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## José Luís Silva

### Professor Auxiliar

Department of Information Science and Technology (ISTA)



### Contacts

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### Curriculum

José Luís Silva holds a Ph.D. in Computer Science from the Portuguese MAP-i Consortium (University of Minho, University of Aveiro and University of Porto) and performed a postDoc at Interactive Critical Systems (ICS) team, IRIT, University of Toulouse (France). He is an Assistant Professor at Lisbon University Institute (ISCTE-IUL) and a member of the Interactive Technologies Institute (ITI) research unit of the Laboratory of Robotics and Engineering Systems (LARSyS), ACM Europe Technology Policy Committee, and IFIP TC 13 - Working Groups 13.2 and 13.10. He co-leads the MEROP research team, participated in national and international research projects (including with Airbus and the European Space Agency), and in the Portuguese contribution to Simulated Mars Missions: AMADEE-20 and AMADEE-24 organized by the Austrian Space Forum. His work has been published in prestigious peer-reviewed international journals and conferences such as IEEE Access, IJHCS, ACM EICS, IEEE RO-MAN, ACM IUI, ACM/IEEE HRI and INTERACT. In the past, he was Invited Assistant Professor at the University of Madeira, Visiting Researcher at CMU (USA), a Lecturer at Cávado e Ave Polytechnic Institute, a member of the INESC TEC laboratory, and visiting PhD student at both Georgia Institute of Technology (USA) and Newcastle University (UK). His main research interests lie in Human-Robot Interaction, Interactive Systems and Space Exploration. His awards and honors include ISCTE-IUL Scientific Awards and a Ph.D. Award from Fraunhofer Portugal Challenge.

### Research Interests

Human-Robot Interaction

Space Exploration
Interactive Systems

## Academic Qualifications

University/Institution	Type	Degree	Period
University of Toulouse	Post-Doc	Interactive Critical Systems	2013
Consortium of University of Minho, University of Aveiro and University of Porto (extended periods in Newcastle University, UK)	PhD	MAP-i (MAP Doctoral Programme in Computer Science)	2012
Universidade do Minho	Licenciante	Engenharia de Sistemas e Informática (5 anos)	2007

## Teaching Activities

Teaching Year	Sem.	Course Name	Degree(s)	Coord
2024/2025	2º	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2024/2025	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Telecommunications and Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2023/2024	2º	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2023/2024	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Telecommunications and Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2022/2023	2º	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2021/2022	2º	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes

2021/2022	1°	Concurrent and Parallel Programming	Bachelor Degree in Computer Science and Business Management (PL); Institutional Degree in Escola de Tecnologias e Arquitetura; Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Telecommunications and Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management;	No
2020/2021	2°	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2020/2021	1°	Multiparadigm Programming Project	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2019/2020	2°	Introduction to Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Telecommunications and Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; Master Degree in Social and Organizational Modeling;	Yes
2019/2020	1°	Introduction to Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering; Bachelor Degree in Telecommunications and Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering; Master Degree in Social and Organizational Modeling;	Yes

## Supervisions

### • Ph.D. Thesis

#### - Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Rui Paulo Dias Xavier	Multimodal immersive teleoperation and data visualization interfaces for improved awareness in ocean robotic exploration	English	Developing	Instituto Superior Técnico
2	Rute Luz	In Situ Human-Robot Collaboration for Direct Planetary Exploration	English	Developing	Instituto Superior Técnico da Universidade de Lisboa

#### - Concluded

	Student Name	Title/Topic	Language	Institution	Concluding
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					Year
1	Jéssica Corujeira	Augmentation of Situation Awareness Through Multimodal Interfaces in Mobile Robot Teleoperation	English	Instituto Superior Técnico da Universidade de Lisboa	2024

## • M.Sc. Dissertations

### - Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Tiago Costa	Semi-autonomous strategies for augmenting planetary rover teleoperation using haptic devices	English	Developing	Instituto Superior Técnico
2	Margarida Pereira	Zero Latency Illusion In Remote Teleoperation of Planetary Rovers	English	Developing	Instituto Superior Técnico
3	João Batista	Pseudo-haptics Feedback for Planetary Rovers	English	Developing	Instituto Superior Técnico
4	Bárbara Silva	Space CoBot Teleoperation	English	Developing	Instituto Superior Técnico
5	Miguel Yin	Novel Affordances for Planetary Rovers	English	Developing	Instituto Superior Técnico
6	Gonçalo Coelho	Augmented Reality for information fusion in teleoperation of mobile robots	English	Developing	Instituto Superior Técnico

### - Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	João Nascimento	Enhancement of Underwater Teleoperation using a Pseudo-Haptic Attitude Indicator	English	Instituto Superior Técnico	2024
2	Rui Abrantes	Human-Supervised Autonomous Navigation of Planetary Rovers in Rough Terrain	English	Instituto Superior Técnico	2024
3	Duarte Maria Stock da Cunha Santiago Pinto	User Emotional Interaction Processor: A tool to support the development of GUIs through physiological user monitoring	English	ISCTE-IUL	2021
4	António Tavares	Physiologically Attentive User Interfaces for Teleoperation of field Robots	English	Instituto Superior Técnico	2020
5	Filipe Eduardo da Silva Vida Larga	A mobile tour guide app for sustainable tourism	English	ISCTE-IUL	2020

