Pedro Figueiredo Santana

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Curriculum

Pedro Santana is Associate Professor at ISCTE-IUL and Integrated Researcher at ISTAR-IUL. He obtained the Ph.D. degree in Computer Science from University of Lisbon (2011), the M.Sc. degree in Applied Artificial Intelligence from New University of Lisbon (2005), and the Licenciate degree (5-years B.Sc. degree) in Electrical and Computer Engineering from New University of Lisbon (2002).
His research interests include artificial intelligence, robotics, sensor networks, serious games, and human-computer interaction. He has published over 80 articles in international conferences, scientific journals, and book chapters. His research work is often developed in the context of national and european funded projects (FCT, P2020, EU-FP7, EU-FP5, ESA, MDN, QREN).
In the past, he held research positions at the Institute of Telecommunications (2013-2020), at the UNINOVA institute of New University of Lisbon (2011-2013, 2001-2003), at the Agent Modelling Laboratory (LabMAg) of University of Lisbon (2004-2011), and at the robotics and automation company IntRoSys S.A. (2003-2006). He also held teaching assistant positions at the Department of Electrical and Computer Engineering of New University of Lisbon (2010-2012) and at the Department of Informatics of Faculty of Sciences, University of Lisbon (2008-2010).

Research Interests

Artificial Intelligence
Robotics
Serious Games
Human-Computer Interaction
Sensor Networks

Academic Qualifications

University/Institution	Type	Degree	Period
Universidade de Lisboa - Faculdade de Ciencias	PhD	Doutoramento em informática	2011
Universidade Nova de Lisboa - Faculdade de Ciencias e Tecnologia	M.Sc.	Mestrado em Inteligência Artificial Aplicada	2005
Universidade Nova de Lisboa - Faculdade de Ciencias e Tecnologia	Licenciate	Engenharia Electrotécnica e de Computadores	2002

Teaching Activities

Teaching Year	Sem.	Course Name	Degree(s)	Coord.
2025/2026	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2025/2026	2º	Artificial Intelligence for Robotics	Institutional Degree in Escola de Tecnologias e Arquitetura;	No
2025/2026	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No
2025/2026	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2025/2026	1º	Artificial Intelligence for Virtual Characters	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2024/2025	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2024/2025	2º	Artificial Intelligence for Robotics	Institutional Degree in Escola de Tecnologias e Arquitetura;	No
2024/2025	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No

2024/2025	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2024/2025	1º	Artificial Intelligence for Virtual Characters	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2023/2024	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2023/2024	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No
2023/2024	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2023/2024	1º	Animation and Control of Virtual Characters		Yes
2022/2023	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2022/2023	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No
2022/2023	2º	Mixed Reality and Applications		Yes
2022/2023	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2022/2023	1º	Animation and Control of Virtual Characters		Yes
2022/2023	1º	Computer Animation		Yes
2022/2023	1º	3d Programming		Yes
2021/2022	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2021/2022	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No
2021/2022	2º	Mixed Reality and Applications		Yes
2021/2022	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2021/2022	1º	Animation and Control of Virtual Characters		Yes
2021/2022	1º	Computer Animation		Yes
2021/2022	1º	3d Programming		Yes

2020/2021	2º	Programming and Generation of Virtual Worlds	Institutional Degree in Escola de Tecnologias e Arquitetura;	Yes
2020/2021	2º	Human-Computer Interaction	Bachelor Degree in Computer Engineering;	No
2020/2021	2º	Mixed Reality and Applications		Yes
2020/2021	1º	Visualization and Human-Machine Interaction	Bachelor Degree in Computer Science and Business Management;	No
2020/2021	1º	Ict'S for Management	Bachelor Degree in Human Resources Management;	No
2020/2021	1º	3d Programming		Yes

Supervisions

• Ph.D. Thesis

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	Carolina Gonçalves Correia	Assessment of the commuters' daily exposure to traffic related air pollutants	English	Developing	Universidade de Lisboa - Instituto Superior Técnico
2	Francisco Marques	Socially-Aware Robot Navigation	English	Developing	Universidade Nova de Lisboa

