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## Isabel Machado Alexandre

### Professora Auxiliar

Instituto de Telecomunicações - IUL

Department of Information Science and Technology (ISTA)



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

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

2019/2020	1°	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	2°	Interactive Applications		Yes
2018/2019	2°	Dissertation in Integrated Business Intelligence Systems		No
2018/2019	1°	Introduction to Research in Engineering		Yes
2018/2019	1°	Dissertation in Integrated Business Intelligence Systems		No
2018/2019	1°	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	2°	Interactive Applications		Yes
2017/2018	2°	Master Dissertation in Computer Science Engineering		Yes
2017/2018	1°	Introduction to Research in Engineering		Yes
2017/2018	1°	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	1°	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	1°	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	1°	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	1°	Master Dissertation in Computer Science Engineering		Yes
2016/2017	2°	Interactive Applications		Yes
2016/2017	2°	Master Dissertation in Computer Science Engineering		Yes
2016/2017	1°	Introduction to Research in Engineering		Yes
2016/2017	1°	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	1°	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	1°	Master Dissertation in Computer Science Engineering		Yes
2015/2016	2°	Interactive Applications		Yes
2015/2016	2°	Master Dissertation in Computer Science Engineering		Yes
2015/2016	1°	Introduction to Research in Engineering		Yes
2015/2016	1°	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	1°	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	1°	Master Dissertation in Computer Science Engineering		Yes
2014/2015	2°	Interactive Applications		Yes

2014/2015	2°	Master Dissertation in Computer Science Engineering		Yes
2014/2015	1°	Introduction to Research in Engineering		Yes
2014/2015	1°	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	1°	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	1°	Master Dissertation in Computer Science Engineering		Yes
2013/2014	2°	Interactive Applications		Yes
2013/2014	2°	Master Dissertation in Computer Science Engineering		Yes
2013/2014	1°	Introduction to Research in Engineering		Yes
2013/2014	1°	Software Engineering I		Yes
2013/2014	1°	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	Muhammad Hashim Hameed	Explainable AI in Social Media Spam Detection for Heterogeneous Cross-Platform Data	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

#### - 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	Márcio José Santos Menezes	Development of an Interactive Digital Platform based on the João de Deus Maternal Booklet	--	Developing	Iscte
3	Ricardo Nuno Silva Paulo	Building and Nurturing a Comprehensive Ecosystem for the Resilience and Well-being Among Unaccompanied Children	--	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
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
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®	59
Scopus	232

## Publications

### • Scientific Journals

#### - Scientific journal paper

1	<p>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: International Journal of Social Research and Practice</i>. N/A</p> <p>- Times Cited Web of Science®: 3                      - Times Cited Scopus: 1                      - Times Cited Google Scholar: 4</p>
2	<p>Costa, M., Machado Alexandre, I., Boaventura, D. &amp; 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</p> <p>- Times Cited Google Scholar: 1</p>
3	<p>Machado Alexandre, I. (2026). <i>Dementia: Harnessing the power of slow memory to prevent disease progression</i>. <i>Memory Studies</i>. 19 (2), 534-548</p>
4	<p>Nhabomba, A., Alturas, B. &amp; 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)</p> <p>- Times Cited Scopus: 1</p>
5	<p>Alexandre, I., Lopes, P. F. &amp; Borges, C. (2023). Roadmap for the development of EnLang4All: A video game for learning English. <i>Multimodal Technologies and Interaction</i>. 7 (2)</p> <p>- Times Cited Web of Science®: 2                      - Times Cited Scopus: 3                      - Times Cited Google Scholar: 7</p>
6	<p>Santos, D., Cardoso, E. &amp; 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)</p> <p>- Times Cited Scopus: 1                      - Times Cited Google Scholar: 2</p>
7	<p>Sanoki, K., Alturas, B. &amp; Alexandre, I. (2020). Algoritmo para otimizar heurístico complexo entre as tarefas. <i>Revista SODEBRAS</i>. 15 (169), 93-96</p> <p>- Times Cited Google Scholar: 1</p>
8	<p>Carvalho, R. M., Lopes, P. F., Alexandre, I. &amp; 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</p> <p>- Times Cited Web of Science®: 10                      - Times Cited Scopus: 13                      - Times Cited Google Scholar: 27</p>