6	João José Pestana Magalhães	Haptic Feedback for Situation Awareness in Autonomous Cars	Portuguese	ISCTE-IUL	2020
7	Rita Carolina Castelo Gama Maia	Redefining Graphical Interfaces	Portuguese	ISCTE-IUL	2019
8	Rute Isabel Soares da Luz	Traction Awareness Through Haptic Feedback for the Teleoperation of Unmanned Ground Vehicles	English	Instituto Superior Técnico da Universidade de Lisboa	2018
9	Yesica de Pontes Romero	Development of an User Interface for Virtual Reality	Portuguese	Universidade da Madeira	2018
10	José André Ferreira da Silva	Electronic Invoice System	Portuguese	Universidade da Madeira	2018
11	Tiago Miguel da Silva Pedro da Costa	Virtual Environments Promoting Interaction	English	ISCTE-IUL	2018
12	Pedro Miguel Freitas Rodrigues	Demonstration-based Help for Interactive Systems	Portuguese	ISCTE-IUL	2018
13	Sérgio Viúla	Solid Waste Management at Funchal Sorting Station	Portuguese	Universidade da Madeira	2016
14	Jorge Ornelas	Improving the Use of Interactive Systems	Portuguese	Universidade da Madeira	2016
15	Tiago Abade	Modeling Languages to Virtual 3D Environments	Portuguese	Universidade do Minho	2014
16	Tiago Gomes	A Large Scale Model of a Ubiquitous Computing Environment based on APEX	English	Universidade do Minho	2013

## Total Citations

<b>Web of Science®</b>	139
<b>Scopus</b>	256

## Publications

### • Scientific Journals

#### - Scientific journal paper

1	Xavier, R., Silva, J. L. , Ventura, R. & Jorge, J. A. P. (2024). Pseudo-haptics survey: Human-computer interaction in extended reality & teleoperation. IEEE Access. 12, 80442-80467 - Times Cited Scopus: 1
2	Luz, R., Silva, J. L. & Ventura, R. (2023). Enhanced teleoperation interfaces for multi-second latency conditions: System design and evaluation. IEEE Access. 11, 10935-10953 - Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 5

3	<p>Silva, J. L. &amp; Rodrigues, P. (2021). Help through demonstration and automation for interactive computing systems: a survey of recent works. <i>International Journal of Electrical and Computer Engineering</i>. 11 (2), 1549-1560</p> <p>- Times Cited Scopus: 1 - Times Cited Google Scholar: 1</p>
4	<p>Silva Pedro, T. &amp; Silva, J. L. (2021). Towards higher sense of presence: a 3D virtual environment adaptable to confusion and engagement. <i>IEEE Access</i>. 9, 8455-8470</p> <p>- Times Cited Web of Science®: 1 - Times Cited Scopus: 2 - Times Cited Google Scholar: 4</p>
5	<p>Luz, R., Corujeira, J., Grisoni, L., Giraud, F., Silva, J. L. &amp; Ventura, R. (2019). On the use of haptic tablets for UGV teleoperation in unstructured environments: system design and evaluation. <i>IEEE Access</i>. 7, 95443-95454</p> <p>- Times Cited Web of Science®: 7 - Times Cited Scopus: 7 - Times Cited Google Scholar: 8</p>
6	<p>Campos, J. C., Abade, T., Silva, J. L. &amp; Harrison, M. D. (2017). Don't go in there! using the APEX framework in the design of ambient assisted living systems. <i>Journal of Ambient Intelligence and Humanized Computing</i>. 8 (4), 551-566</p> <p>- Times Cited Web of Science®: 6 - Times Cited Scopus: 5 - Times Cited Google Scholar: 10</p>
7	<p>Silva, J. L., Ornelas, J. D. &amp; Silva, J. C. (2016). Supporting GUI exploration through USS tool. <i>Journal of Information Systems Engineering and Management</i>. 1 (4), 1-15</p> <p>- Times Cited Google Scholar: 11</p>
8	<p>Silva, J. L., Campos, J. C. &amp; Harrison, M. (2014). Prototyping and analysing ubiquitous computing environments using multiple layers. <i>International Journal of Human-Computer Studies</i>. 72 (5), 488-506</p> <p>- Times Cited Web of Science®: 14 - Times Cited Scopus: 17 - Times Cited Google Scholar: 27</p>
9	<p>Abade, T., Gomes, T., Campos, J. C., Harrison, M. &amp; Silva, J. L. (2014). A virtual environment based serious game to support health education. <i>EAI Endorsed Transactions on Ambient Systems</i>. 14 (3), 1-6</p> <p>- Times Cited Google Scholar: 11</p>
10	<p>Silva, J. C. &amp; Silva, J. L. (2014). Analysis of computing open source systems. <i>Advances in Computer Science: an International Journal</i>. 3 (7), 140-148</p>
11	<p>Silva, J. L., Fayollas, C., Hamon, A., Palanque, P., Martinie, C. &amp; Barboni, E. (2013). Analysis of WIMP and post WIMP interactive systems based on formal specification. <i>Electronic Communications of the EASST</i>. 69, 1-15</p> <p>- Times Cited Google Scholar: 20</p>
12	<p>Silva, J. L., Campos, J. C. &amp; Paiva, A. C. R. (2008). Model-based user interface testing with Spec Explorer and ConcurTaskTrees. <i>Electronic Notes in Theoretical Computer Science</i>. 208, 77-93</p> <p>- Times Cited Web of Science®: 31 - Times Cited Scopus: 28 - Times Cited Google Scholar: 75</p>