• M.Sc. Dissertations

- Ongoing

	Student Name	Title/Topic	Language	Status	Institution
1	João Augusto Serôdio Wu Brandão	Robotic Source Seeking via Reinforcement Learning with Intrinsic Motivation	--	Developing	Iscte
2	Rodrigo Silva Soares Carvalho Pereira	Modelling Visual Attention for Virtual Characters Using LLM Guided Top-Down Attention	--	Developing	Iscte
3	Vicente Malhão Chã	Vision-based dynamic object interception using a robotic arm	--	Developing	Iscte
4	Miguel Alexandre Machado Monteiro	Desenvolvimento de um Serious Game e Dashboard Analítico para apoio à avaliação em Recursos Humanos	--	Developing	Iscte
5	André Filipe Agostinho dos Santos	Development of a Coach for Generic Games	--	Developing	Iscte

6	João Maria Jerónimo Martins Franco	Serious Games for Human Resources Assessment	--	Developing	Iscte
7	Daniel Filipe Ferreira Vaz	Serious games as tools for recruitment and selection in human resources	--	Developing	Iscte

- Concluded

	Student Name	Title/Topic	Language	Institution	Concluding Year
1	João Pedro dos Santos Florindo de Almeida Lemos	Kuromoto Oscillators Bandits for Sequential Partner Selection in Rhythmic Social Interactions	English	Iscte	2025
2	Mariana Coutinho Guerreiro	SAGE: A Tool for Intuitive Design of Shape Grammars	English	Iscte	2025
3	Gonçalo Miguel Inácio do Amaral Botelho	A Vision-Based System to Guide the Drilling Process in Cork Stopper Production	English	Iscte	2025
4	Daniel Pesqueira Morgado	Improving Player Experience in Negotiation focused Gameswith LLMs and Non Verbal Communication	English	Iscte	2025
5	Diogo Correia Gil	Enhancing Multiplayer Gaming via Per-Player Visual Theme Selection	English	Iscte	2025
6	Nuno Filipe Rodrigues Monteiro da Silva	A multimedia approach to the history of slavery in Lisbon	Portuguese	Iscte	2025
7	Pedro Alexandre Gonçalves Valverde	An approach to improve hint systems in video games: balancing player-triggered and game-triggered hints	English	Iscte	2024
8	Inês Nunes do Carmo	Boosting Children's Reading Motivation with LLM-Generated Story Crossovers	English	Iscte	2024
9	Maria Quaresma Gomes Costa	A serious game to enhance children's awareness about the vital role of sharks in marine ecosystems	English	Iscte	2024
10	Francisco Sousa Nunes	Air quality monitoring with bicycles using low-cost sensors	English	Iscte	2024
11	André José Apura de Freitas	Application of Graphic Representations of Video Games to Amplification of Co-Presence in Visits to Virtual Homes	Portuguese	Iscte	2022
12	Tiago Manuel Barreto Relvas	A serious game for raising air pollution awareness in children	English	Iscte	2021
13	João Pedro da Silva Fernandes	Augmented reality gamified experienced for children focused on tangible interaction with air pollution data	Portuguese	Iscte	2021

