

Warning: [2026-04-07 15:18] this document is a print-out of the Ciência-iul web portal and was automatically generated at the labeled date. The document has a mere informational purpose and represents the information contained on Ciência_Iscte at that date.

Pedro Faria Lopes

Professor Associado

ISTAR-Iscte - Information Sciences, Technologies and Architecture Research Centre
Department of Information Science and Technology (ISTA)



Contacts

E-mail	pedro.lopes@iscte-iul.pt
Office	D6.14
Telephone	217650557 (Ext: 220337)
Post Box	116

Research Interests

Digital Multimedia
Human Computer Interaction
Computer games
Sound and video for multimedia
Computer Animation
Production and creation of digital content for lifelong learning for e-learning and b-learning

Academic Qualifications

University/Institution	Type	Degree	Period
Instituto Superior Técnico - UTL	PhD	Engenharia Electrotécnica e de Computadores	1996
Instituto Superior Técnico - UTL	M.Sc.	Engenharia Electrotécnica e de Computadores	1989
Instituto Superior Técnico - UTL	Licenciate	Engenharia Electrotécnica	1985

Teaching Activities

Teaching Year	Sem.	Course Name	Degree(s)	Coord
2025/2026	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2025/2026	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2025/2026	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2025/2026	1º	Design and Production of Digital Games	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2024/2025	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2024/2025	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2024/2025	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2024/2025	1º	Design and Production of Digital Games	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2023/2024	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2023/2024	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2023/2024	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2023/2024	1º	Design and Production of Digital Games	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes

2022/2023	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2022/2023	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2022/2023	2º	Computer Games		Yes
2022/2023	2º	Multimedia Management		Yes
2022/2023	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2022/2023	1º	Design and Production of Digital Games	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2022/2023	1º	Audio and Video for Multimédia		Yes
2021/2022	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2021/2022	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2021/2022	2º	Computer Games		Yes
2021/2022	2º	Multimedia Management		Yes
2021/2022	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2021/2022	1º	Design and Production of Digital Games	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2021/2022	1º	Audio and Video for Multimédia		Yes
2020/2021	2º	Sound, Video and Digital Content Authoring	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2020/2021	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering (PL); Bachelor Degree in Computer Engineering;	Yes
2020/2021	2º	Computer Games		Yes
2020/2021	2º	Multimedia Management		Yes
2020/2021	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management (PL); Bachelor Degree in Computer Science and Business Management;	Yes
2020/2021	1º	Audio and Video for Multimédia		Yes

2019/2020	2º	Computacional Creativity		No
2019/2020	2º	Phd Thesis in Architecture of Contemporary Metropolitan Territories II		No
2019/2020	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	Yes
2019/2020	2º	Computer Games		Yes
2019/2020	2º	Multimedia Management		Yes
2019/2020	1º	Multimedia and Computer Graphics		Yes
2019/2020	1º	Audio and Video for Multimédia		Yes

Supervisions

• Ph.D. Thesis

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Sílvia Maria da Costa Lopes	--	Portuguese	Developing	Iscte

- Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	Marina Estela de Vasconcelos Gonçalves Graça	--	English	Universidade Nova de Lisboa	2003