## • Books and Book Chapters

- Book editor

1	Nuno Nunes, Célia Martinie, José Luís Silva / José L. Silva / J. L. Silva, Jeffrey Nichols, Gaëlle Calvary & Pedro Campos (2017). Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. ACM.
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**- Book chapter**

1	Abade, T., Campos, J. C., Moreira, R., Silva, C. & Silva, J. L. (2015). Immersiveness of ubiquitous computing environments prototypes: A case study. In Norbert Streitz, Panos Markopoulos (Ed.), Distributed, Ambient, and Pervasive Interactions: Third International Conference, DAPI 2015, Held as Part of HCI International 2015, Los Angeles, CA, USA, August 2-7, 2015, Proceedings. (pp. 237-248).: Springer. - Times Cited Google Scholar: 3
2	Silva, J. C., Campos, J. C., Saraiva, J. & Silva, J. L. (2014). An approach for graphical user interface external bad smells detection. In Álvaro Rocha, Ana Maria Correia, Felix B. Tan, Karl A. Stroetmann (Ed.), New perspectives in information systems and technologies. (pp. 199-205). Cham: Springer International Publishing. - Times Cited Web of Science®: 2 - Times Cited Scopus: 2 - Times Cited Google Scholar: 4
3	Abade, T., Gomes, T., Silva, J. L. & Campos, J. C. (2014). Design and evaluation of a smart library using the APEX framework. In Norbert Streitz, Panos Markopoulos (Ed.), Distributed, ambient, and pervasive interactions. (pp. 307-318). Cham: Springer. - Times Cited Scopus: 6 - Times Cited Google Scholar: 12
4	José Luís Silva, Óscar R. Ribeiro, João Miguel Fernandes, José Creissac Campos & Michael Harrison (2010). The APEX framework: Prototyping of ubiquitous environments based on Petri nets. In Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics). (pp. 6-21).: Springer Verlag. - Times Cited Web of Science®: 10 - Times Cited Google Scholar: 38

**• Conferences/Workshops and Talks**

**- Publication in conference proceedings**

1	Rui Xavier, José Luís Silva & Rodrigo Martins De Matos Ventura (2024). Pseudo-haptics Interfaces for Robotic Teleoperation. In Companion of the 2024 ACM/IEEE International Conference on Human-Robot Interaction. (pp. 1139-1142). Boulder CO USA: ACM.
2	Tavares, A. J., Silva, J. L. & Ventura, R. (2023). Physiologically attentive user interface for improved robot teleoperation. In Chen, F., and Billingham, M. (Ed.), IUI '23: Proceedings of the 28th International Conference on Intelligent User Interfaces. (pp. 776-789). Sydney NSW Australia: Association for Computing Machinery. - Times Cited Scopus: 2 - Times Cited Google Scholar: 3
3	Luz, R., Pereira, A., Corujeira, J., Krueger, T., Beck, J., Den Exter, E...Ventura, R. (2023). Feeling the slope?: Teleoperation of a mobile robot using a 7DOF haptic device with attitude feedback. In 2023 32nd IEEE International Conference on Robot and Human Interactive Communication (RO-MAN). (pp. 392-398). Busan, Republic of Korea: IEEE. - Times Cited Google Scholar: 1

4	<p>Silva, J. L. (2021). Regenerative swiping: A hybrid vision for improved sustainability with "Free" energy harvesting. In Ardito, C., Lanzilotti, R., Malizia, A., Petrie, H., Piccinno, A., Desolda, G., and Inkpen, K. (Ed.), Human-Computer Interaction – INTERACT 2021. Lecture Notes in Computer Science. (pp. 476-480): Springer, Cham.</p>
5	<p>Faria, R., Brito, L., Baras, K. &amp; Silva, J. (2019). Smart mobility: a mobile approach. In Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering. (pp. 95-112). Guimarães: Springer.</p> <ul style="list-style-type: none"> <li>- Times Cited Web of Science®: 1</li> <li>- Times Cited Scopus: 1</li> <li>- Times Cited Google Scholar: 1</li> </ul>
6	<p>Maia, R., Silva, J. C. &amp; Silva, J. L. (2019). Towards graphical user interface redefinition without source code access: System design and evaluation. In MobileHCI '19: Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services. Taipei, Taiwan: Association for Computing Machinery.</p> <ul style="list-style-type: none"> <li>- Times Cited Scopus: 1</li> <li>- Times Cited Google Scholar: 1</li> </ul>
7	<p>Pedro, T. S., Silva, J. L. &amp; Pereira, R. (2018). Predicting the confusion level of text excerpts with syntactic, lexical and n-gram features. In Luis Gómez Chova; Agustín López Martínez; Ignacio Candel Torres (Ed.), 10th International Conference on Education and New Learning Technologies. (pp. 8417-8426). Palma: IATED.</p> <ul style="list-style-type: none"> <li>- Times Cited Web of Science®: 1</li> <li>- Times Cited Google Scholar: 1</li> </ul>
8	<p>Ehrenberg, N., Silva, J. L. &amp; Campos, P. (2018). SENSE-SEAT: challenging disruptions in shared workspaces through a sensor-based SEAT. In 12th International Conference on Tangible, Embedded, and Embodied Interaction, TEI 2018. (pp. 260-265). Stockholm: ACM.</p>
9	<p>Corujeira, J., Silva, J. L. &amp; Ventura, R. (2018). User study results on attitude perception of a mobile robot. In 13th Annual ACM/IEEE International Conference on Human Robot Interaction, HRI 2018. (pp. 93-94). Chicago: IEEE.</p>
10	<p>Corujeira, J., Silva, J. L. &amp; Ventura, R. (2018). Attitude perception of an unmanned ground vehicle using an attitude haptic feedback device. In 2018 27th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN). (pp. 356-363). Nanjing: IEEE.</p> <ul style="list-style-type: none"> <li>- Times Cited Web of Science®: 4</li> <li>- Times Cited Scopus: 4</li> <li>- Times Cited Google Scholar: 11</li> </ul>
11	<p>Luz, R., Corujeira, J., Silva, J. L. &amp; Ventura, R. (2018). Traction awareness through haptic feedback for the teleoperation of UGVs*. In 2018 27th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN). (pp. 313-319). Nanjing: IEEE.</p> <ul style="list-style-type: none"> <li>- Times Cited Web of Science®: 4</li> <li>- Times Cited Scopus: 3</li> <li>- Times Cited Google Scholar: 11</li> </ul>
12	<p>Rodrigues, P., Silva, J. &amp; Pereira, R. (2018). Demonstration-based help: a case study. In Luis Gómez Chova; Agustín López Martínez; Ignacio Candel Torres; (Ed.), 10th International Conference on Education and New Learning Technologies. (pp. 4367-4376). Palma: IATED.</p> <ul style="list-style-type: none"> <li>- Times Cited Google Scholar: 2</li> </ul>