14	Sofia Pérsio de Eugénio Esteves	CNN-based eye pattern analysis and BER prediction in PAM4 inter-datacenter optical connections impaired by intercore crosstalk	English	Iscte	2021
15	Marco Martins Rodrigues	Detecting player's divided attention state during gameplay	English	Iscte	2021
16	André Filipe Gonçalves Silva	Tips for Tips - A Methodical Approach Towards Better Hint Systems	English	Iscte	2021
17	Duarte Vaz Correia Vital	Interactive Air Pollution Mapping Tool for Experts	English	Iscte	2020
18	Rodrigo de Matos Pires Tavares de Almeida	3D Terrain Generation using Neural Networks	English	Iscte	2020
19	Mariana de Almeida Barros	Network of sensors for measuring environmental pollution using open-source /open-hardware methodologies	English	Iscte	2020
20	Bruno Miguel Nunes Teles	City On Stats - Immersive Visualization of Data Collected by a Mobile Sensors Network	Portuguese	Iscte	2019
21	Carolina do Carmo Lages Gonçalves	Automatic Recognition of Invasive Plants in Aerial Images	Portuguese	Iscte	2019
22	David Pereira da Silva	Age and Gender Classification - A Proposed System	English	Iscte	2019
23	João Diogo Gameiro Medeiros	Depth Extraction in 3D Holoscopic Images	English	Iscte	2018
24	João Paulo Cordeiro Andrade	Motion-induced sound level control for socially-aware robot navigation	Portuguese	Iscte	2018
25	Ana Rita Ruivo dos Santos	Automatic Scenarios Generator for General Game Playing	Portuguese	Iscte	2018
26	Vítor Manuel Januário Lopes Pêgas	A Framework for Branched Storytelling and Matchmaking in Multiplayer Games	Portuguese	Iscte	2018
27	João Macedo Martins Eiras Antunes	Gaze-directed Gameplay in First Person Computer Games	English	Iscte	2017
28	Jorge Miguel Pereira de Sousa Calado	A Unity-Based Framework for Sound Transmission and Perception in Video Games	English	Iscte	2017
29	André Filipe Gomes da Silva	Deteção e Seguimento de Trilhos em Ambientes Florestais com Recurso a um Sistema de Visão Monocular	Portuguese	Iscte	2017
30	Vítor José Matias Amaral	Detecção de Obstáculos em Passagens de Nível.	Portuguese	Iscte	2015

31	Filipe Miguel Simões Baptista	"MotionDesigner: a tool for creating interactive performances using RGB-D cameras"	English	Iscte	2015

Total Citations

Web of Science®	591
Scopus	841

Publications

- **Scientific Journals**

- Scientific journal paper

1	Costa, M., Machado Alexandre, I., Boaventura, D. & Santana, P. (N/A). Transforming children's knowledge and perception of sharks through a serious game. Journal of Computers in Education. N/A
2	Relvas, T., Mariano, P., Almeida, S. M. & Santana, P. (2025). A serious game for raising air pollution perception in children. Journal of Computers in Education. 12 (1), 133-163 - Times Cited Web of Science®: 4 - Times Cited Scopus: 2 - Times Cited Google Scholar: 5
3	Mariano, P., Almeida, S. M. & Santana, P. (2025). On the automated learning of air pollution prediction models from data collected by mobile sensor networks. Energy Sources, Part A: Recovery, Utilization, and Environmental Effects. 47 (1), 1772-1788 - Times Cited Web of Science®: 11 - Times Cited Scopus: 7 - Times Cited Google Scholar: 14
4	Correia, C., Santana, P., Martins, V., Mariano, P., Almeida, A. & Almeida, S. M. (2024). Advancing air quality monitoring: A low-cost sensor network in motion – Part I. Journal of Environmental Management. 360 - Times Cited Web of Science®: 2 - Times Cited Scopus: 2 - Times Cited Google Scholar: 6
5	Freitas, A., Santos, F. & Santana, P. (2023). Amplification of co-presence in group visits to virtual houses with graphical representations from video games . IADIS: International Journal on Computer Science and Information Systems. 18 (2), 194-212
6	Santana, P. & Moura, J. (2023). A Bayesian multi-armed bandit algorithm for dynamic end-to-end routing in SDN-based networks with piecewise-stationary rewards. Algorithms. 16 (5) - Times Cited Web of Science®: 3 - Times Cited Scopus: 4 - Times Cited Google Scholar: 6