• M.Sc. Dissertations

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	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
2	Flávio Miguel Freire Martins	The Battle of Aljubarrota explained through a digital game	--	Developing	Iscte
3	Bernardo Ferreira Grilo	Digital games as a tool for development of tolerance to stress	--	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	Cynthia Anastacya Mendes Borges	Developing videogames for english language learning	Portuguese	Iscte	2020
3	Vítor Manuel Januário Lopes Pêgas	A Framework for Branched Storytelling and Matchmaking in Multiplayer Games	Portuguese	Iscte	2018
4	Rúdi Telo Luís	Jogo didático 3D para transitar com segurança nas levadas da Madeira	Portuguese	Iscte	2016
5	Ricardo Francisco Vilelas de Almeida	A Proposal for a Framework for Serious Game Development based on entertainment Game Design	English	Iscte	2015
6	Maria Luísa Costa Sola Terra de Brito	Teste do ensino de língua gestual portuguesa usando o jogo digital Gestual Life.	Portuguese	Iscte	2015
7	Ricardo Nuno Moreira de Carvalho	Usabilidade, acessibilidade e Qualidade da web da Administração Pública Portuguesa.	Portuguese	Iscte	2015
8	Filipe Miguel Simões Baptista	"MotionDesigner: a tool for creating interactive performances using RGB-D cameras"	English	Iscte	2015
9	Carlos Manuel Pereira Pires da Silva	Transversalidade dos princípios fundamentais da Animação	Portuguese	Iscte	2014
10	Andreia Filipa da Silva Ferreira	Comunicação e Experiências de Visita na Casa Fernando Pessoa: A Eficácia Comunicativa na Exposição Multimédia "Sonhatório"	Portuguese	Iscte	2014
11	Pedro Miguel Estêvão Marques	Implementation of the BDRBLP Portal "Base de Dados de Revistas Biomédicas de Língua Portuguesa	Portuguese	Iscte	2013
12	Gonçalo Nuno Martins Duarte de Carvalho	Protecção de Invenções Universitárias: Estudo de Casos e Submissão	Portuguese	Iscte	2012
13	Rui Pedro Oliveira Reis Costa	Os Códigos QR em Museus	Portuguese	Iscte	2012
14	Maria Teresa Macieira Pires Futscher de Deus	An instructional game for biology classrooms	English	Iscte	2012
15	Nuno Filipe Barroso Pombinho	--	--	Iscte	2011

Total Citations

Web of Science®	25
Scopus	48

Publications

• Scientific Journals

- Scientific journal paper

1	Alexandre, I., Lopes, P. F. & Borges, C. (2023). Roadmap for the development of EnLang4All: A video game for learning English. <i>Multimodal Technologies and Interaction</i> . 7 (2) - Times Cited Web of Science®: 2 - Times Cited Scopus: 3 - Times Cited Google Scholar: 7
2	Carvalho, R. M., Lopes, P. F., Alexandre, I. & 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 - Times Cited Web of Science®: 10 - Times Cited Scopus: 13 - Times Cited Google Scholar: 27
3	Lopes, S., Santos, T., Lopes, P. F. & Fernández-Llimós, F. (2012). Padrões de citação em revistas biomédicas portuguesas e brasileiras. <i>Revista portuguesa de cirurgia cardio-toracica e vascular: órgão oficial da Sociedade Portuguesa de Cirurgia Cardio-Toracica e Vascular</i> . 19 (3), 119-125
4	Lopes, P. F., Cardoso, G. & Moreira, M. (2002). Preservação de publicações electrónicas na Internet: os arquivos imperfeitos. <i>Cadernos BAD</i> . 2, 33-53 - Times Cited Google Scholar: 13
5	Lopes, P. F. & Gomes, M. R. (1992). A Computer Model For Pinscreen Simulation: A New Animation Paradigm. <i>Computer Graphics Forum</i> . 11 (1), 31-42 - Times Cited Scopus: 2
6	Lopes, P. F. & Gomes, M. R. (1989). Computer animation in Portugal. <i>Computers and Graphics</i> . 13 (3), 381-387

• Books and Book Chapters

- Book editor

1	Moural, A., Lopes, P. F. & Eloy, S. (2014). <i>CLOSE CLOSER: CLOSE to cities and CLOSER to people</i> . Lisboa. Iscte. - Times Cited Google Scholar: 1
---	---

- Book chapter

1	Eloy, S., Lopes, P. F., Silva Pedro, T., Ourique, Lázaro & Dias, L. (2018). Mobile apps for acting on the physical space for people inclusion. In <i>Mobile Applications and Solutions for Social Inclusion</i> .
---	---

