Times Cited Google Scholar: 2
6	Vieira, S., Alexandre, I. M. & Cardoso, E. (2022). The child in charge: The case of child-participatory design of an environmental sustainability serious game. IDC '22: Interaction Design and Children (pp. 485?491). Association for Computing Machinery. https://doi.org/10.1145/3501712.3535314 - Times Cited Web of Science®: 5 - Times Cited Scopus: 9 - Times Cited Google Scholar: 8
7	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). IEEE. https://doi.org/10.23919/CISTI52073.2021.9476340 - Times Cited Scopus: 8 - Times Cited Google Scholar: 14
8	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). IEEE. https://doi.org/10.23919/CISTI52073.2021.9476481 - Times Cited Google Scholar: 1
9	Guerreiro, D., Pereira, F., Almeida, F., Alexandre, I. & Lopes, P. F. (2019). CyberScape: A 2D roguelike platformer with procedurally generated levels. Videojogos 2019: 11th International Conference on Videogames Sciences and Arts. UA Editora.
10	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). IEEE. https://doi.org/10.23919/CISTI.2019.8760861
11	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. Universidade Lusófona de Humanidades e Tecnologias.
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- Conference proceedings editor

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- Talk

1	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),.
2	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,.
3	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,.
4	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,.
5	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,.
6	Alexandre, I. (2019). Inteligência Artificial e Educação: Aplicações. Mat-Oeste 2019: Matemática na Região Oeste – 12.ª Edição,.
7	Alexandre, I. (2019). Inteligência Artificial e Educação: Aplicações. Challenges 2019 - XI Conferência Internacional de TIC na Educação,.
8	Alexandre, I. (2018). Robots and Children. DigiLitEY Project Meeting 6,.
9	Silva, H., Silva Pedro, T., Pegas, V., Alexandre, I. & Lopes, P. F. (2017). Parallel. VIDEOJOGOS 2017 - 10ª Conferência de Ciências e Artes dos Videojogos,.
10	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.
11	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.
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13	Dinis, B, Rodrigues, B. & Alexandre, I. (2012). Let's tell a story and learn math?. Proc International Conf. on Digital Arts,.
14	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,.
15	Caixinha, A., Magalhães, V. & Alexandre, I. (2012). Do you remember or have you forgotten?. Proc International Conf. on Digital Arts,.
16	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,.

17	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,.
18	Lopes, P. F., Jardim, D. & Alexandre, I. (2011). Math4Kids. Proc First Iberian Workshop on Serious Games and Meaningful Play - SGaMePlay,.
19	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),.
20	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

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,.

• Other Publications

- Working Papers

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,. https://doi.org/https://osf.io/r6tg7/overview
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,. - Times Cited Google Scholar: 1

- Report

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

Mental Health, Inclusion, and Democratic Participation: Building a Learning and Outreach-Oriented Model for All Children	Researcher	CIS-Iscte (H4A) - Leader, UoL - (Cyprus), HFC - (Cyprus), CSD - (Bulgaria), InterAktion - (Austria), Re-Act - (Bulgaria), Aldeias-SOS - (Portugal), InPulsar - (Portugal), Casa Pia - (Portugal)	2026 - 2028
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 (2026 - 2027)
Unit/Area: Bachelor Degree in Data Science (PL)

Coordenador do 3º Ano (2026 - 2027)
Unit/Area: Bachelor Degree in Data Science

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

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

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

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

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

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

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

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

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 Networks

Research Network Name	Representative Role	Period
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
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
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	Kick-off event for the second edition of the training course on AI and anti-discrimination	In the framework of a project called “Upholding equality and non-discrimination by Equality bodies regarding the use of artificial intelligence (AI) in public administrations” the talk took place in the kick-off event of the training course on AI and anti-discrimination.	2026
Talk/Conference in public diffusion event	Kick-off event for the first edition of the training course on AI and anti-discrimination	In the framework of a project called “Upholding equality and non-discrimination by Equality bodies regarding the use of artificial intelligence (AI) in public administrations” the talk took place in the kick-off event of the training course on AI and anti-discrimination.	2025
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