9	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
10	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
11	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: 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. <i>Digital Health</i> . 11 - Times Cited Web of Science®: 5 - Times Cited Google Scholar: 7
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### • 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. <i>Iscte</i> .
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#### - Book editor

1	David, N., Alexandre, I. & Prada, R. (2008). <i>Advances in Artificial Intelligence - IBERAMIA 2008 11th Ibero-American Conference on AI, Lisbon, Portugal, October 14-17, 2008. Proceedings</i> . Springer-Verlag.
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#### - 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.), <i>Technologies for sustainable global higher education</i> . (pp. 187-210). London: Routledge. - Times Cited Scopus: 2
2	Caixinha, A. & Alexandre, I. (2016). What's Memory All About?: The Importance of Memory in Alzheimer's Patients. In Dimitrios I. Fotiadis (Ed.), <i>Handbook of Research on Trends in the Diagnosis and Treatment of Chronic Conditions</i> . (pp. 263-278).: IGI Global. - Times Cited Google Scholar: 1

3	<p>Caixinha, A., V. Magalhães &amp; 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.</p> <p>- Times Cited Scopus: 4</p>
4	<p>Nelson Zagalo, Prada, R., Alexandre, I. &amp; Torres, A. (2008). Authoring Emotion. In Jimmy Or; (Ed.), Affective Computing.: I-Tech Education and Publishing.</p> <p>- Times Cited Google Scholar: 1</p>
5	<p>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.</p> <p>- Times Cited Google Scholar: 70</p>
6	<p>Paiva, A. , Prada, R., Alexandre, I., Martinho, C., Marco Vala &amp; Silva, A. (2004). Playing with Agents — Agents in Social and Dramatic Games. In Life-like characters. (pp. 361-376).</p> <p>- Times Cited Google Scholar: 2</p>
7	<p>Alexandre, I. &amp; 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.</p> <p>- Times Cited Google Scholar: 5</p>
8	<p>Martinho, C., Alexandre, I. &amp; Paiva, A. (2000). A Cognitive Approach to Affective User Modeling. In Affective Interactions. (pp. 64-75).</p> <p>- Times Cited Google Scholar: 48</p>
9	<p>H. Ulrich Hoppe, Andreas Lingnau, Alexandre, I., Paiva, A., Prada, R. &amp; 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> <p>- Times Cited Web of Science®: 18</p> <p>- Times Cited Scopus: 42</p> <p>- Times Cited Google Scholar: 4</p>

## • Conferences/Workshops and Talks

### - Publication in conference proceedings

1	<p>Consolado, I., Machado Alexandre, I. &amp; 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. (pp. 58-58).: ISEC Lisboa.</p>
2	<p>Alberto Carvalho, Waldir Moreira, Sousa, F &amp; 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. &amp; 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> <p>- Times Cited Web of Science®: 1</p> <p>- Times Cited Scopus: 1</p> <p>- Times Cited Google Scholar: 2</p>

