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Curriculum

Mónica Cruz has a postgraduate degree in Information Technology Applied to Organizations and a master's degree in Information Technology and Management. She is currently working on her PhD. Her academic career also involves a degree in psychology and a master's degree in counseling psychology and psychotherapy. She also has a postgraduate degree in Psychological Assessment with Projective Methodologies and completed theoretical professional training in Psychoanalytic Psychotherapy. She currently works as a Software Tester at Korber. Her professional career was as a FullStack Developer. She is linked to the Information Sciences, Technologies and Architecture Research Center (ISTAR-IUL). Her research interests include information technologies, gaming, animation, metaverse, virtual reality, virtual worlds, multiverse and social sciences. The works developed (scientific articles, conference articles and a book chapter) cover topics such as animation, gaming, reality, virtual reality, virtual worlds and the metaverse. She has participated in several scientific events. In his personal life, she enjoys reading, spending time with his family, playing games, watching animated films and travelling! Her vision of life includes: "To infinity... and beyond", "May the Force be with you", "Don't forget your inner peace", and "Go catch them all".

Academic Qualifications

University/Institution	Type	Degree	Period
ISCTE-Instituto Universitario de Lisboa	M.Sc.	Informática e Gestão	2017
ISCTE-Instituto Universitario de Lisboa	Post-graduation	Pós-Graduação em Informática Aplicada às Organizações	2016

Universidade Lusofona de Humanidades e Tecnologias - Escola de Psicologia e Ciências da Vida	M.Sc.	Psicologia, Aconselhamento e Psicoterapias	2011
Universidade Lusofona de Humanidades e Tecnologias	Licenciante	Psicologia	2009
Universidade Lusofona de Humanidades e Tecnologias	Post-graduation	Metodologia Projectiva na Avaliação Psicológica	2009

Total Citations

Web of Science®	67
Scopus	101

Publications

• Scientific Journals

- Scientific journal paper

1	Cruz, M. & Oliveira, A. (2026). Pixels, pressure and connection: The metaverse's impact on gamers. The Journal of Supercomputing. 82 (1)
2	Travanca, C., Cruz, M. & Oliveira, A. (2025). Emotion in words: The role of Ed Sheeran and Sia's lyrics on the musical experience. Computers. 14 (11) - Times Cited Google Scholar: 3
3	Dias, R., Oliveira, A. & Cruz, M. (2025). At school with and without a computer: The importance of ICT in the school of the future. Applied Sciences. 15 (17) - Times Cited Web of Science®: 2 - Times Cited Google Scholar: 2
4	Cruz, M., Oliveira, A. & Pinheiro, A. (2024). Metaverse unveiled: From the lens of science to common people perspective. Computers. 13 (8) - Times Cited Web of Science®: 6 - Times Cited Scopus: 8 - Times Cited Google Scholar: 7
5	Cruz, M. & Oliveira, A. (2024). Unravelling virtual realities: Gamers' perceptions of the metaverse. Electronics. 13 (13) - Times Cited Web of Science®: 7 - Times Cited Scopus: 9 - Times Cited Google Scholar: 13
6	Cruz, M. & Oliveira, A. (2024). Where are we now? Exploring the metaverse representations to find digital twins. Electronics. 13 (10) - Times Cited Web of Science®: 6 - Times Cited Scopus: 7 - Times Cited Google Scholar: 19

7	<p>Pinheiro, A., Oliveira, A., Alturas, B. & Cruz, M. (2024). Digital games adopted by adults—A documental approach through meta-analysis. <i>Information</i>. 15 (3)</p> <p>- Times Cited Web of Science®: 2</p> <p>- Times Cited Scopus: 2</p> <p>- Times Cited Google Scholar: 3</p>
8	<p>Cruz, M., Oliveira, A. & Pinheiro, A. (2024). Faraway, so close: Perceptions of the metaverse on the edge of madness. <i>Computers</i>. 13 (1)</p> <p>- Times Cited Web of Science®: 5</p> <p>- Times Cited Scopus: 6</p> <p>- Times Cited Google Scholar: 7</p>
9	<p>Oliveira, A. & Cruz, M. (2023). Virtually connected in a multiverse of madness? - Perceptions of gaming, animation, and metaverse. <i>Applied Sciences</i>. 13 (15)</p> <p>- Times Cited Web of Science®: 13</p> <p>- Times Cited Scopus: 24</p> <p>- Times Cited Google Scholar: 40</p>
10	<p>Cruz, M., Oliveira, A. & Pinheiro, A. (2023). Meeting ourselves or other sides of us?—Meta-analysis of the Metaverse. <i>Informatics</i>. 10 (2)</p> <p>- Times Cited Web of Science®: 16</p> <p>- Times Cited Scopus: 16</p> <p>- Times Cited Google Scholar: 23</p>

• Books and Book Chapters

- Book chapter

1	<p>Oliveira, A. & Cruz, M. (2024). Virtually connected in a multiverse of madness?: Perceptions of gaming, animation, and metaverse. In Luigi Bibbò and Marley M.B.R. Vellasco (Ed.), <i>Human activity recognition (HAR) in healthcare</i>. (pp. 85-108). Basel: MDPI.</p>
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• Conferences/Workshops and Talks