7	Correia, C., Martins, V., Matroca, B., Santana, P., Mariano, P., Almeida, A....Almeida, S.M. (2023). A low-cost sensor system installed in buses to monitor air quality in cities. International Journal of Environmental Research and Public Health. 20 (5) - Times Cited Web of Science®: 8 - Times Cited Scopus: 11 - Times Cited Google Scholar: 16
8	Fernandes, J., Brandão, T., Almeida, S. M. & Santana, P. (2023). An educational game to teach children about air quality using augmented reality and tangible interaction with sensors. International Journal of Environmental Research and Public Health. 20 (5) - Times Cited Web of Science®: 11 - Times Cited Scopus: 13 - Times Cited Google Scholar: 15
9	Vital, D., Mariano, P., Almeida, S. M. & Santana, P. (2022). Knowledge-based generation of plausible air quality maps in the absence of sensor data. International Journal of Creative Interfaces and Computer Graphics. 13 (1), 1-17
10	Gonçalves, C., Santana, P., Brandão, T. & Guedes, M. (2022). Automatic detection of Acacia longifolia invasive species based on UAV-acquired aerial imagery. Information Processing in Agriculture. 9 (2), 276-287 - Times Cited Web of Science®: 22 - Times Cited Scopus: 24 - Times Cited Google Scholar: 28
11	Santana, P., Almeida, A., Mariano, P., Correia, C., Martins, V. & Almeida, S. M. (2021). Air quality mapping and visualisation: An affordable solution based on a vehicle-mounted sensor network. Journal of Cleaner Production. 315 - Times Cited Web of Science®: 24 - Times Cited Scopus: 26 - Times Cited Google Scholar: 35
12	Silva, A., Mendonça, R. & Santana, P. (2020). Monocular trail detection and tracking aided by visual SLAM for small unmanned aerial vehicles. Journal of Intelligent and Robotic Systems. 97 (3-4), 531-551 - Times Cited Web of Science®: 8 - Times Cited Scopus: 12 - Times Cited Google Scholar: 20
13	Teles, B., Mariano, P. & Santana, P. (2020). Game-like 3D visualisation of air quality data. Multimodal Technologies and Interaction. 4 (3) - Times Cited Web of Science®: 11 - Times Cited Scopus: 12 - Times Cited Google Scholar: 18
14	Andrade, J., Santana, P. & Almeida, A. (2019). Self-supervised learning of motion-induced acoustic noise awareness in social robots. Journal of Automation, Mobile Robotics and Intelligent Systems. 13 (1), 3-14 - Times Cited Scopus: 1 - Times Cited Google Scholar: 1
15	Antunes, J. & Santana, P. (2018). A study on the use of eye tracking to adapt gameplay and procedural content generation in first-person shooter games. Multimodal Technologies and Interaction. 2 (2) - Times Cited Web of Science®: 24 - Times Cited Scopus: 27 - Times Cited Google Scholar: 45

16	Correia, L., Sebastião, A. M. & Santana, P. (2017). On the role of stigmergy in cognition. Progress in Artificial Intelligence. 6 (1), 79-86 - Times Cited Scopus: 7 - Times Cited Google Scholar: 45
17	Deusdado, P., Guedes, M., Silva, A., Marques, F., Pinto, E., Rodrigues, P....Flores, L. (2016). Sediment sampling in estuarine mudflats with an aerial-ground robotic team. Sensors. 16 (9) - Times Cited Web of Science®: 9 - Times Cited Scopus: 12 - Times Cited Google Scholar: 15
18	Amaral, V., Marques, F., Lourenço, A., Barata, J. & Santana, P. (2016). Laser-based obstacle detection at railway level crossings. Journal of Sensors. 2016 - Times Cited Web of Science®: 23 - Times Cited Scopus: 32 - Times Cited Google Scholar: 51
19	Baleia, J., Santana, P. & Barata, J. (2015). On exploiting haptic cues for self-supervised learning of depth-based robot navigation affordances. Journal of Intelligent and Robotic Systems. 80 (3), 455-474 - Times Cited Web of Science®: 16 - Times Cited Scopus: 22 - Times Cited Google Scholar: 32
20	Gomes, P., Santana, P. & Barata, J. (2014). A vision-based approach to fire detection. International Journal of Advanced Robotic Systems. 11, 149 - Times Cited Web of Science®: 36 - Times Cited Scopus: 43 - Times Cited Google Scholar: 67
21	Santana, P., Mendonça, R., Correia, L. & Barata, J. (2013). Neural-Swarm Visual Saliency for Path Following. Applied Soft Computing. 13 (6), 3021-3032 - Times Cited Web of Science®: 7 - Times Cited Scopus: 9 - Times Cited Google Scholar: 11
22	Santana, P., Correia, L., Mendonça, R., Alves, N. & Barata, J. (2013). Tracking natural trails with swarm-based visual saliency. Journal of Field Robotics. 30 (1), 64-86 - Times Cited Web of Science®: 24 - Times Cited Scopus: 27 - Times Cited Google Scholar: 38
23	Santana, P. & Correia, L. (2011). Swarm cognition on off-road autonomous robots. Swarm Intelligence. 5 (1), 45-72 - Times Cited Web of Science®: 10 - Times Cited Scopus: 10 - Times Cited Google Scholar: 16
24	Santana, P., Guedes, M., Correia, L. & Barata, J. (2011). Stereo-based all-terrain obstacle detection using visual saliency. Journal of Field Robotics. 28 (2), 241-263 - Times Cited Web of Science®: 23 - Times Cited Scopus: 23 - Times Cited Google Scholar: 32