4	<p>Nhabomba, A., Alturas, B. &amp; 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> <p>- Times Cited Scopus: 1 - Times Cited Google Scholar: 2</p>
5	<p>Vieira, S., Alexandre, I. M. &amp; 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> <p>- Times Cited Web of Science®: 5 - Times Cited Scopus: 9 - Times Cited Google Scholar: 7</p>
6	<p>Martins, R. do V., Alturas, B. &amp; Alexandre, I. (2021). Perspective for the use of adoption theories in artificial intelligence. In Rocha, A., Gonçalves, R., Penalvo, F. G., &amp; Martins, J. (Ed.), 2021 16th Iberian Conference on Information Systems and Technologies (CISTI). Chaves: IEEE.</p> <p>- Times Cited Scopus: 8 - Times Cited Google Scholar: 14</p>
7	<p>Nhabomba, A. B. P., Alturas, B. &amp; 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., &amp; Martins, J. (Ed.), 2021 16th Iberian Conference on Information Systems and Technologies (CISTI). Chaves: IEEE.</p> <p>- Times Cited Google Scholar: 1</p>
8	<p>Guerreiro, D., Pereira, F., Almeida, F., Alexandre, I. &amp; 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>
9	<p>Sanoki, K., Alturas, B. &amp; 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.</p>
10	<p>Silva, H., Pedro, T., Pegas, V., Alexandre, I. M. &amp; 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.</p>
11	<p>Mesquita, G., Gomes, T., Amaral, V., Júnior, G., Lopes, P. F. &amp; 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.</p>
12	<p>Almeida, R., Brito, M. L., Sousa, P., Capela, M., Lopes, P. F. &amp; Alexandre, I. (2014). Gestual Life, Jogo educativo de língua gestual Portuguesa. In Gonçalves, A., Fernandes, A. R., and Rodrigues, N. (Ed.), Atas do 21º Encontro Português de Computação Gráfica - EPCG 2014 . (pp. 3-9). Leiria: Instituto Politécnico de Leiria.</p> <p>- Times Cited Google Scholar: 1</p>
13	<p>Silva, I., Baptista, F., Calado, J., Lopes, P. F. &amp; Alexandre, I. (2014). Fluxo, um jogo pedagógico sobre o sistema circulatório. In Gonçalves, A., Fernandes, A. R., and Rodrigues, N. (Ed.), Atas do 21º Encontro Português de Computação Gráfica - EPCG 2014. (pp. 19-22). Leiria: Instituto Politécnico de Leiria.</p> <p>- Times Cited Google Scholar: 1</p>

14	<p>Caixinha, A. &amp; Alexandre, I. (2014). Helping to stay aware!: MEM+ a computerised application for Alzheimer's patients. In João Varajão, Manuela Cunha, Niels Bjørn-Andersen, Rodney Turner, Duminda Wijesekera, Ricardo Martinho, Rui Rijo (Ed.), CENTERIS'2014/ProjMAN'2014/HCist'2014, Proceedings. (pp. 1424 - 1433). Troia: Elsevier.</p> <p>- Times Cited Web of Science®: 3 - Times Cited Google Scholar: 3</p>
15	<p>Amaral, T. &amp; Alexandre, I. (2013). From 7 to 77: I teach you and you teach me!. In Proc International Conf. on Agents and Artificial Intelligence - ICAART.</p>
16	<p>Caixinha, A., Magalhães, V. &amp; Machado Alexandre, I. (2012). Do you still remember: Helping Alzheimer's patients not to forget about the past. In Yonglei Tao (Grand Valley State University) and Vinu V Das (The IDES) (Ed.), Third International Conference on Advances in Computer Engineering - ACE 2012. (pp. 97-100). Amsterdão: IDES Conference Publishing System .</p>
17	<p>Caixinha, A., Magalhães, V. &amp; Machado Alexandre, I. (2012). Do you remember or have you forgotten?. In Ricardo Martinho e Rui Rijo (Ed.), International Conference on Health and Social Care Information Systems and Technologies . (pp. 0-0). Vilamoura: Elsevier Procedia Technology.</p>
18	<p>Alexandre, I. M., Jardim, D. &amp; Lopes, P. F. (2012). Hand in hand: Maths and storytelling together in an educational game. In Joaquim Filipe e Ana Fred (Ed.), 4th International Conference on Agents and Artificial Intelligence, ICAART 2012. (pp. 335-338). Vilamoura: SciTePress.</p>
19	<p>Dinis, B, Rodrigues, B. &amp; Machado Alexandre, I. (2012). Let's tell a story and learn math?. In Teresa Chambel, Alberto García Ariza, Gavin Perin, Mírian Tavares, José Bidarra e Mauro Figueiredo. (Ed.), ARTECH 2012, 6th International Conference on Digital Arts. (pp. 365-368). Faro: Grupo Português de Computação Gráfica and ARTECH International.</p>
20	<p>T. Deus, T. Marques, Lopes, P. F., Machado Alexandre, I. &amp; P. Alexandre (2012). Aprender Inglês com um Jogo por Computador didáctico. In Teresa Chambel, Alberto García Ariza, Gavin Perin Mírian Tavares, José Bidarra, Mauro Figueiredo (Eds.) (Ed.), ARTECH 2012, 6th International Conference on Digital Arts. (pp. 61-68). Faro: Grupo Português de Computação Gráfica, ARTECH International.</p>
21	<p>Lopes, P. F., D. Jardim &amp; Machado Alexandre, I. (2011). Math4Kids. In Álvaro Rocha, Ramiro Gonçalves, Manuel Pérez Cota, Luís Paulo Reis (Ed.), Proc First Iberian Workshop on Serious Games and Meaningful Play - SGaMePlay 2011. (pp. 711-716). Chaves: IEEE.</p> <p>- Times Cited Google Scholar: 1</p>
22	<p>T. Deus, T. Marques, P. Alexandre, Machado Alexandre, I. &amp; Lopes, P. F. (2011). Aprender Inglês com o Inspector Flops - Learn English With Inspector Flops. In A. Ramires Fernandes, Bruno Oliveira, Verónica Orvalho, A. Augusto de Sousa (Ed.), Proc VideoJogos 2011, Atas da 4ª Conferência de Ciências e Artes dos Videojogos. (pp. 253-264). Porto: n.d.</p>
23	<p>Jardim, D., Lopes, P. F. &amp; Alexandre, I. M. (2010). Math4Kids: Aprender conceitos de matemática brincando. In Valbom, L. (Ed.), Artech 2010. Proceedings of the 5th International Conference of Digital Arts - "Envisioning Digital Spaces". (pp. 221-224). Guimarães, Portugal: The International Association of Digital and Interactive Arts.</p> <p>- Times Cited Google Scholar: 3</p>
24	<p>Alexandre, I. M., Jardim, D. &amp; Lopes, P. F. (2010). Maths4Kids: Telling stories with maths. In Jhala, A., Riedl, M., and Roberts, D. (Ed.), INT3 '10: Proceedings of the Intelligent Narrative Technologies III Workshop. (pp. 1-6). Monterey California : ACM.</p> <p>- Times Cited Scopus: 4 - Times Cited Google Scholar: 8</p>