- Publication in conference proceedings

1	<p>Cruz, M., Oliveira, A. & Dias, R. (2026). What's Up Doc (Strange)? A new glimpse of the Metaverse using NotebookLM AI. In Rocha, A. et al (Ed.), <i>Proceedings of 20th Iberian Conference on Information Systems and Technologies (CISTI 2025)</i>. Lecture Notes in Networks and Systems. (pp. 483-496). Lisboa: Springer Nature Switzerland AG.</p> <p>- Times Cited Scopus: 1</p>
2	<p>Cruz, M. & Oliveira, A. (2025). Dr. Strange, Are We Experiencing the Same? Perceptions of the Metaverse Among Gamers, by Gender. In Pascal Lorenz (Ed.), <i>Proceedings of the 2024 3rd Eurasian Conference on Frontiers of Computer Science and Information Technology (FCSIT 2024)</i>. Learning and Analytics in Intelligent Systems. (pp. 73-86). Barcelona: Springer.</p> <p>- Times Cited Scopus: 1</p> <p>- Times Cited Google Scholar: 1</p>
3	<p>Dias, R., Oliveira, A. & Cruz, M. (2025). How does the use of ICT in the classroom influence the way teachers act?. In Rocha, A. et al (Ed.), <i>Proceedings of the 20th Iberian Conference on Information Systems and Technologies (CISTI 2025) – Iberian Proceedings of CISTI 2025</i>. (pp. 333-338). Lisboa: Information and Technology Management Association (ITMA).</p>

4	<p>Cruz, M., Oliveira, A. & Pinheiro, A. (2023). Flowing through virtual animated worlds – Perceptions of the metaverse. In Du, K.-L. (Ed.), 2022 Euro-Asia Conference on Frontiers of Computer Science and Information Technology (FCSIT). (pp. 241-245). Beijing, China: IEEE.</p> <p>- Times Cited Web of Science®: 8 - Times Cited Scopus: 11 - Times Cited Google Scholar: 13</p>
5	<p>Cruz, M. & Oliveira, A. (2023). Hi doctor strange! Play it again, and discover the metaverse: Perceptions of the metaverse among gamers. In 2023 18th Iberian Conference on Information Systems and Technologies (CISTI). Aveiro, Portugal: IEEE.</p> <p>- Times Cited Scopus: 5 - Times Cited Google Scholar: 6</p>
6	<p>Cruz, M. & Oliveira, A. (2019). Finding COCO: remembering the meaning of death and life, in a song. In ICCCV 2019: Proceedings of the 2nd International Conference on Control and Computer Vision. (pp. 133-140). Jeju, Republic of Korea: Association for Computing Machinery.</p> <p>- Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 5</p>
7	<p>Cruz, M., Oliveira, A., Esmerado, J. & Alturas, B. (2018). Why do we love the Lion King? Perception of animation among young adults. In Heng Chen, Jun Xu and Houssain Kettani (Ed.), International Conference on Computing and Data Engineering, ICCDE 2018. (pp. 88-92). Shanghai: ACM Press.</p> <p>- Times Cited Scopus: 6 - Times Cited Google Scholar: 8</p>
8	<p>Cruz, M., Oliveira, A. & Esmerado, J. (2017). Animation and adults: between the virtual and social reality . In Álvaro Rocha, Bráulio Alturas, Carlos Costa, Luís Paulo Reis, Manuel Pérez Cota (Ed.), 12th Iberian Conference on Information Systems and Technologies (CISTI'2017). (pp. 55-60). Lisboa: AISTI (Associação Ibérica de Sistemas e Tecnologias de Informação).</p> <p>- Times Cited Google Scholar: 9</p>

- Talk

1	<p>Dias, R., Oliveira, A. & Cruz, M. (2025). How does the use of ICT, in the classroom context, influence the way teachers act? (De que forma, a utilização das TIC, em contexto de sala de aula, influencia o modo de atuação dos professores?). 20th Iberian Conference on Information Systems and Technologies (CISTI 2025).</p>
2	<p>Cruz, M., Oliveira, A. & Dias, R. (2025). What's Up Doc (Strange)? A new glimpse of the Metaverse using NotebookLM AI. 20th Iberian Conference on Information Systems and Technologies (CISTI 2025).</p>
3	<p>Cruz, M. & Oliveira, A. (2024). Dr. Strange, Are We Experiencing the Same? Perceptions of the Metaverse Among Gamers, by Gender. 3rd Eurasian Conference on Frontiers of Computer Science and Information Technology (FCSIT 2024).</p>
4	<p>Cruz, M. & Oliveira, A. (2024). Exploring the Metaverse perceptions among gamers. IEEE IMS Doctoral Consortium.</p>
5	<p>Cruz, M. & Oliveira, A. (2023). Hi Doctor Strange! Play it again, and discover the Metaverse - Perceptions of the Metaverse among gamers. CISTI'2023 - 18th Iberian Conference on Information Systems and Technologies.</p>
6	<p>Cruz, M., Oliveira, A. & Pinheiro, A. (2022). Flowing through Virtual Animated Worlds – Perceptions of the Metaverse. Eurasian Conference on Frontiers of Computer Science and Information Technology (FCSIT 2022).</p>

7	Cruz, M. & Oliveira, A. (2019). Finding COCO: Remembering the Meaning of Death and Life, in a Song. 4th International Conference on Information and Network Technologies (ICINT 2019). - Times Cited Google Scholar: 1
8	Cruz, M., Oliveira, A. & Esmerado, J. (2017). Animation and Adults - Between the virtual and social reality. 12a Conferência Ibérica de Sistemas e Tecnologias de Informação / 12th Iberian Conference on Information Systems and Technologies (CISTI'2017). - Times Cited Scopus: 2