Maria Pinto-Albuquerque

Professora Auxiliar
Department of Information Science and Technology (ISTA)

Integrated Researcher
ISTAR-Iscte - Information Sciences, Technologies and Architecture Research Centre (ISTA)
[Software Systems Engineering]

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Curriculum

Maria Pinto-Albuquerque is Assistant Professor at Iscte - Instituto Universitário de Lisboa and researcher at Istar-Iscte.
Her work focuses on the relation of the human, as a user or developer, with the computer system. Addressing this relation leads to work in cybersecurity awareness, alignment of security with usability, and requirements engineering.
She has been developing tools and techniques, like serious games and creativity techniques, to promote an efficient, responsible, and secure use (by the users) and development (by software engineers, co-developing with all types of stakeholders) of computer systems.
She pursues collaborations in particular with Bristol Cybersecurity Group (Univ. of Bristol, UK), UniBW Information Systems Group (University of the Federal Armed Forces Munich), and Security Life Cycle Group of Siemens Technology, Munich.
Under collaboration with Bristol Cyber Security Group, she was part of the team that created and developed the cybersecurity awareness game, Decisions and Disruptions, http://www.decisions-disruptions.org/. This game was adapted by the City of London Police and won the UK National Innovation in Cyber Award 2020, https://thenationalcyberawards.org/virtual-awards-ceremony-2020/.
Graduated in Applied Maths. and Comp. Science at Universidade Técnica de Lisboa. She completed the MSc in Computing at Faculdade de Ciências, Universidade de Lisboa, and the PhD in Computer Science at Lancaster University, UK. Is a member of IEEE, Iscte Alumni, Lancaster University Alumni, and the British Computer Society.

Research Interests

Software and its engineering
Security and privacy
Human-centered computing
Human and social aspects of security and privacy
Computing education
Cybersecurity awareness and education
Requirements engineering
Quality in the development process of software systems

Academic Qualifications

University/Institution	Type	Degree	Period
The University of Lancaster	PhD	Doctor of Philosophy in Computer Science	2013
Faculdade Ciências - Univ. Lisboa	M.Sc.	Computing	2001
Instituto Superior Técnico - Univ. Técnica Lisboa	Licenciate	Applied Mathematics and Computer Science	1992

Teaching Activities

Teaching Year	Sem.	Course Name	Degree(s)	Coord.
2025/2026	2º	Data Structures and Algorithms	Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science;	Yes
2024/2025	2º	Data Structures and Algorithms	Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science;	Yes
2024/2025	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2023/2024	2º	Data Structures and Algorithms	Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science;	Yes
2023/2024	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No

2022/2023	2º	Data Structures and Algorithms	Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science;	Yes
2022/2023	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2021/2022	2º	Data Structures and Algorithms	Bachelor Degree in Data Science (PL); Bachelor Degree in Data Science;	No
2021/2022	1º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2019/2020	2º	Object Oriented Programming		No
2019/2020	1º	Introduction to Programming	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2018/2019	2º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management;	No
2018/2019	1º	Introduction to Programming	Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2017/2018	2º	Object Oriented Programming	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	No
2017/2018	1º	Introduction to Programming	Bachelor Degree in Computer Engineering; Bachelor Degree in Computer Science and Business Management; Bachelor Degree in Telecommunications and Computer Engineering;	No
2016/2017	2º	Information System Design and Development	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;	Yes
2016/2017	2º	Information System Design and Development	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;	Yes

2016/2017	2º	Information System Design and Development	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;	Yes
2016/2017	2º	Information System Design and Development	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;	Yes

Supervisions

• Ph.D. Thesis

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Andrei-Cristian Iosif	Raising Awareness in the Industry on Secure Code Review through Serious Games	English	Developing	Universität der Bundeswehr München
2	Tiange Zhao	Gamification in Cloud Security	English	Developing	Universität der Bundeswehr München

- Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	Tiago José Espinha de Mendonça Gasiba	Raising Awareness on Secure Coding in the Industry through Cybersecurity Challenges	English	Universität der Bundeswehr München	2021

