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Martinha Piteira

Associate Researcher

ISTAR-Iscte - Information Sciences, Technologies and Architecture Research Centre



Contacts

E-mail	Martinha_Rosario_Piteira@iscte-iul.pt
Office	D0.10

Curriculum

Martinha Piteira teaches Web Programming, Human-Computer Interaction, Usability and Acessibility, Health Information Systems, Data Base Systems, Programming, among others in Setubal Polytechnic Institute. She has an extended experience in Usability and e-Learning Systems. Since 2006 she is responsible for the management of the School of Technology's e-Learning platform from the Setubal Polytechnic Institute. As part of IPS-EST eLearning task force is being involved in research, design and planing of Schools e-Learning strategy. Martinha is member of ACM Student Chapter. Martinha has a Master degree in Information System Management from ISCTE Lisbon University Institute and holds a Ph.D. from the same Institute in Information Science and Technology. His research interests include elearning systems, gamification, educational technologies, usability and acessibility.

Research Interests

Gamification
eLearning
Human Computer Interaction
Usability
Information Systems

Web Programming
Learning Programming
Ethics of Artificial Intelligence

Academic Qualifications

University/Institution	Type	Degree	Period
ISCTE-IUL - Instituto Universitário de Lisboa	PhD	Ciências e Tecnologias da Informação	2018
ISCTE-IUL - Instituto Universitário de Lisboa	Advanced Studies	Ciências e Tecnologias da Informação	2014
ISCTE-IUL - Instituto Universitário de Lisboa	M.Sc.	Gestão de Sistemas de Informação	2006
ISTEC - Instituto Superior de Tecnologias Avançadas	Licenciante	Licenciatura em Informática	2001

Teaching Activities

Teaching Year	Sem.	Course Name	Degree(s)	Coord
2019/2020	2º	Web Applications and Usability	Post Graduation Program in Applied Informatics to the Organizations;	No

Supervisions

• M.Sc. Dissertations - Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	João Carlos Barreto Coelho	Acceptance of autonomous driving vehicle technology in Portugal	Portuguese	Iscte	2023
2	André Miguel Marques Raimundo	Online Games - Exploratory study of the use of microtransactions.	Portuguese	Iscte	2022

Total Citations

Web of Science®	47
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Publications

• Scientific Journals

- Scientific journal paper

1	<p>Piteira, M. , Costa, C. & Aparicio, M. (2018). Computer programming learning: how to apply gamification on online courses?. <i>Journal of Information Systems Engineering and Management</i>. 3 (2)</p> <p>- Times Cited Web of Science®: 16</p> <p>- Times Cited Google Scholar: 87</p>
2	<p>Piteira, M. , Costa, C. J. & Aparicio, M. (2017). CANOE e Fluxo: determinantes na adoção de curso de programação online gamificado. <i>RISTI - Revista Ibérica de Sistemas e Tecnologias de Informação/Iberian Journal of Information Systems and Technologies (RISTI)</i>. 0 (25), 34-52</p> <p>- Times Cited Web of Science®: 9</p> <p>- Times Cited Scopus: 9</p> <p>- Times Cited Google Scholar: 17</p>

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	<p>Coelho, J., Piteira, M. & Alturas, B. (2023). Modelo de aceitação da tecnologia de condução autónoma em Portugal. In <i>23ª Conferência da Associação Portuguesa de Sistemas de Informação (CAPSI 2023)</i>. (pp. 251-263). Beja, Portugal: Associação Portuguesa de Sistemas de Informação.</p>
2	<p>Piteira, M. , Aparicio, M. & Costa, C. J. (2019). A ética na inteligência artificial: Desafios. In Rocha, A., Pedrosa, I., Cota, M. P. and Goncalves, R. (Ed.), <i>2019 14th Iberian Conference on Information Systems and Technologies (CISTI)</i>. Coimbra: IEEE.</p> <p>- Times Cited Web of Science®: 8</p> <p>- Times Cited Scopus: 6</p> <p>- Times Cited Google Scholar: 37</p>
3	<p>Piteira, M. , Costa, C. J. & Aparicio, M. (2017). A conceptual framework to implement gamification on online courses of computer programming learning: Implementation. In Chova, L. G., Martinez, A. L. and Torres, I. C. (Ed.), <i>ICERI2017 Proceedings</i>. (pp. 7022-7031). Seville, Spain: IATED.</p> <p>- Times Cited Web of Science®: 14</p> <p>- Times Cited Google Scholar: 31</p>
4	<p>Piteira, M. & Costa, C. J. (2017). Gamificação: framework concetual para cursos online de aprendizagem da programação. In Reis L.P., Rocha A., Alturas B., Costa C., Cota M.P. (Ed.), <i>12th Iberian Conference on Information Systems and Technologies, CISTI 2017</i>. Lisbon: IEEE.</p> <p>- Times Cited Scopus: 16</p>
5	<p>Piteira, M. & Costa, C. (2014). Learning programming: Problems and solutions. In <i>Atas da 14ª Conferência da Associação Portuguesa de Sistemas de Informação</i>. (pp. 46-67). Évora: Associação Portuguesa de Sistemas de Informação, APSI.</p>

6	<p>Piteira, M. & Costa, C. (2012). Computer programming and novice programmers. In Costa, C. J., and Aparício, M. (Ed.), ISDOC '12: Proceedings of the Workshop on Information Systems and Design of Communication. (pp. 51-53). Lisboa: Association for Computing Machinery.</p> <p>- Times Cited Scopus: 27 - Times Cited Google Scholar: 74</p>
7	<p>Piteira, M. , Costa, C. & Haddad, Samir R. (2012). Educational computer programming tools. In Aparicio, M., and Costa, C. J. (Ed.), OSDOC '12: Proceedings of the Workshop on Open Source and Design of Communication. (pp. 57-60). Lisboa, Portugal: Association for Computing Machinery.</p> <p>- Times Cited Scopus: 1 - Times Cited Google Scholar: 4</p>
8	<p>Piteira, M. & Haddad, Samir R. (2011). Innovate in your program computer class: an approach based on a serious game. In Proceedings of the 2011 Workshop on Open Source and Design of Communication - OSDOC '11. (pp. 49). Lisboa, Portugal: ACM Press.</p> <p>- Times Cited Scopus: 15 - Times Cited Google Scholar: 53</p>

- Talk

1	<p>Coelho, J., Piteira, M. & Alturas, B. (2023). Acceptance Model for Autonomous Driving Technology in Portugal. 23.^a Conferência da Associação Portuguesa de Sistemas de Informação (CAPSI'2023).</p>
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Organization/Coordination of Events

Type of Organization/Coordination	Event Title	Organizer	Year
Coordination of scientific event (with scientific committee) at ISCTE-IUL	Special Session on Gamification on Computer Programming Learning - GonCPL 2022	International Conference on Computer Supported Education	2022
Member of scientific event committee	WAIM2019 - 1st Workshop on Artificial Intelligence and Management	AISTI - Associação Ibérica de Sistemas e Tecnologias de Informação	2019
Coordination of scientific event (with scientific committee) outside of ISCTE-IUL	Special Session on Gamification on Computer Programming Learning - GonCPL 2020	International Conference on Computer Supported Education	--

Products

Product Type	Product Title	Detailed Description	Year
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Prototype	SMARTMOOC - Online Gamified Course for Learning Programming	Fundamental Programming Online Course with application of gamification principles. This prototype aims to motivate and engage students in learning through gamification.	2017
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