25	Santana, P. & Correia, L. (2010). A swarm cognition realization of attention, action selection, and spatial memory. Adaptive Behavior. 18 (5), 428-447 - Times Cited Web of Science®: 10 - Times Cited Scopus: 12 - Times Cited Google Scholar: 17
26	Santana, P. F., Barata, J. & Correia, L. (2007). Sustainable robots for humanitarian demining. International Journal of Advanced Robotic Systems. 4 (2), 207-218 - Times Cited Scopus: 38 - Times Cited Google Scholar: 57
27	Santana, P., Mestre, A., Barata, J. & Flores, L. (2005). Roadmap for mine action robotic technology development. Journal of Conventional Weapons Destruction. 9 (1), 89-91 - Times Cited Google Scholar: 6

• Books and Book Chapters

- Book chapter

1	Santana, P., Correia, L. & Barata, J. (2010). Locomotion and Localisation of Humanitarian Demining Robots. In M. Habib, Y. Baudoin (Ed.), Using Robots in Hazardous Environments: Landmine Detection, de-Mining and Other Applications.: Woodhead Publishing Ltd.
2	Santana, P., Correia, L. & Barata, J. (2008). Developments on an Affordable Robotic System for Humanitarian Demining. In Humanitarian Demining: Innovative Solutions and the Challenges of Technology.: Advanced Robotic Systems. - Times Cited Google Scholar: 5

• Conferences/Workshops and Talks

- Publication in conference proceedings

1	Moura, J. & Santana, P. (2025). Toward End-to-End Deep Learning for Autonomous Management in Next-Generation Networks. In Proceedings for the 16th International Conference on Ubiquitous and Future Networks. (pp. 1-6). Lisboa: IEEE.
2	Silva, N., Santana, P. & Mariano, P. (2024). A multimedia character-centric approach for history educational purposes. In Anabela Marto, José Creissac Campos (Ed.), Proceedings of the International Conference on Graphics and Interaction (ICGI). Vila Real, Portugal: IEEE.
3	Costa, M., Alexandre, I., Boaventura, D. & Santana, P. (2024). A serious game to increase children's awareness about the vital role of sharks in marine ecosystems. In Anabela Marto, José Creissac Campos (Ed.), Proceedings of the International Conference on Graphics and Interaction (ICGI). Vila Real, Portugal: IEEE. - Times Cited Web of Science®: 1 - Times Cited Scopus: 1 - Times Cited Google Scholar: 2
4	Carmo, I., Costa, P. & Santana, P. (2024). Boosting children's reading motivation with LLM-generated story crossovers. In Anabela Marto, José Creissac Campos (Ed.), Proceedings of the International Conference on Graphics and Interaction (ICGI). Vila Real: IEEE. - Times Cited Google Scholar: 1