2	Eloy, S., Dias, J., Lopes, P. F. & Vilar, E. (2016). Digital technologies in architecture and engineering: Exploring an engaged interaction within curricula. In David Fonseca, Ernest Redondo (Ed.), Handbook of research on applied e-learning in engineering and architecture education. (pp. 368-402).: IGI Global. - Times Cited Google Scholar: 16
3	Guerreiro, Maria Rosália, Eloy, S., Guarda, Israel & Lopes, P. F. (2014). Networks and Opportunistic Urban Design: a strategy for regeneration of public spaces in Lisbon. In Roberto Cavallo, Susana Komossa, Nicola Marzot, Meta Berghauser Pont, Joran Kuijper (Ed.), New Urban Configurations. (pp. 766-771). Delft, The Netherlands: TU Delft. - Times Cited Web of Science®: 1 - Times Cited Scopus: 2 - Times Cited Google Scholar: 6
4	Lopes, P. F., Eloy, S., Ferreira, M. A. M., M Menino, Menino, M., J Caldas...almeida, H. (2014). Counting App for local observations and space syntax. In Ana Moural, Pedro Faria Lopes, Sara Eloy (Ed.), Close Closer: Close To Cities And Closer To People. Lisboa, Portugal: ISCTE-IUL. - Times Cited Google Scholar: 1
5	Alexandre, R., Lopes, P. F. & João Freire (2012). Imagens Marinheiras. Diaporama. In Luísa Tiago de Oliveira, João Freire (Ed.), Militares e Sociedade, Marinha e Política: um século de história. (pp. 25-31). Lisboa: ISCTE-IUL.
6	Lopes, P. F. (1993). Animação por Computador. In Santos, A. M. Nunes dos, coord. (Ed.), Arte e Tecnologia. Lisboa: Fundação Calouste Gulbenkian. Serviço de Ciência e Serviço Acarte.
7	Lopes, P. F. & Gomes, M.R. (1990). Computer Pinscreen Simulation. In Nadia Magnenat-Thalmann, Daniel Thalmann (Ed.), Computer Animation '90. (pp. 165-176). Japan: Springer Japan.

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	São Paulo, C. G. de., Dias, J. M. S., Vitoria, J., Gamito, M., Lopes, P. F. & Gomes, M. R. (2023). SA3D, um sistema de animação para ambiente de microcomputador. In Cunha, J. (Ed.), Atas do 3º Encontro Português de Computação Gráfica (EPCG 1990). Coimbra: The Eurographics Association.
2	Guerreiro, D., Pereira, F., Almeida, F., Alexandre, I. & 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.
3	Pegas, V., Santana, P. & Lopes, P. F. (2018). A framework for branched storytelling and matchmaking in multiplayer games. In Anthony Brooks, Eva Brooks, Cristina Sylla (Ed.), 7th EAI International Conference, ArtsIT 2018. Braga: Springer.
4	Eloy, S., Andrade, M. & Lopes, P. F. (2018). Developing and assessing shape grammar design systems. In Sara Eloy, Manuela Alberto Ferreira, Maria Joao Oliveira (Ed.), Winter School 2018 ISTAR-IUL Applied Transdisciplinary Research. (pp. 11-12). Lisboa: Information Sciences, Technologies and Architecture Research Center (ISTAR-IUL).
5	Silva, H., Pedro, T., Pegas, V., Alexandre, I. M. & 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.