13	<p>Ferreira, C., Silva, J. C. &amp; Silva, J. L. (2018). Mobile applications for active aging. In Rocha Á., Adeli H., Reis L., Costanzo S. (Ed.), 6th World Conference on Information Systems and Technologies, WorldCIST 2018. (pp. 1067-1073). Naples: Springer.</p> <p>- Times Cited Scopus: 1 - Times Cited Google Scholar: 1</p>
14	<p>Silva, J. L. &amp; Silva, J. C. (2018). Graphical user interface redefinition addressing users' diversity. In 7th International Working Conference on Human-Centered Software Engineering, HCSE 2018. (pp. 319-326). Sophia Antipolis: Springer.</p> <p>- Times Cited Scopus: 2 - Times Cited Google Scholar: 3</p>
15	<p>Singh, G., Bermúdez i Badia, S., Ventura, R. &amp; Silva, J. L. (2018). Physiologically attentive user interface for robot teleoperation: real time emotional state estimation and interface modification using physiology, facial expressions and eye movements. In 11th International Joint Conference on Biomedical Engineering Systems and Technologies. (pp. 294-302). Funchal: SCITEPRESS - Science and Technology Publications.</p> <p>- Times Cited Scopus: 12</p>
16	<p>Faria, R., Brito, L., Baras, K. &amp; Silva, J. (2017). Smart mobility: a survey. In 2017 International Conference on Internet of Things for the Global Community (IoTGC). (pp. 1-8). Funchal: IEEE.</p> <p>- Times Cited Scopus: 64 - Times Cited Google Scholar: 126</p>
17	<p>Freitas, A., Brito, L., Baras, K. &amp; Silva, J. (2017). Overview of context-sensitive technologies for well-being. In 2017 International Conference on Internet of Things for the Global Community (IoTGC). Funchal: IEEE.</p> <p>- Times Cited Scopus: 4 - Times Cited Google Scholar: 5</p>
18	<p>Mendez, P. S., Silva, J. C. &amp; Silva, J. L. (2017). Multi-screen and multi-device game development. In Masaaki Kurosu (Ed.), Human-Computer Interaction. Interaction Contexts. HCI 2017. Lecture Notes in Computer Science. (pp. 74-83). Vancouver: Springer.</p> <p>- Times Cited Scopus: 1 - Times Cited Google Scholar: 1</p>
19	<p>Machado, V., Lopes, N., Silva, J. C. &amp; Silva, J. L. (2017). Picture-based task definition and parameterization support system. In Álvaro Rocha, Ana Maria Correia, Hojjat Adeli, Luís Paulo Reis, Sandra Costanzo (Ed.), 5th World Conference on Information Systems and Technologies, WorldCIST. (pp. 592-601). Porto Santo: Springer.</p> <p>- Times Cited Web of Science®: 2 - Times Cited Google Scholar: 3</p>
20	<p>Costa, N., Silva, J. C. &amp; Silva, J. L. (2017). Uma abordagem para o desenvolvimento de apps real-time para monitorização indoor. In Reis, L. P., Rocha, A., Alturas, B., Costa, C. and Cota, M. P. (Ed.), 2017 12th Iberian Conference on Information Systems and Technologies (CISTI). (pp. 1431-1434). Lisbon, Portugal: IEEE.</p>
21	<p>Corujeira, J., Silva, J. L. &amp; Ventura, R. (2017). Effects of haptic feedback in dual-task teleoperation of a mobile robot. In Bernhaupt R., Dalvi G., Joshi A., K. Balkrishan D., O'Neill J., Winckler M. (Ed.), Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics). (pp. 267-286). Mumbai: Springer.</p> <p>- Times Cited Web of Science®: 2 - Times Cited Scopus: 1 - Times Cited Google Scholar: 7</p>