5	Freitas, A., Santos, F. & Santana, P. (2023). Application of graphical representations from video games to amplify co-presence in group visits to virtual houses. In Blashki K., Xiao Y., Rodrigues L. (Ed.), Proceedings of the International Conferences on Interfaces and Human Computer Interaction 2023. (pp. 123-132).: IADIS Press.
6	Mariano, P., Almeida, S. M., Almeida, A., Correia, C., Martins, V., Moura, J....Santana, P. (2022). An information system for air quality monitoring using mobile sensor networks. In Gini, G., Nijmeijer, H., Burgard, W., and Filev, D. (Ed.), Proceedings of the 19th International Conference on Informatics in Control, Automation and Robotics. (pp. 238-246). Lisboa: SCITEPRESS - Science and Technology Publications. - Times Cited Web of Science®: 2 - Times Cited Scopus: 2 - Times Cited Google Scholar: 3
7	Esteves, S., Rebola, J. & Santana, P. (2022). Deep learning for BER prediction in optical connections impaired by inter-core crosstalk. In 2022 13th International Symposium on Communication Systems, Networks and Digital Signal Processing (CSNDSP). (pp. 440-445). Porto: IEEE. - Times Cited Web of Science®: 1 - Times Cited Scopus: 3 - Times Cited Google Scholar: 3
8	Vital, D., Mariano, P., Almeida, S. M. & Santana, P. (2021). A graphical tool for eliciting knowledge of air pollution sources. In 2021 International Conference on Graphics and Interaction (ICGI). Porto: IEEE. - Times Cited Web of Science®: 1 - Times Cited Scopus: 2 - Times Cited Google Scholar: 3
9	Mariano, P., Almeida, S. M. & Santana, P. (2020). Pollution prediction model using data collected by a mobile sensor network. In Solic, P., Nizetic, S., Rodrigues, J. J. P. C., Lopez-de-Ipina Gonzalez-de-Artaza, D., Perkovic, T., Catarinucci, L., and Patrono, L. (Ed.), 2020 5th International Conference on Smart and Sustainable Technologies (SpliTech). Split: IEEE. - Times Cited Scopus: 3 - Times Cited Google Scholar: 3
10	Barros, M., Almeida, A., Santana, P. & Monge, J. (2020). Environmental pollution monitoring based on sensor network and open-software-open-hardware. In Gavrilas, M., and Neagu, B.-C. (Ed.), 2020 International Conference and Exposition on Electrical And Power Engineering (EPE). (pp. 564-569). Iasi, Romania: IEEE. - Times Cited Scopus: 3 - Times Cited Google Scholar: 3
11	Santana, P., Almeida, A., Mariano, P., Correia, C., Martins, V. & Almeida, S. M. (2020). An affordable vehicle-mounted sensing solution for mobile air quality monitoring. In Solic, P., Nizetic, S., Rodrigues, J. J. P. C., Lopez-de-Ipina, G.-de.-A. D., Perkovic, T., Catarinucci, L., and Patrono, L. (Ed.), 2020 5th International Conference on Smart and Sustainable Technologies (SpliTech). Split: IEEE. - Times Cited Scopus: 6 - Times Cited Google Scholar: 8
12	Andrade, J., Santana, P. & Almeida, A. (2018). Motion-induced acoustic noise awareness for socially-aware robot navigation. In 18th IEEE International Conference on Autonomous Robot Systems and Competitions, ICARSC 2018. (pp. 24-29). Torres Vedras: IEEE. - Times Cited Scopus: 2 - Times Cited Google Scholar: 2
13	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.