• M.Sc. Dissertations

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Frederico de Melo Mesquita D'Abreu	Secure software development in Rust	--	Developing	Iscte
2	Gonçalo Gonçalves Miranda	How Requirement Gathering influences Technical Debt: A Practical Framework for Managing Technical Debt	--	Developing	Iscte
3	Sofia Mladenova Mladenova	Secure Coding Guidelines for Infrastructure as Code	Portuguese	Developing	Iscte

- Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	Maria Camila Santos Galeano	Security Vulnerabilities of GenAI in Secure Software Development	English	Iscte	2025
2	Diogo Gaspar Lopes	Bridging AI and Cybersecurity: Assessing Open-Source Large Language Models for Software Vulnerability Detection	English	Iscte	2025
3	Samuel Miguel Riegel Correia	Improving Industrial Cybersecurity Training: Insights intoCode Reviews Using Eye-Tracking	English	Iscte	2024
4	Miguel da Ponte Lourenço	Low-Code Security for Industrial Applications	English	Iscte	2023
5	Rodrigo Pinto Valente	Inference Engine applied to the detection of security incidents in an Organization's cyberspace	Portuguese	Iscte	2022
6	Mário João Amaro da Costa	Acquisition and Modelation of Threat Intelligence to Develop a Reputation System	Portuguese	Iscte	2022
7	Luís Afonso Maia Rosa Casqueiro	A Serious Game for teaching Java Cybersecurity in the Industry with an Intelligent Coach	English	Iscte	2021
8	Diogo Alexandre Rodrigues de Sousa	Illustration of Java execution errors for beginner programmers	English	Iscte	2020
9	Alexandre Gil de Sá Martins	Visualization of Security in Industrial Control Systems respecting IEC-62443	English	Iscte	2020
10	Rafael Martins Soares	Large Scale Agile Software Development compliant to IEC 62443-4.1 - Artifact Design and Tool support for Practitioners without Security Expertise	English	Iscte	2019
11	André Filipe Tarrucha Narciso	Industrial IT Security Management supported by an Asset Management Database	English	Iscte	2019
12	Indira Barreto Pina Sanches	Methodology for discussing the impacts of Two-factor authentication in user activities	English	Iscte	2017

- **M.Sc. Final Projects**

- Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	Inês Figueiredo Costa	Melhoria do Processo de Desenvolvimento de Software da Vortal usando o Modelo Ideal	Portuguese	Iscte	2016

Total Citations

Web of Science®	197
Scopus	297

Publications

• Scientific Journals

- Scientific journal paper

1	Zhao, T., Gasiba, T., Pinto-Albuquerque, M. & Lechner, U. (2024). Thriving in the era of hybrid work: Raising cybersecurity awareness using serious games in industry trainings. Journal of Systems and Software. 210 - Times Cited Web of Science®: 9 - Times Cited Scopus: 11 - Times Cited Google Scholar: 20
2	Zhao, T., Gasiba, T., Lechner, U. & Pinto-Albuquerque, M. (2021). Raising awareness about cloud security in industry through a board game. Information. 12 (11) - Times Cited Web of Science®: 8 - Times Cited Scopus: 14 - Times Cited Google Scholar: 16
3	Gasiba, T., Lechner, U. & Pinto-Albuquerque, M. (2020). Cybersecurity challenges in industry: measuring the challenge solve time to inform future challenges. Information. 11 (11) - Times Cited Web of Science®: 9 - Times Cited Scopus: 7 - Times Cited Google Scholar: 14
4	Gasiba, T., Lechner, U. & Pinto-Albuquerque, M. (2020). Sifu - a cybersecurity awareness platform with challenge assessment and intelligent coach. Cybersecurity. 3 - Times Cited Web of Science®: 24 - Times Cited Scopus: 35 - Times Cited Google Scholar: 63
5	Frey, S., Rashid, A., Anthonysamy, P., Pinto-Albuquerque, M. & Naqvi, S. A. (2019). The good, the bad and the ugly: a study of security decisions in a cyber-physical systems game. IEEE Transactions on Software Engineering. 45 (5), 521-536 - Times Cited Web of Science®: 53 - Times Cited Scopus: 60 - Times Cited Google Scholar: 121

• Books and Book Chapters

- Book author

1	Pinto-Albuquerque, M. (2013). Communicating Conflict and Ambiguity in Requirements Engineering. Lancaster, Reino Unido. The Lancaster University.