6	<p>Baptista, F., Lopes, P. F. & Santana, P. (2016). MotionDesigner: Augmented artistic performances with kinect-based human body motion tracking. In Goncalves, G., e Bessa, M. (Ed.), 2016 23rd Portuguese Meeting on Computer Graphics and Interaction (EPCGI). Covilhã: IEEE.</p> <p>- Times Cited Scopus: 5 - Times Cited Google Scholar: 8</p>
7	<p>Silva, C & Lopes, P. (2015). Os princípios fundamentais da animação: relevância atual de uma criação centenária. In Paula Tavares, Pedro Mota Teixeira (Ed.), III Conferência Internacional em Ilustração e Animação : CONFIA. Braga: IPCA.</p>
8	<p>Mesquita, G., Gomes, T., Amaral, V., Júnior, G., Lopes, P. F. & 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>
9	<p>Alves, T., Lopes, P. & Dias, J. (2014). Applying ISO/IEC 25010 standard to prioritize and solve quality issues of automatic ETL processes. In Proceedings 30th International Conference on Software Maintenance and Evolution ICSME 2014. Victoria: IEEE Computer Society.</p> <p>- Times Cited Web of Science®: 6 - Times Cited Scopus: 8 - Times Cited Google Scholar: 23</p>
10	<p>Almeida, R., Brito, M. L., Sousa, P., Capela, M., Lopes, P. F. & 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>
11	<p>Silva, I., Baptista, F., Calado, J., Lopes, P. F. & 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>
12	<p>T. Deus & Lopes, P. F. (2013). Cell Life: A Biology Game to Support Biology Classrooms. In A. Rocha et al. (Eds.) (Ed.), WorldCIST'13 2013 World Conference on Information Systems and Technologies. (pp. 1149-1155). Olhão: Springer-Verlag Berlin Heidelberg 2013.</p> <p>- Times Cited Web of Science®: 1</p>
13	<p>Paio, A., Rato, V., Reis, J., Santos, F. & Lopes, P. F. (2013). Emerg. house 4all: A sensitive approach informed by new digital tools. In 5th European Conference on African Studies. African Dynamics in a Multipolar World. (pp. 17731791-1791). Lisboa: Centro de Estudos Internacionais do Instituto Universitário de Lisboa.</p>
14	<p>Lopes, Sílvia, Costa, Teresa, Fernández-Llimós, Fernando, Amante, Maria João & Lopes, P. F. (2012). A Bibliometria e a Avaliação da Produção Científica: indicadores e ferramentas. In BAD (Ed.), 11º Congresso Nacional de Bibliotecários, Arquivistas e Documentalistas - Integração, Acesso e Valor Social. (pp. 1-7). Lisboa, Fundação Calouste Gulbenkian: BAD.</p>
15	<p>Alexandre, I. M., Jardim, D. & 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>
16	<p>T. Deus, T. Marques, Lopes, P. F., Machado Alexandre, I. & 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>

17	Paio, A., Rato, V., Reis, J., Santos, F. & Lopes, P. F. (2012). Emerg.cities4all: generating a computational tool for sustainable social urban design in Portuguese speaking countries. In PNUM (Ed.), Urban Morphology in Portuguese-Speaking Countries - 2nd Conference of the Portuguese Network of Urban Morphology. (pp. 14-16). Lisboa: ISCTE.
18	Santos, F., Reis, J., Lopes, P., Paio, A., Eloy, S. & Rato, V. (2012). A multi-agent expert system shell for shape grammars. In T. Fischer, K. De Biswas, J. J. Ham, R. Naka, W. X. Huang (Ed.), 17th International Conference on Computer-Aided Architectural Design Research in Asia. (pp. 409-414). Chennai: CAADRIA. - Times Cited Web of Science®: 3 - Times Cited Scopus: 4 - Times Cited Google Scholar: 7
19	Guerreiro, Maria Rosália, Eloy, S. & Lopes, P. F. (2012). Lisbon Pedestrian Network. In 2nd PNUM - Urban Morphology in Portuguese Speaking Countries. (pp. 326-328). Lisboa
20	Paio, A., Eloy, S., Reis, J., Santos, F., Rato, V. & Lopes, P. F. (2011). Emerg.cities4all: Towards a sustainable and integrated urban design. In UIA2011 (Ed.), 24th World Congress of Architecture. (pp. 639-643). Tokyo: UIA2011. - Times Cited Google Scholar: 5
21	Paio, A., Reis, J., Santos, F., Lopes, P. F., Eloy, S. & Rato, V. (2011). Emerg.cities4all: Towards a shape grammar based computational system tool for generating a sustainable and integrated urban design. In T. Zupancic, M. Juvancic, S. Verovsek, A. Jutraz (Ed.), Conference eCAADe2011 respecting Fragile Places. (pp. 133-139). Ljubljana: eCAADe (Education and Research in Computer Aided Architectural Design in Europe). - Times Cited Google Scholar: 10
22	Lopes, P. F., D. Jardim & 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. - Times Cited Google Scholar: 1
23	T. Deus, T. Marques, P. Alexandre, Machado Alexandre, I. & 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.
24	Lochon, A., Lopes, P. F. & Dias, M. (2011). DigitalPinDirector: A digital pinscreen editor for images and realtime animation in low cost personal computers. In Chiarella, M., and Tosello, M. E. (Ed.), SIGraDi 2011 Proceedings of the 15th Iberoamerican Congress of Digital Graphics. (pp. 261-264). Santa Fé: Sociedade Ibero-americana de Gráfica Digital.
25	Jardim, D., Lopes, P. F. & 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. - Times Cited Google Scholar: 3
26	Alexandre, I. M., Jardim, D. & 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. - Times Cited Scopus: 4 - Times Cited Google Scholar: 8