14	Marques, F., Gonçalves, D., Barata, J. & Santana, P. (2018). Human-aware navigation for autonomous mobile robots for intra-factory logistics. In International Workshop on Symbiotic Interaction.: Springer. - Times Cited Web of Science®: 7 - Times Cited Scopus: 4 - Times Cited Google Scholar: 21
15	Torres, M., Santos, F. & Santana, P. (2017). Visualising and Editing Graphical Representations for Procedurally Generated Designs using Shape Grammars. In Encontro Português de Computação Gráfica e Interação. (pp. 227-228).: IEEE.
16	Antunes, J. & Santana, P. (2017). Gaze-Oriented Gameplay in First-Person Shooter Games. In Encontro Português de Computação Gráfica e Interação. (pp. 231-232).: IEEE. - Times Cited Web of Science®: 1 - Times Cited Google Scholar: 4
17	Calado, J., Santana, P. & Lopes, R. J. (2017). A unity-based framework for sound transmission and perception in video games. In EPCGI'2017 – 24º Encontro Português de Computação Gráfica e Interação. Guimarães, Portugal: IEEE.
18	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. - Times Cited Scopus: 5 - Times Cited Google Scholar: 8
19	Mendonça, R., Marques, M. M., Marques, F., Lourenço, A., Pinto, E., Santana, P....Barata, J. (2016). A cooperative multi-robot team for the surveillance of shipwreck survivors at sea. In OCEANS 2016 MTS/IEEE Monterey. Monterey, CA, USA : IEEE. - Times Cited Web of Science®: 49 - Times Cited Google Scholar: 85
20	Guilherme, R., Marques, F., Lourenço, A., Mendonça, R., Santana, P. & Barata, J. (2016). Context-aware switching between localisation methods for robust robot navigation: A self-supervised learning approach. In 2016 IEEE International Conference on Systems, Man, and Cybernetics (SMC). (pp. 4356-4361). Budapest: IEEE. - Times Cited Web of Science®: 1 - Times Cited Scopus: 1 - Times Cited Google Scholar: 3
21	Gomes, J., Marques, F., Lourenço, A., Mendonça, R., Santana, P. & Barata, J. (2016). Gaze-directed telemetry in high latency wireless communications: The case of robot teleoperation. In IECON 2016 - 42nd Annual Conference of the IEEE Industrial Electronics Society. (pp. 704-709). Florence, Italy: IEEE Press. - Times Cited Web of Science®: 7 - Times Cited Scopus: 7 - Times Cited Google Scholar: 11
22	Rodrigues, P., Marques, F., Pinto, E., Pombeiro, R., Lourenço, A., R. Mendonça...Barata, J. (2015). An Open-Source Watertight Unmanned Aerial Vehicle for Water Quality Monitoring. In MTS/IEEE OCEANS. (pp. 1-6). Washington: IEEE Press. - Times Cited Scopus: 16 - Times Cited Google Scholar: 25

23	Marques, F., Lourenço, A., R. Mendonça, Pinto, E., Rodrigues, P., Santana, P....Barata, J. (2015). A Critical Survey On Marsupial Robotic Teams for Environmental Monitoring of Water Bodies. In MTS/IEEE OCEANS. (pp. 1-6). Genova: IEEE Press. - Times Cited Web of Science®: 15 - Times Cited Scopus: 22 - Times Cited Google Scholar: 26
24	Pinto, E., Deusdado, P., Marques, F., Lourenço, A., R. Mendonça, Santana, P....Barata, J. (2015). A health and usage monitoring system for ROS-based service robots. In International Symposium on Mechatronics and its Applications (ISMA). (pp. 1-6). Sharjah, United Arab Emirates: IEEE Press. - Times Cited Scopus: 2 - Times Cited Google Scholar: 6
25	Deusdado, P., Pinto, E., Guedes, M., Marques, F., Rodrigues, P., Lourenço, A....Flores, L. (2015). An aerial-ground robotic team for systematic soil and biota sampling in estuarine mudflats. In Luís Paulo Reis, António Paulo Moreira, Pedro U. Lima, Luis Montano, Victor Muñoz-Martinez (Ed.), Proceedings of the ROBOT'2015: Second Iberian Robotics Conference. Lisboa: Springer. - Times Cited Web of Science®: 14 - Times Cited Scopus: 12 - Times Cited Google Scholar: 15
26	Pombeiro, R., R. Mendonça, Rodrigues, P., Marques, F., Lourenço, A., Pinto, E....Barata, J. (2015). Water Detection From Downwash-induced Optical Flow for a Multirotor UAV. In MTS/IEEE OCEANS. (pp. 1-6).: IEEE Press. - Times Cited Scopus: 10 - Times Cited Google Scholar: 15
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- Talk