- Book chapter

1	Casqueiro, L., Gasiba, T., Pinto-Albuquerque, M. & Lechner, U. (2022). Increasing developer awareness of java

	secure coding in the industry: An approach ising serious games. In Oscar Bernardes, Vanessa Amorim, Antonio Carrizo Moreira (Ed.), Handbook of research on gamification dynamics and user experience design. (pp. 336-382).: IGI Global. - Times Cited Scopus: 1 - Times Cited Google Scholar: 1

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	Iosif, A., Lechner, U., Pinto-Albuquerque, M. & Gasiba, T. (2024). Serious game for industrial cybersecurity: Experiential learning through code review. In A. Bollin, I. Bosnic, J. Brings, M. Daun, M. Manjunath (Ed.), Software Engineering Education Conference, Proceedings. Würzburg, Germany: IEEE. - Times Cited Web of Science®: 1 - Times Cited Scopus: 1 - Times Cited Google Scholar: 1
2	Peixoto, A., Glória, A., Silva, J. L., Pinto-Albuquerque, M., Brandão, T. & Nunes, L. (2024). Use of programming aids in undergraduate courses. In Santos A.L., Pinto-Albuquerque M. (Ed.), 5th International Computer Programming Education Conference (ICPEC 2024). (pp. 20:1-20:9). Lisboa: Schloss Dagstuhl – Leibniz-Zentrum für Informatik.
3	Gasiba, T. E., Oguzhan, K., Kessba, I., Lechner, U. & Pinto-Albuquerque, M. (2023). I'm sorry Dave, I'm afraid I can't fix your code: On ChatGPT, cybersecurity, and secure coding. In Queirós, R. A. P. de, and Pinto, M. P. T. (Ed.), 4th International Computer Programming Education Conference (ICPEC 2023). Vila do Conde: Schloss Dagstuhl -- Leibniz-Zentrum für Informatik. - Times Cited Scopus: 6 - Times Cited Google Scholar: 21
4	Gasiba, T. E., Iosif, A.-C., Suppan, S., Lechner, U. & Pinto-Albuquerque, M. (2023). Reflections on training next-gen industry workforce on secure software development. In Mottok, J. (Ed.), ECSEE '23: Proceedings of the 5th European Conference on Software Engineering Education. Seeon/Bavaria Germany: Association for Computing Machinery. - Times Cited Web of Science®: 2 - Times Cited Scopus: 2 - Times Cited Google Scholar: 4
5	Zhao, T., Lechner, U., Pinto-Albuquerque, M., Ata, E. & Gasiba, T. (2023). CATS: A serious game in industry towards stronger cloud security. In Wang, G., Choo, K.-K. R., Wu, J., and Damiani, E. (Ed.), Ubiquitous Security. UbiSec 2022. Communications in Computer and Information Science. (pp. 64-82). Zhangjiajie, China: Springer. - Times Cited Scopus: 5 - Times Cited Google Scholar: 8
6	Zhao, T., Lechner, U., Pinto-Albuquerque, M. & Ongu, D. (2023). An ontology-based model for evaluating cloud attack scenarios in CATS: A serious game in cloud security. In Vidmar, M. (Ed.), 2023 IEEE 29th International Conference on Engineering, Technology and Innovation (ICE/ITMC). Edinburgh: IEEE. - Times Cited Scopus: 3 - Times Cited Google Scholar: 4
7	Iosif, A.-C., Gasiba, T. E., Lechner, U. & Pinto-Albuquerque, M. (2023). Raising awareness in the industry on secure code review practices. In Falk, R., and Chan, S. (Ed.), CYBER 2023: The Eighth International Conference on Cyber-Technologies and Cyber-Systems . (pp. 62-68). Porto, Portugal: IARIA. - Times Cited Google Scholar: 3