27	Catarino, J., Moreiras, T., Lopes, P. F., Esmerado, J. & 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). - Times Cited Scopus: 2
28	Aparicio, M., Martins, A. & Lopes, P. F. (2004). Portais: procura de um conceito. In IADIS (Ed.), Conferência Ibero-Americana IADIS WWW/Internet 2004. (pp. 243-246). Madrid
29	Paulo, C., Dias, J., Vitória, J., Gamito, M. N., Lopes, P. F. & Gomes, M. (1991). SA3D, um Sistema de Animação 3D para Ambientes Computacionais de Recursos Limitados. In Marcelo Walter (UFRGS) Cíntia Grazielle Machado da Silva (UFRGS) Gerald Jean Francis Banon (INPE) (Ed.), Anais do IV SIBGRAPI, Anais do 4º Simpósio Brasileiro de Computação Gráfica e Processamento de Imagens, São Paulo, Brasil, 1991. (pp. 117-127). São Paulo: Sociedade Brasileira de Computação (SBC).
30	Lopes, P. F. & Dias, J. (1988). Animação por Computador de Objectos Sintetizados ou Adquiridos. In Marcelo Walter (UFRGS) Cíntia Grazielle Machado da Silva (UFRGS) Gerald Jean Francis Banon (INPE) (Ed.), Anais do I SIBGRAPI, aº Simpósio Brasileiro de Computação Gráfica e Processamento de Imagens, São Paulo, Brasil, 1988. (pp. 207-214). Petrópolis, RJ: Sociedade Brasileira de Computação (SBC).
31	Lopes, P. F. & Dias, J. (1987). Animação Aplicada à Engenharia. In Simãoe4s Monteiro, Barros Henriques, Valério Neves. (Ed.), Atas das 1as Jornadas Nacionais de Projecto, Planeamento e Produção Assistidas por Computador, Lisboa. (pp. 247-250). Lisboa: Ordem dos Engenheiros.

- Talk

1	Pegas, V., Santana, P. & Lopes, P. F. (2018). A Framework for Branched Storytelling and Matchmaking in Multiplayer Games. 7th EAI International Conference: ArtsIT, Interactivity & Game Creation.
2	Eloy, S., Andrade, M. A. P. & Lopes, P. F. (2018). Developing and assessing shape grammar design systems. Winter School 2018 ISTAR-IUL.
3	Silva, H., Silva Pedro, T., Pegas, V., Alexandre, I. & Lopes, P. F. (2017). Parallel. VIDEOJOGOS 2017 - 10ª Conferência de Ciências e Artes dos Videojogos.
4	F Baptista, Lopes, P. F. & Santana, P. (2016). MotionDesigner: Augmented Artistic Performances with Kinect-Based Human Body Motion Tracking. Proceedings do EPCGI'2016 – 23º Encontro Português de Computação Gráfica e Interação (EPCGI). 23, 81-87
5	Silva, C & Lopes, P. F. (2015). Os Princípios Fundamentais da Animação: Relevância Atual de uma Criação Centenária. Proceedings CONFIA 2015. 3, 439-452
6	Lopes, P. F. & Eloy, S. (2015). Bridging video building. 3rd SUWMIAC - Summer Workshop Microsoft-ISCTE IUL on Applied Computing.
7	Paio, A., Rato, V., Reis, J., Santos, F. & Lopes, P. F. (2014). Emerg. house 4all: a sensitive approach informed by new digital tools . ECAS 2013, 5th European Conference on African Studies “African Dynamics in Multipolar World”. 1, 1773-1791
8	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