22	<p>José Luís Silva, Jorge Ornelas &amp; João Carlos Silva (2016). Make it ISI: Interactive systems integration tool. In EICS 2016 - 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems. (pp. 245-250). Bruxelas: ACM.</p> <p>- Times Cited Web of Science®: 5 - Times Cited Google Scholar: 13</p>
23	<p>Jorge Ornelas, João Carlos Silva &amp; José Luís Silva (2016). Demonstration-based Helpfor Interactive Systems. In Proceedings of CHIUxID 2016, the 2nd International Human Computer Interaction and User Experience Conference in Indonesia: Bridging the Gaps in the HCI and UX World. (pp. 125-128): ACM.</p> <p>- Times Cited Web of Science®: 4</p>
24	<p>Jorge Ornelas, João Carlos Silva &amp; José Luís Silva (2016). USS: User support system. In 2016 11th Iberian Conference on Information Systems and Technologies (CISTI). (pp. 1-6): AISTI.</p> <p>- Times Cited Web of Science®: 1 - Times Cited Google Scholar: 4</p>
25	<p>Silva, J., Rodrigues, F. &amp; Silva, J. (2015). A methodology for playful learning application development. In Proceedings of The 2015 10th Iberian Conference On Information Systems And Technologies (CISTI 2015). (pp. 1-6): AISTI.</p> <p>- Times Cited Google Scholar: 1</p>
26	<p>Campos, J., Abade, T., Silva, J. &amp; Harrison, M. (2015). Supporting the design of an ambient assisted living system using virtual reality prototypes. In IWAAL 2015: Proceedings of the 7th International Work-Conference on Ambient Assisted Living. ICT-based Solutions in Real Life Situations. (pp. 49-61): Springer International Publishing.</p> <p>- Times Cited Google Scholar: 3</p>
27	<p>Abade, T., José Creissac Campos, Moreira, R., Silva, C. &amp; José Luís Silva; José L. Silva; J. L. Silva (2015). Immersiveness of Ubiquitous Computing Environments Prototypes: A Case Study. In Distributed, Ambient, and Pervasive Interactions. (pp. 237-248): Springer International Publishing.</p> <p>- Times Cited Web of Science®: 2</p>
28	<p>Campos, J. C., Abade, T., Silva, J. L. &amp; Harrison, M. (2015). Supporting the design of an ambient assisted living system using virtual reality prototypes. In I. Cleland, L. Guerrero, &amp; J. Bravo (Ed.), Ambient assisted living. ICT-based solutions in real life situations: 7th International Work-Conference, IWAAL 2015, Proceedings. (pp. 49-61): Springer.</p> <p>- Times Cited Web of Science®: 1 - Times Cited Google Scholar: 3</p>
29	<p>Silva, J. &amp; Silva; J. L. (2014). A methodology for GUI layer redefinition through virtualization and computer vision. In 14th International Conference on Computational Science and Its Applications (ICCSA), Proceedings. (pp. 58-63). Guimarães: IEEE.</p> <p>- Times Cited Web of Science®: 4 - Times Cited Google Scholar: 6</p>
30	<p>Gomes, T., Abade, T., Campos, J., Harrison, M. &amp; Silva, J. (2014). Rapid development of first person serious games using the apex platform: The Asthma game. In SAC 20'14: Proceedings of the 29th Annual ACM Symposium on Applied Computing. (pp. 169-174). Gyeongju: ACM.</p> <p>- Times Cited Google Scholar: 10</p>
31	<p>João Carlos Silva, José Luís Silva; José L. Silva; J. L. Silva, José Creissac Campos &amp; J. Saraiva (2013). A model-based approach for test cases generation   Uma abordagem para a geração de casos de teste baseada em modelos. In Iberian Conference on Information Systems and Technologies, CISTI.: IEEE.</p>

32	Abade, T., Tiago Gomes, José Luís Silva; José L. Silva; J. L. Silva & José Creissac Campos (2013). Avaliação de ambientes ubíquos na plataforma APEX. In Conferência Nacional em Interação (Interação 2013). (pp. 177-178). - Times Cited Google Scholar: 1
33	Arnaud Hamon, Philippe Palanque, José Luís Silva, Yannick Deleris & Eric Barboni (2013). Formal description of multi-touch interactions. In EICS 2013 - Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. (pp. 207-216).: ACM. - Times Cited Scopus: 33 - Times Cited Google Scholar: 52
34	Silva, J. L., Campos, J. C. & Harrison, M. D. (2012). Formal analysis of ubiquitous computing environments through the APEX framework. In 4th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, EICS'12. (pp. 131-140). Copenhagen: ACM. - Times Cited Google Scholar: 26
35	José Luís Silva; José L. Silva; J. L. Silva, Óscar R. Ribeiro, João Miguel Fernandes, José Creissac Campos & Michael Harrison (2010). The APEX Framework: Prototyping of Ubiquitous Environments Based on Petri Nets. In Bernhaupt R., Forbrig P., Gulliksen J., Lárusdóttir M. (Ed.), Human-Centred Software Engineering. (pp. 6-21).: Springer, Berlin, Heidelberg. - Times Cited Scopus: 15
36	José Luís Silva; José L. Silva; J. L. Silva, Óscar R. Ribeiro, José Creissac Campos, João Miguel Fernandes & Michael Harrison (2010). Prototipagem rápida de ambientes ubíquos. In Conferência Nacional em Interação Humano-Computador (Interação 2010). - Times Cited Google Scholar: 4
37	José Luís Silva, José Creissac Campos & Michael Harrison (2009). An infrastructure for experience centered agile prototyping of ambient intelligence. In Proceedings of the 1st ACM SIGCHI symposium on Engineering interactive computing systems - EICS '09. (pp. 79-84).: ACM. - Times Cited Web of Science®: 12
38	José Luís Silva, José Creissac Campos & Michael Harrison (2009). An infrastructure for experience centered agile prototyping of ambient intelligence. In EICS'09 - Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. (pp. 79-84).: ACM. - Times Cited Google Scholar: 23