8	Lourenço, M., Gasiba, T. E. & Pinto-Albuquerque, M. (2023). You are doing it wrong: On vulnerabilities in low code development platforms. In Falk, R., and Chan, S. (Ed.), CYBER 2023: The Eighth International Conference on Cyber-Technologies and Cyber-Systems. (pp. 12-18). Porto, Portugal: IARIA. - Times Cited Google Scholar: 8
9	Andrei-Cristian, I., Gasiba, T. E., Zhao, T., Lechner, U. & Pinto-Albuquerque, M. (2022). A large-scale study on the security vulnerabilities of cloud deployments. In Wang, G., Choo, K.-K. R., Ko, R. K. L., Xu, Y., and Crispo, B. (Ed.), Ubiquitous Security. UbiSec 2021. Communications in Computer and Information Science. (pp. 171-188). Guangzhou: Springer. - Times Cited Web of Science®: 3 - Times Cited Scopus: 9 - Times Cited Google Scholar: 21
10	Zhao, T., Lechner, U., Pinto-Albuquerque, M. & Ata, E. (2022). Cloud of assets and threats: A playful method to raise awareness for cloud security in industry. In Simões, A., and Silva, J. C. (Ed.), OpenAccess Series in Informatics. Barcelos: Schloss Dagstuhl- Leibniz-Zentrum fur Informatik GmbH, Dagstuhl Publishing. - Times Cited Scopus: 4 - Times Cited Google Scholar: 7
11	Gasiba, T. E., Lechner, U., Albuquerque, M. P. & Mendez, D. (2021). Is secure coding education in the industry needed? An investigation through a large scale survey. In 2021 IEEE/ACM 43rd International Conference on Software Engineering: Software Engineering Education and Training (ICSE-SEET). (pp. 241-252). Madrid: IEEE. - Times Cited Web of Science®: 12 - Times Cited Scopus: 20 - Times Cited Google Scholar: 37
12	Gasiba, T. E., Hodzic, S., Lechner, U. & Pinto-Albuquerque, M. (2021). Raising security awareness using cybersecurity challenges in embedded programming courses. In 2021 International Conference on Code Quality (ICCQ). (pp. 79-92). Moscow: IEEE. - Times Cited Scopus: 3 - Times Cited Google Scholar: 11
13	Gasiba, T. E., Lechner, U. & Pinto-Albuquerque, M. (2021). Cybersecurity challenges: Serious games for awareness training in industrial environments. In Deutschland. Digital. Sicher. Bonn: SecuMedia. - Times Cited Google Scholar: 13
14	Gasiba, T. E., Andrei-Cristian, I., Lechner, U. & Pinto-Albuquerque, M. (2021). Raising security awareness of cloud deployments using infrastructure as code through cybersecurity challenges. In ARES 2021: The 16th International Conference on Availability, Reliability and Security. Vienna Austria: ACM. - Times Cited Web of Science®: 7 - Times Cited Scopus: 12 - Times Cited Google Scholar: 28
15	Casqueiro, L. A., Gasiba, T. E., Albuquerque, M. P. & Lechner, U. (2021). Automated Java challenges' security assessment for training in industry: Preliminary results. In Henriques, P. R., Portela, F., Queirós, R., and Simões, A. (Ed.), Second International Computer Programming Education Conference (ICPEC 2021). Virtual, Braga: Schloss Dagstuhl- Leibniz-Zentrum fur Informatik GmbH, Dagstuhl Publishing. - Times Cited Google Scholar: 3
16	Zhao, T., Gasiba, T. E., Lechner, U. & Albuquerque, M. P. (2021). Exploring a board game to improve cloud security training in industry. In Henriques, P. R., Portela, F., Queirós, R., and Simões, A. (Ed.), Second International Computer Programming Education Conference (ICPEC 2021). Virtual, Braga: Schloss Dagstuhl-Leibniz-Zentrum fur Informatik GmbH, Dagstuhl Publishing. - Times Cited Scopus: 6 - Times Cited Google Scholar: 16