25	<p>Alexandre, I. M. (2008). Characters with character. In Lecture Notes in Computer Science. (pp. 223-232).: Springer.</p> <p>- Times Cited Web of Science®: 1</p> <p>- Times Cited Google Scholar: 2</p>
26	<p>Catarino, J., Moreiras, T., Lopes, P. F., Esmerado, J. &amp; Alexandre, I. M. (2007). How can we be serious in a game?. In Magerko, B. S., and Riedl, M. O. (Ed.), Intelligent Narrative Technologies: Papers from the AAAI Fall Symposium. (pp. 25-28). Arlington, Virginia: Association for the Advancement of Artificial Intelligence (AAAI).</p> <p>- Times Cited Scopus: 2</p>
27	<p>Machado, I., Brna, P. &amp; Paiva, A. (2004). 1, 2, 3... Action! Directing real actors and virtual characters. In Lecture Notes in Computer Science. (pp. 36-41).: Springer.</p> <p>- Times Cited Web of Science®: 2</p> <p>- Times Cited Scopus: 5</p> <p>- Times Cited Google Scholar: 13</p>
28	<p>Sobral, D., Machado, I. &amp; Paiva, A. (2003). Machiavellian characters and the edutainment paradox. In 4th International Workshop, IVA 2003. (pp. 333-340). Kloster Irsee: Springer.</p> <p>- Times Cited Scopus: 4</p> <p>- Times Cited Google Scholar: 16</p>
29	<p>D Sobral, Alexandre, I. &amp; Paiva, A. (2003). Managing Authorship in Plot Conduction. In Lecture Notes in Computer Science. Toulouse: Springer-Verlag.</p> <p>- Times Cited Scopus: 6</p> <p>- Times Cited Google Scholar: 35</p>
30	<p>Prada, R., Paiva, A. , Machado, I. &amp; Gouveia, C. (2002). "You Cannot Use My Broom! I'm the Witch, You're the Prince": Collaboration in a virtual dramatic game. In Lecture Notes in Computer Science. (pp. 913-922).: Springer.</p> <p>- Times Cited Web of Science®: 3</p> <p>- Times Cited Scopus: 8</p> <p>- Times Cited Google Scholar: 25</p>
31	<p>Alexandre, I., Brna, P. &amp; Paiva, A. (2001). Learning by playing: supporting and guiding story-creation activities. In 10th International Conference on Artificial Intelligence in Education. San Antonio</p> <p>- Times Cited Google Scholar: 16</p>
32	<p>Alexandre, I., Paiva, A. , Paiva, A., Paiva, A. &amp; Prada, R. (2001). Is the wolf angry or... just hungry?. In Proceedings of the fifth international conference on Autonomous agents - AGENTS '01. (pp. 370-376). Montreal, Quebec, Canada: ACM Press.</p> <p>- Times Cited Google Scholar: 59</p>
33	<p>Machado, I., Paiva, A. &amp; Brna, P. (2001). Real characters in virtual stories: Promoting interactive story-creation activities. In Lecture Notes in Computer Science. (pp. 127-134).: Springer.</p> <p>- Times Cited Scopus: 14</p> <p>- Times Cited Google Scholar: 53</p>
34	<p>Paiva, A. , Machado, I. &amp; Prada, R. (2001). Heroes, villains, magicians, dramatis personae in a virtual story creation environment. In Proceedings of the 6th international conference on Intelligent user interfaces - IUI '01. (pp. 129-136). Santa Fe, New Mexico, United States: ACM Press.</p> <p>- Times Cited Google Scholar: 111</p>