#### - Conference proceedings editor

1	Yoram Chisik, Jussi Holopainen, Rilla Khaled, José Luís Silva / José L. Silva / J. L. Silva & Paula Alexandra Silva (2018). International Conference on Intelligent Technologies for Interactive Entertainment. Springer Nature.
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#### - Talk

1	Rute Luz, Pereira, Corujeira, J., Thomas Krueger, Jacob Beck, Emiel Den Exter...José Luís Silva / José L. Silva / J. L. Silva (2023). Feeling the Slope? Teleoperation of a mobile robot using a 7DOF haptic device with attitude feedback. 32nd IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN).
2	António Tavares, José Luís Silva & Rodrigo Ventura (2023). Physiologically Attentive User Interface for Improved Robot Teleoperation. ACM IUI'23.

3	Rute Luz, Pereira, Ferreira, Krueger, Corujeira, J., José Luís Silva / José L. Silva / J. L. Silva...Rodrigo Ventura (2022). ENHANCED HAPTIC INTERFACE FOR ROVER TELEOPERATION. 16th Symposium on Advanced Space Technologies in Robotics and Automation.
4	Corujeira, J., Rute Luz, José Luís Silva / José L. Silva / J. L. Silva & Rodrigo Ventura (2022). Towards a More Effective Remote Operation of Planetary ground robots using multimodal interfaces. AMADEE-20 Mars Simulation Scientific Workshop.
5	José Luís Silva / José L. Silva / J. L. Silva (2021). Regenerative Swiping: A Hybrid Vision for Improved Sustainability with "Free" Energy Harvesting. INTERACT.
6	Rute Luz, José Luís Silva / José L. Silva / J. L. Silva & Rodrigo Martins De Matos Ventura (2021). ENHANCED LUNAR EXPLORATION THROUGH EARTH-BASED TELEOPERATION OF ROVERS: AUGMENTED INTERFACES TO MINIMIZE LATENCY IMPACT. International Planetary Probe Workshop.
7	José Luís Silva (2020). Self-powered Users, "Free" Energy Harvesting and Interaction-powered Devices: a Hybrid Vision for Improved Sustainability. ACM Conference on Human Factors in Computing Systems.
8	José Luís Silva (2020). Interactive Systems: Towards Improved User Interaction. International Conference on Radar, Antenna, Microwave, Electronics and Telecommunications (ICRAMET).
9	José Luís Silva / José L. Silva / J. L. Silva (2019). Towards Graphical User Interface Redefinition without Source Code Access: System Design and Evaluation. Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '19).
10	José Luís Silva / José L. Silva / J. L. Silva (2018). Demonstration-based help: a case study. 10th International Conference on Education and New Learning Technologies.
11	José Luís Silva / José L. Silva / J. L. Silva (2018). Mobile Applications for Active Aging. World Conference on Information Systems and Technologies.
12	José Luís Silva / José L. Silva / J. L. Silva (2018). Predicting the confusion level of text excerpts with syntactic, lexical and n-gram features. 10th annual International Conference on Education and New Learning Technologies.
13	Vítor Machado, João Carlos Silva & José Luís Silva / José L. Silva / J. L. Silva (2017). Picture-Based Task Definition and Parameterization Support System. WorldCist'17 - 5th World Conference on Information Systems and Technologies. - Times Cited Scopus: 1
14	Jorge Ornelas, João Carlos Silva & José Luís Silva (2016). USS: User support system. Iberian Conference on Information Systems and Technologies, CISTI. 1-6 - Times Cited Scopus: 2
15	José Luís Silva, Jorge Ornelas & João Carlos Silva (2016). Make it ISI: Interactive systems integration tool. EICS 2016 - 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems. 245-250 - Times Cited Scopus: 8
16	Jorge Ornelas, João Carlos Silva & José Luís Silva (2016). Demonstration-based Helpfor Interactive Systems. Proceedings of CHIuXiD 2016, the 2nd International Human Computer Interaction and User Experience Conference in Indonesia: Bridging the Gaps in the HCI and UX World. 125-128 - Times Cited Web of Science®: 3 - Times Cited Scopus: 3