17	Gasiba, T., Lechner, U. & Albuquerque, M. P. (2021). CyberSecurity challenges for software developer awareness training in industrial environments. In Ahlemann, F., Schütte, R., and Stieglitz, S. (Ed.), Innovation through information systems. Volume II: A collection of latest research on technology issues. Lecture Notes in Information Systems and Organisation. (pp. 370-387).: Springer. - Times Cited Web of Science®: 12 - Times Cited Scopus: 19 - Times Cited Google Scholar: 31
18	Móyon, F., Soares, R., Pinto-Albuquerque, M., Mendez, D. & Beckers, K. (2020). Integration of security standards in DevOps pipelines: An industry case study. In Morisio, M., Torchiano, M., and Jedlitschka, A. (Ed.), Product-Focused Software Process Improvement. Lecture Notes in Computer Science. (pp. 69-87). Turin: Springer, Cham. - Times Cited Web of Science®: 16 - Times Cited Scopus: 17 - Times Cited Google Scholar: 39
19	Gasiba, T., Lechner, U., Pinto-Albuquerque, M. & Porwal, A. (2020). Cybersecurity awareness platform with virtual coach and automated challenge assessment. In Katsikas, S., Cuppens, F., Cuppens, N., Lambrinoudakis, C., Kalloniatis, C., Mylopoulos, J., Antón, A., Gritzalis, S., Meng, W., and Furnell, S. (Ed.), Computer Security. Lecture Notes in Computer Science. (pp. 67-83). Guildford, Surrey, UK: Springer. - Times Cited Scopus: 10 - Times Cited Google Scholar: 25
20	Gasiba, T. E., Lechner, U., Pinto-Albuquerque, M. & Mendez Fernandez, D. (2020). Awareness of secure coding guidelines in the industry - A first data analysis. In Wang, G., Ko, R., Bhuiyan, M. Z. A. and Pan, Y. (Ed.), 2020 IEEE 19th International Conference on Trust, Security and Privacy in Computing and Communications (TrustCom). (pp. 345-352). Guangzhou, China: IEEE. - Times Cited Web of Science®: 11 - Times Cited Scopus: 15 - Times Cited Google Scholar: 35
21	Gasiba, Tiago, Lechner, Ulrike, Pinto-Albuquerque, M. & Zouitni, Alae (2020). Design of secure coding challenges for cybersecurity education in the industry. In Shepperd M., Brito e Abreu F., Rodrigues da Silva A., Pérez-Castillo R. (Ed.), Quality of Information and Communications Technology. QUATIC 2020.: Springer Verlag (Germany). - Times Cited Web of Science®: 11 - Times Cited Scopus: 14 - Times Cited Google Scholar: 25
22	Gasiba, Tiago, Lechner, Ulrike, Rezabek, Filip & Pinto-Albuquerque, M. (2020). Cybersecurity games for secure programming education in the industry: gameplay analysis. In First International Computer Programming Education Conference (ICPEC 2020) OASIcs, Volume 81. (pp. 10:1-10:11).: Dagstuhl publishing. - Times Cited Web of Science®: 6 - Times Cited Scopus: 9 - Times Cited Google Scholar: 19
23	Frey, S., Rashid, A., Anthonysamy, P., Pinto-Albuquerque, M. & Naqvi, S. A. (2018). The good, the bad and the ugly: a study of security decisions in a cyber-physical systems game. In 40th International Conference on Software Engineering. (pp. 496-496). Gothenburg: ACM . - Times Cited Web of Science®: 7
24	Brito, I. S., Pinto-Albuquerque, M., Barreiros, J. & Cruz, A. M. R. da (2018). Industry needs in requirements engineering: XXI century challenges for an IT curricula. In 3rd International Conference of the Portuguese Society for Engineering Education (CISPEE 2018). Aveiro - Times Cited Google Scholar: 2