35	Alexandre, I., Prada, R. & Paiva, A. (2000). Bringing drama into a virtual stage. In Elizabeth Churchill; Martin Reddy; (Ed.), Proceedings of the third international conference on Collaborative virtual environments - CVE '00. (pp. 111-117). San Francisco, California, United States: ACM Press. - Times Cited Scopus: 17 - Times Cited Google Scholar: 52
36	Alexandre, I. (2000). Bringing Drama into a Virtual Stage. In Collaborative Virtual Environments Conference. - Times Cited Google Scholar: 52
37	Prada, R., Alexandre, I. & Paiva, A. (2000). TEATRIX: Virtual Environment for Story Creation. In Lecture Notes in Computer Science. (pp. 464-473). - Times Cited Scopus: 32 - Times Cited Google Scholar: 95
38	Alexandre, I. & Paiva, A. (2000). The child behind the character. In AAAI Fall Symposium. - Times Cited Google Scholar: 12
39	Alexandre, I., Martinho, C. & Paiva, A. (1999). Once upon a time . In Fall Symposium AAAI. - Times Cited Scopus: 1 - Times Cited Google Scholar: 20
40	Alexandre, I. & Paiva, A. (1999). Heroes, Villains, Magicians, : Believable Characters in a Story Creation Environment . In AIED . - Times Cited Google Scholar: 27
41	Paiva, A., Alexandre, I. & Martinho, C. (1999). Enriching Pedagogical Agents with Emotional Behavior: The Case of Vincent. In AIED .: Springer. - Times Cited Google Scholar: 31
42	Alexandre, I., Martins, Alexandre & Paiva, A. (1999). One for All and All in One. In UM99 User Modeling. CISM International Centre for Mechanical Sciences. (pp. 211-221). - Times Cited Google Scholar: 3
43	Paiva, A. & Alexandre, I. (1998). Vincent, an Autonomous Pedagogical Agent for On-the-Job Training. In Lecture Notes in Computer Science. (pp. 584-593): Springer-Verlag. - Times Cited Scopus: 23 - Times Cited Google Scholar: 81

#### - Conference proceedings editor

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

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
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**

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**

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. - 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
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
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

Association 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

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