17	<p>José Creissac Campos, Abade, T., José Luís Silva; José L. Silva; J. L. Silva &amp; Michael Harrison (2015). Supporting the Design of an Ambient Assisted Living System Using Virtual Reality Prototypes. Ambient Assisted Living. ICT-based Solutions in Real Life Situations. 9455, 49-61</p> <p>- Times Cited Web of Science®: 1</p> <p>- Times Cited Scopus: 2</p>
18	<p>Abade, T., José Creissac Campos, Moreira, R., Silva, C. &amp; José Luís Silva; José L. Silva; J. L. Silva (2015). Immersiveness of Ubiquitous Computing Environments Prototypes: A Case Study. Distributed, Ambient, and Pervasive Interactions. 9189, 237-248</p> <p>- Times Cited Web of Science®: 2</p> <p>- Times Cited Scopus: 2</p>
19	<p>Tiago Gomes, Abade, T., José Creissac Campos, Michael Harrison &amp; José Luís Silva; José L. Silva; J. L. Silva (2014). Rapid Development of First Person Serious Games using the APEX Platform: The Asthma Game. Proceedings of the 29th Annual ACM Symposium on Applied Computing. 169-174</p> <p>- Times Cited Scopus: 4</p>
20	<p>João Carlos Silva &amp; José Luís Silva; José L. Silva; J. L. Silva (2014). A methodology for GUI layer redefinition through virtualization and computer vision. Proceedings - 14th International Conference on Computational Science and Its Applications, ICCSA 2014. 58-63</p> <p>- Times Cited Web of Science®: 3</p> <p>- Times Cited Scopus: 4</p>
21	<p>Abade, T., Tiago Gomes, José Luís Silva; José L. Silva; J. L. Silva &amp; José Creissac Campos (2013). Avaliação de ambientes ubíquos na plataforma APEX. Conferência Nacional em Interação (Interação 2013). 177-178</p>
22	<p>Tiago Gomes, Abade, T., Michael Harrison, José Luís Silva; José L. Silva; J. L. Silva &amp; José Creissac Campos (2013). Developing serious games with the APEX framework. Ubiquitous games and gamification for promoting behavior change and wellbeing. 37-40</p>
23	<p>Tiago Gomes, Abade, T., José Creissac Campos, Michael Harrison &amp; José Luís Silva; José L. Silva; J. L. Silva (2013). Desenvolvimento de Jogos Educativos na plataforma APEX: O Jogo da Asma. Atas da Conferência Interação 2013. 90-97</p>
24	<p>João Carlos Silva, José Luís Silva; José L. Silva; J. L. Silva, José Creissac Campos &amp; J. Saraiva (2013). A model-based approach for test cases generation   Uma abordagem para a geração de casos de teste baseada em modelos. Iberian Conference on Information Systems and Technologies, CISTI.</p>
25	<p>Tiago Gomes, Abade, T., José Luís Silva; José L. Silva; J. L. Silva &amp; José Creissac Campos (2013). Desenvolvimento de Jogos Educativos na plataforma APEX: O Jogo da Asma. Atas da Conferência Interação 2013. 90-97</p>
26	<p>José Luís Silva, José Creissac Campos &amp; Michael Harrison (2012). Formal analysis of ubiquitous computing environments through the APEX framework. EICS'12 - Proceedings of the 2012 ACM SIGCHI Symposium on Engineering Interactive Computing Systems.</p>
27	<p>José Luís Silva; José L. Silva; J. L. Silva, Óscar R. Ribeiro, João Miguel Fernandes, José Creissac Campos &amp; Michael Harrison (2010). The APEX Framework: Prototyping of Ubiquitous Environments Based on Petri Nets. Human-Centred Software Engineering. 6409, 6-21</p> <p>- Times Cited Web of Science®: 4</p>
28	<p>José Luís Silva; José L. Silva; J. L. Silva, Óscar R. Ribeiro, José Creissac Campos, João Miguel Fernandes &amp; Michael Harrison (2010). Prototipagem rápida de ambientes ubíquos. Conferência Nacional em Interação Humano-Computador (Interação 2010).</p>

29	José Luís Silva, José Creissac Campos & Michael Harrison (2009). An infrastructure for experience centered agile prototyping of ambient intelligence. Proceedings of the 1st ACM SIGCHI symposium on Engineering interactive computing systems - EICS '09. 79-84
30	José Luís Silva, José Creissac Campos & Michael Harrison (2009). An infrastructure for experience centered agile prototyping of ambient intelligence. EICS'09 - Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems. 79-84 - Times Cited Web of Science®: 10 - Times Cited Scopus: 14

**- Conference paper not in proceedings**

1	Rute Luz, Thomas Krueger, Pereira, Emiel Den Exter, Jacob Beck, Thibaud Chupin...Rodrigo Ventura (2023). Multimodal Operations for Rover Teleoperation: Haptic Driving and Manipulation with a 7-DOF Device. 17th Symposium on Advanced Space Technologies in Robotics and Automation .
2	Rute Luz, Pereira, Ferreira, Krueger, Corujeira, J., José Luís Silva / José L. Silva / J. L. Silva...Rodrigo Ventura (2022). ENHANCED HAPTIC INTERFACE FOR ROVER TELEOPERATION. 16th Symposium on Advanced Space Technologies in Robotics and Automation.
3	José Luís Silva / José L. Silva / J. L. Silva (2020). Self-powered Users, "Free" Energy Harvesting and Interaction-powered Devices: a Hybrid Vision for Improved Sustainability. ACM Conference on Human Factors in Computing Systems.