9	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
10	Lopes, P. F. (2013). Multimedia for teaching and architecture. 1st SUWMIAC - SUMmer Workshop Microsoft?ISCTE-IUL on Applied Computing.
11	Guerreiro, Maria Rosália, Eloy, S. & Lopes, P. F. (2013). Close to Cities and Closer to People. Lisbon Architecture Triennale Closer and Closer .
12	Lopes, P. F., Eloy, S., Martins, T. & Menino, M. (2013). the Space Syntax App explained. Lisbon Architecture Triennale at ISCTE-IUL, Associated Projects, 3rd Lisbon Architecture Triennale.
13	T. Deus & Lopes, P. F. (2013). A game about biology for biology students, Cell Life as a learning tool. Information Systems and Technologies (CISTI), 2013 8th Iberian Conference on. I, 963-968
14	Lopes, P. F. (2013). Creating digital video for teaching, what (not) to do. IEEE EdSoc Invited Talks, Capítulo Português da Sociedade de Educação em Engenharia do IEEE.
15	T. Deus & Lopes, P. F. (2013). Cell Life: A Biology Game To Support Biology Classrooms. WorldCIST'13 2013 World Conference on Information Systems and Technologies.
16	T. Deus, T. Marques, Lopes, P. F., Machado Alexandre, I. & P. Alexandre (2012). Aprender Inglês com um Jogo por Computador didático. ARTECH 2012, 6th International Conference on Digital Arts.
17	Paio, A., Rato, V., Reis, J., Santos, F. & Lopes, P. F. (2012). Emerg.cities4all: generating a computational tool for sustainable social urban design in Portuguese speaking countries. Urban Morphology in Portuguese-Speaking Countries - 2nd Conference of the Portuguese Network of Urban Morphology.
18	Guerreiro, Maria Rosália, Eloy, S., Guarda, I. & Lopes, P. F. (2012). Networks and Opportunistic Urban Design: a strategy for regeneration of public spaces in Lisbon. 19th ISUF International Seminar on Urban Form - New Urban Configurations.
19	Santos, F., Reis, J., Lopes, P. F., Paio, A., Eloy, S. & Rato, V. (2012). A Multi-Agent Expert System Shell for Shape Grammars. CAADRIA 2012 (the 17th International Conference of the Association for Computer-Aided Architectural Design Research in Asia). - Times Cited Web of Science®: 2
20	Lopes, Sílvia, Fernández-Llimós, Fernando & Lopes, P. F. (2012). Health information without frontiers: creating a Catalogue of Biomedical Journals in Portuguese Language. 13th EAHIL 2012 Conference - Health information without frontiers: 4 - 6 July, 2012, UCL, Brussels, Belgium.
21	Lopes, Sílvia, Lopes, P. F. & Fernández-Llimós, Fernando (2012). Padrão de citação de revistas biomédicas: diferenças entre revistas brasileiras e portuguesas. 11º Congresso Nacional de Bibliotecários, Arquivistas e Documentalistas.
22	Guerreiro, Maria Rosália, Eloy, S. & Lopes, P. F. (2012). Lisbon Pedestrian Network. Urban Morphology in Portuguese-Speaking Countries - 2nd Conference of the Portuguese Network of Urban Morphology.
23	Lopes, Sílvia, Costa, Teresa, Fernández-Llimós, Fernando, Amante, Maria João & Lopes, P. F. (2012). A Bibliometria e a avaliação da produção científica: indicadores e ferramentas. 11º Congresso Nacional de Bibliotecários, Arquivistas e Documentalistas - Integração, Acesso e Valor Social.