25	Albuquerque, M. & Rashid, A. (2014). Tackling the requirements jigsaw puzzle. In Tony Gorschek, Robyn Lutz (Ed.), 2014 IEEE 22nd International Requirements Engineering Conference (RE): Proceedings. (pp. 233-242). Karlskrona: IEEE Computer Society. - Times Cited Web of Science®: 3 - Times Cited Scopus: 5 - Times Cited Google Scholar: 9
26	Pinto-Albuquerque, M. & Rashid, A. (2011). Managing imperfection in requirements: a method and a jigsaw puzzle metaphor. In Brian Berenbach, Maya Daneva, Jörg Dörr, Samuel Fricker, Vincenzo Gervasi, Martin Glinz, Andrea Herrmann, Benedikt Krams, Nazim H. Madhavji, Barbara Paech, Sixten Schockert, Norbert Seyff (Ed.), 17th International Working Conference on Requirements Engineering: Foundation for Software Quality (REFSQ 2011). (pp. 226-233). Essen: Institute for Computer Science and Business Information Systems (ICB), University Duisburg Essen.
27	Silvestre, M., Pinto-Albuquerque, M., Carmo, M. B., Claúdio, A. P., Cunha, J. D & Coelho, H. (2005). A platform for the generation of virtual environments inhabited by intelligent virtual humans. In José Cunha, William Fleischman (Ed.), ITiCSE '05 Proceedings of the 10th annual SIGCSE conference on Innovation and technology in computer science education. (pp. 402-402). Lisboa: ACM. - Times Cited Google Scholar: 2
28	Carmo, M. B., Claúdio, A. P., Cunha, J. D, Coelho, H., Silvestre, M. & Pinto-Albuquerque, M. (2005). Plataforma de Suporte à Geração de Cenas Animadas com Agentes Inteligentes. In Lopes, Adriano (Ed.), 13º Encontro Português de Computação Gráfica. (pp. 79-84). Vila Real: Grupo Português de Computação Gráfica. - Times Cited Google Scholar: 6
29	Pinto-Albuquerque, M., Fonseca, M. J. & Jorge, J. A. (2000). Visual languages for sketching documents. In IEEE (Ed.), IEEE International Symposium on Visual Languages, 2000. (pp. 225-232). Seattle: IEEE. - Times Cited Web of Science®: 3 - Times Cited Scopus: 9 - Times Cited Google Scholar: 11

- Talk

1	Pinto-Albuquerque, M. (2023). Reflections on Human Aspects of Software Systems Engineering. Reflections on Human Aspects of Software Systems Engineering.
2	Pinto-Albuquerque, M. (2019). Cybersecurity and Software Engineering Case Studies in Large Organizations. ISTAR/COPPE Workshop on Software Engineering .
3	Brito, Isabel S., Pinto-Albuquerque, M., Barreiros, Jorge & Cruz, António Miguel Rosado da (2018). Industry needs in Requirements Engineering: XXI century challenges for an IT curricula. 3rd International Conference of the Portuguese Society for Engineering Education (CISPEE 2018).
4	Lencastre, M., Pinto-Albuquerque, M. & Fernandes, J. P. (2017). Think the future!. RE@PT 17, co-located with the 25th IEEE International Requirements Engineering Conference.
5	Frey, S., Pinto-Albuquerque, M., Shreeve, B. & Rashid, A. (2017). Lego, cybersecurity and other animals. DE Summer School 17, Innovation Insights for the Digital Workforce of Tomorrow .
6	Pinto-Albuquerque, M. (2014). Tackling the Requirements Jigsaw Puzzle. Best of RESG Research 2014.
7	Pinto-Albuquerque, M. & Rashid, A. (2014). Tackling the Requirements Jigsaw Puzzle. 22nd IEEE International Requirements Engineering Conference. 233-242

8	Pinto-Albuquerque, M. (2011). Managing Imperfection in Requirements: a Method and a Jigsaw Puzzle Metaphor. 17th Intl. Working Conference on Requirements Engineering: Foundation for Software Quality .

• Other Publications

- Other publications

1	Rashid, A., Frey, S. & Pinto-Albuquerque, M. (2017). Serious-game "Decisions and Disruptions". It is a tabletop/role-playing game about security in industrial control systems. It was built for both research and pedagogical purposes. It was used for the study described in "The Good, the Bad and the Ugly: A Study of Security Decisions in a Cyber-Physical Systems Game". It has been adapted by the London Metropolitan Police to use in cybersecurity education.