**• Other Publications**

**- Other publications**

1	José Luís Silva; José L. Silva; J. L. Silva (2012). Rapid prototyping of ubiquitous computing environments. - Times Cited Google Scholar: 2
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**Awards**

ISCTE-IUL Scientific Award 2022 (2022)
ISCTE-IUL Scientific Award 2020 (2020)
ISCTE-IUL Scientific Award 2018 (2018)
International Conference in Engineering Applications - Best Student Paper Award (2017)
Best Iberian PhD thesis in Systems and Information Technologies from AISTI (Iberian Association for Information Systems and Technologies) (2013)
PhD Award - Fraunhofer Portugal Challenge (Awarding Research of Practical Utility) (2012)

**Professional Associations**

ACM Europe Technology Policy Committee [Member] (Since 2024)
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Association for Computing Machinery (ACM) [Member] (Since 2023)
IFIP TC 13 - Working Group 13.10 – Human-Centred Technology for Sustainability (member) (Since 2021)
IFIP TC 13 - Working Group 13.2 – Methodology for User-Centred System Design (Member) (Since 2018)

## Organization/Coordination of Events

Type of Organization/Coordination	Event Title	Organizer	Year
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2024
Member of scientific event committee	International ACM Conference on Automotive User Interfaces and Interactive Vehicular Applications	ACM	2024
Member of scientific event committee	International Working Conference on Human-Centered Software Engineering	IFIP	2024
Member of scientific event committee	ACM Conference on Intelligent User Interfaces (ACM IUI)	ACM	2024
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2023
Member of scientific event committee	ACM Conference on Intelligent User Interfaces (ACM IUI)	ACM	2023
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2022
Member of scientific event committee	International Conference on Graphics and Interaction - ICGI'2022	GPCG	2022
Member of scientific event committee	International Working Conference on Human-Centered Software Engineering	IFIP	2022
Member of scientific event committee	ACM Conference on Intelligent User Interfaces (ACM IUI)	ACM	2022
Member of scientific event committee	International Conference on Graphics and Interaction - ICGI'2021	GPCG	2021
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2021
Member of scientific event committee	ACM Conference on Intelligent User Interfaces (ACM IUI)	ACM	2021
Member of scientific event committee	International Conference on Human-Centered Software Engineering	IFIP	2020
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2020
Member of scientific event committee	ACM SIGCHI Symposium on Engineering Interactive Computing Systems	ACM	2020

Member of scientific event committee	International Conference on Information Technology & Systems	AISTI	2020
Member of scientific event committee	International Conference on Graphics and Interaction 2019	IEEE	2019
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2019
Member of scientific event committee	CISTI'2019 - Iberian Conference on Information Systems and Technologies	AISTI	2019
Member of scientific event committee	International Conference on Information Technology and Systems	AISTI	2019
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2018
Member of scientific event committee	International Conference on Graphics and Interaction	IEEE	2018
Member of scientific event committee	ACM SIGCHI Symposium on Engineering Interactive Computing Systems	ACM	2018
Member of scientific event committee	CISTI'2018 - Iberian Conference on Information Systems and Technologies	AISTI	2018
Member of scientific event committee	International Conference on Information Technology and Systems	AISTI	2018
Member of scientific event committee	International Conference on Ambient Computing, Applications, Services and Technologies	IARIA	2017
Member of scientific event committee	EPCGI2017 Encontro Português de Computação Gráfica e Interação	CCG	2017
Member of scientific event's organizing committee	ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2017)	ACM	2017
Member of scientific event committee	ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2017)	ACM	2017
Member of scientific event committee	CISTI'2017 - 12th Iberian Conference on Information Systems and Technologies	AISTI	2017
Member of scientific event's organizing committee	9th International Conference on Intelligent Technologies for Interactive Entertainment	EAI	2017
Member of scientific event committee	9th International Conference on Intelligent Technologies for Interactive Entertainment	EAI	2017
Member of scientific event committee	ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2016)	ACM	2016
Member of scientific event committee	11th Iberian Conference on Information Systems and Technologies (CISTI 2016)	AISTI	2016
Member of scientific event's organizing committee	ACM Interactive Tabletops and Surfaces 2015	ACM	2015
Member of scientific event's organizing committee	Euromicro Conference series on Software Engineering and Advanced Applications (SEAA 2015) and Euromicro Conference on Digital System Design (DSD 2015)	Euromicro	2015



## Diffusion Activities

Activity Type	Event Title	Activity Description	Year
Publication in general diffusion news outlet	Técnico Podcast: "110 STORIES   110 OBJECTS"	Space Teleoperation Console	2023
Publication in general diffusion news outlet	Portuguese Contribution to Simulated Mars Mission - AMADEE-20	MEROP - Towards a More Effective Remote Operation of Planetary ground robots using multimodal interfaces in the context of AMADEE-20 Mars simulation organized by Austrian Space Forum, Israel Space Agency and D-MARS ( <a href="https://oewf.org/en/portfolio/amadee-20/">https://oewf.org/en/portfolio/amadee-20/</a> )	2021
Participation in general diffusion news tv show	Portuguese Contribution to Simulated Mars Mission - AMADEE-20	MEROP - Towards a More Effective Remote Operation of Planetary ground robots using multimodal interfaces in the context of AMADEE-20 Mars simulation organized by Austrian Space Forum, Israel Space Agency and D-MARS ( <a href="https://oewf.org/en/portfolio/amadee-20/">https://oewf.org/en/portfolio/amadee-20/</a> )	2020