24	Guerreiro, Maria Rosália, Eloy, S., Lopes, P. F. & Cordeiro, Graça (2012). Rede pedonal de espaços públicos em Lisboa: reconhecimento de padrões emergentes. <i>Cidades e Complexidade: o poder da rede</i> .
25	Lopes, P. F. & Jardim, D. (2011). Virtual Media Lab - Math4Kids. First International Workshop - NUIGraM - Natural User Interaction, Graphics and Mobility.
26	A. Lochon, Lopes, P. F. & Dias, J. (2011). DigitalPinDirector: a digital pinscreen editor for images and realtime animation in low cost personal computers. SIGraDi 2011 Proceedings of the 15th Iberoamerican Congress of Digital Graphics.
27	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.
28	Lopes, P. F., Reis, J., Santos, F., Eloy, S., Paio, A. & Rato, V. (2011). Shaping emergent cities for all. SIGraDi 2011 (XV congreso de la sociedad iberoamericana de gráfica digital).
29	Lopes, P. F., Jardim, D. & Alexandre, I. (2011). Math4Kids. Proc First Iberian Workshop on Serious Games and Meaningful Play - SGaMePlay.
30	Paio, A., Eloy, S., Reis, J., Santos, F., Rato, V. & Lopes, P. F. (2011). Emerg.cities4all: Towards a sustainable and integrated urban design. UIA2011 Tokyo.
31	Paio, A., Reis, J., Santos, F., Lopes, P. F., Eloy, S. & Rato, V. (2011). Emerg.cities4all: Towards a shape grammar based computational system tool for generating a sustainable and integrated urban design. eCAADe 2011 Conference (Education and Research in Computer Aided Architectural Design in Europe): Respecting Fragile Places.

• Other Publications

- Other publications

1	Lopes, P. F. (2019). Humanities and Technologies. ISCTE-IUL ACM Student Chapter; NESISCTE; NEP.
2	Lopes, P. F. & Eloy, S. (2014). Multimedia Research for Architecture Education. 2nd SUWMIAC - Summer Workshop Microsoft-ISCTE IUL on Applied Computing.
3	Lopes, P. F. & Eloy, S. (2014). App to support behaviour observation. Jornadas sobre observação de Comportamento nem Espaços Públicos.
4	Reis, J., Lopes, P. F., Santos, F., Eloy, S., Paio, A. & Rato, V. (2011). Shape Grammars and Applications. First International Workshop - NUIGraM - Natural User Interaction, Graphics and Mobility. - Times Cited Scopus: 5
5	Marcos, A., Wuethrich, C. & Lopes, P. F. (2005). Introduction. Computers and Graphics. 29 (6), 835-836

Research Projects

Project Title	Role in Project	Partners	Period
---------------	-----------------	----------	--------

Siza ATLAS: filling the gaps for World Heritage	Researcher	ISTAR-Iscte (DLS) - Leader, IT-Iscte, DINAMIA'CET-Iscte, FAUP - (Portugal), ESG - (Portugal)	2021 - 2023
Salvaguarda da Memória Histórica do 25 de Abril: o Papel da Marinha.	Researcher	CEHC-IUL	2010 - 2012

Academic Management Positions

Coordenador do 3º Ano (2025 - 2026)
Unit/Area: Bachelor Degree in Computer Science and Business Management

Coordenador do 2º Ano (2018 - 2019)
Unit/Area: Master Degree in Computer Engineering

Coordenador do 1º Ano (2018 - 2019)
Unit/Area: Master Degree in Computer Engineering

Coordenador do 2º Ano (2016 - 2018)
Unit/Area: Master Degree in Computer Engineering

Coordenador do 1º Ano (2016 - 2018)
Unit/Area: Master Degree in Computer Engineering

Coordenador do 1º Ano (2014 - 2016)
Unit/Area: Master Degree in Computer Engineering

Director (2011 - 2013)
Unit/Area: Master Degree in Computer Engineering

Director (2010 - 2011)
Unit/Area: Master Degree in Computer Engineering

Coordenador (2009 - 2010)
Unit/Area: Master Degree in Computer Engineering

Organization/Coordination of Events

Type of Organization/Coordination	Event Title	Organizer	Year
Member of scientific event's organizing committee	CLOSE to cities CLOSER to people, 3rd Lisbon Architecture Triennale at ISCTE-IUL, Associated Project		2013
Member of scientific event committee	SGaMePlay 2013, Third Iberian Workshop on Serious Games and Meaningful Play 2013		2013
Member of scientific event committee	INTERACT 2013, 14th IFIP TC13 Conference on Human-Computer Interaction		2013
Member of scientific event committee	SGaMePlay 2011 - First Iberian WorkShop in Serious Games and Meaningful Play		2011
Member of scientific event committee	Videojogos 2011 - 4ª Conferência anual em Ciência e Arte dos Videojogos		2011