- Report

1	Pinto-Albuquerque, M. (2011). Managing Imperfect Information in Requirements Engineering .

Academic Management Positions

Membro (2025 - 2028)
Unit/Area: Comissão Científica

Membro (Docente) (2022 - 2025)
Unit/Area: Comissão Científica

Coordenador do 2º Ano (2016 - 2019)
Unit/Area: Bachelor Degree in Computer Engineering

Coordenador do 2º Ano (2016 - 2019)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

Coordenador do 2º Ano (2014 - 2016)
Unit/Area: Bachelor Degree in Computer Engineering

Coordenador do 2º Ano (2014 - 2016)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

Awards

Best Paper Award for "Raising Awareness in the Industry on Secure Code Review Practices" at "CYBER 2023, The Eighth International Conference on Cyber-Technologies and Cyber-Systems" (2023)

Best Paper Award for "You Are Doing it Wrong - On Vulnerabilities in Low Code Development Platforms" at "CYBER 2023, The Eighth International Conference on Cyber-Technologies and Cyber-Systems" (2023)

Best Paper Award for "I'm sorry Dave, I'm afraid I can't fix your code: On ChatGPT, cybersecurity, and secure coding" at the "4th International Computer Programming Education Conference, ICPEC 2023" (2023)

Best Paper Award for "CATS: A serious game in industry towards stronger cloud security" at the "Second International Conference on Ubiquitous Security (UbiSec 2022)" (2022)

Best Paper Award for "A Large-Scale Study on the Security Vulnerabilities of Cloud Deployments" at the "First International Conference on Ubiquitous Security (UbiSec 2021)" (2021)

UK National Innovation in Cyber Award 2020 awarded to the game Decisions and Disruptions, http://www.decisions-disruptions.org/ (2020)

Best Paper Award for "Cybersecurity Games for Secure Programming Education in the Industry: Gameplay Analysis" at the "1st International Computer Programming Education Conference, ICPEC 2020" (2020)

Best Paper Award for "Cybersecurity Awareness Platform with Virtual Coach and Automated Challenge Assessment" at the "6th Workshop on the Security of Industrial Control Systems of Cyber-Physical Systems CyberICPS 2020" (2020)

Professional Associations

Lancaster Univ. Alumni (Since 2014)

BCS, British Computer Society (Since 2011)

IEEE, Institute of Electrical and Electronics Engineers (Since 1999)

ISCTE Alumni Network (--)

Organization/Coordination of Events

Type of Organization/Coordination	Event Title	Organizer	Year
Member of scientific event committee	WER 2023 Workshop on Requirements Engineering	Pontifícia Universidade Católica do Rio Grande do Sul (PUCRS)	2023
Member of scientific event's organizing committee	WER 2022 Workshop on Requirements Engineering	Universidade Federal de Rio Grande do Norte, Brazil	2022
Member of scientific event committee	WER 2022 Workshop on Requirements Engineering	Universidade Federal de Rio Grande do Norte, Brazil	2022
Member of scientific event committee	XXIV Ibero-American Conference on Software Engineering	Universidade Costa Rica, Universidade Técnica Nacional Costa Rica, Universidade Nacional da Costa Rica, Universidade Estadual à Distância Costa Rica, Instituto Tecnológico da Costa Rica, College of Professionals em Informática e Computação Costa Rica	2021
Member of scientific event committee	24th Workshop on Requirements Engineering	UniCEUB - Brasília, Brazil	2021
Member of scientific event committee	23rd WORKSHOP ON REQUIREMENTS ENGINEERING, São José dos Campos – SP, Brazil	Universidade Federal De São Paulo (UNIFESP)	2020

Member of scientific event committee	23rd Iberoamerican Conference on Software Engineering (CIbSE 2020), Requirements Engineering Track (RET), Curitiba, Brazil	Pontifícia Universidade Católica do Paraná (PUCPR)	2020

Diffusion Activities

Activity Type	Event Title	Activity Description	Year
Talk/Conference in public diffusion event	Decisions and Disruptions game – how do you make yours?	Video demonstration of the game Decisions and Disruptions in representation of Istar-iscte Instituto Universitário de Lisboa at Encontro com a Ciência e Tecnologia em Portugal 2020, organized by FCT in November 2020	2020

Products

Product Type	Product Title	Detailed Description	Year
Art Installation/Exhibition/Performance	Serious-game "Decisions and Disruptions"	It is a tabletop/role-playing game about security in industrial control systems. It was built for both research and pedagogical purposes. For example, it was used for the study described in "The Good, the Bad and the Ugly: A Study of Security Decisions in a Cyber-Physical Systems Game".	2017