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3	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.
4	Antunes, J. & Santana, P. (2017). Gaze-Oriented Gameplay in First-Person Shooter Games. Encontro Português de Computação Gráfica e Interação.
5	Torres, M., Santos, F. & Santana, P. (2017). Visualising and Editing Graphical Representations for Procedurally Generated Designs using Shape Grammars. Encontro Português de Computação Gráfica e Interação.
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7	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
8	Pinto, E., Deusdado, P., Marques, F., Lourenço, A., R. Mendonça, Santana, P....Barata, J. (2015). A Health and Usage Monitoring System for ROS-based Service Robots. International Symposium on Mechatronics and its Applications (ISMA). 1-6
9	Pombeiro, R., R. Mendonça, Rodrigues, P., Marques, F., Lourenço, A., Pinto, E....Barata, J. (2015). Water Detection From Downwash-induced Optical Flow for a Multirotor UAV. MTS/IEEE OCEANS. 1-6
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13	Pinto, E., Santana, P., Marques, F., R. Mendonça, Lourenço, A. & Barata, J. (2014). On the design of a robotic system composed of an unmanned surface vehicle and a piggybacked VTOL. Technological Innovation for Collective Awareness Systems. 193-200
14	Baleia, J., Santana, P. & Barata, J. (2014). Self-Supervised Learning of Depth-Based Navigation Affordances from Haptic Cues. IEEE Intl. Conf. on Autonomous Robot Systems and Competitions (ICARSC). 146-151
15	Marques, F., Santana, P., Guedes, M., Pinto, E., Lourenço, A. & Barata, J. (2013). Online self-reconfigurable robot navigation in heterogeneous environments. Proc. of the IEEE Intl. Symp. on Industrial Electronics (ISIE).
16	Pinto, E., Santana, P. & Barata, J. (2013). On Collaborative Aerial and Surface Robots for Environmental Monitoring of Water Bodies. Technological Innovation for the Internet of Things, IFIP Advances in Information and Communication Technology. 394
17	R. Mendonça, Santana, P., Marques, F., Lourenço, A., Silva, J. & Barata, J. (2013). Kelpie: A ROS-Based Multi-Robot Simulator for Water Surface and Aerial Vehicles. Proc. of the IEEE Intl. Conf. on Systems, Man, and Cybernetics (SMC).

- Conference paper not in proceedings

1	Alexandre, I. & Santana, P. (2021). The child in the middle: A roadmap for studying user experience for children. Children, Robots, and Virtual Agents: Present and Future Challenges Workshop in ACM Interaction Design and Children.

• Other Publications

- Other publications

1	Correia, C., Martins, V., Santana, P., Mariano, P., Almeida, A., Baptista, P....Almeida, S.M. (2019). ExpoLIS – An air quality exposure sensing system aiming to change the way people move in cities. In Proceedings of the

	2019 7th Iberian Meeting on Aerosol Science and Technology.
2	R. Mendonça, Mendonça, R., Oliveira, M.J., Marques, F., Lourenço, A., Pinto, E....Barata, J. (2016). A Cooperative Multi-Robot Team for the Surveillance of Shipwreck Survivors at Sea. MTS/IEEE OCEANS Conference. - Times Cited Scopus: 57
3	Silva, J., R. Mendonça, Mendonça, R., Marques, F., Rodrigues, P., Santana, P....Barata, J. (2014). Saliency-Based Cooperative Landing of a Multirotor Aerial Vehicle on an Autonomous Surface Vehicle. IEEE Intl. Conf. on Robotics and Biomimetics (ROBIO).
4	Lourenço, A., Marques, F., Santana, P., Barata, J. & Barata, J. (2014). A Volumetric Representation for Obstacle Detection in Vegetated Terrain. IEEE Intl. Conf. on Robotics and Biomimetics (ROBIO). - Times Cited Scopus: 2
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Research Projects

Project Title	Role in Project	Partners	Period
HR Digitalization Project “Mission: People 5.0”	Researcher	BRU-Iscte (OB&HR) - Leader, ISTAR-Iscte, BRU-Iscte (Data Analytics)	2024 - 2027
Alternative Shaper	Researcher	ISTAR-Iscte (DLS)	2021
Avaliação da exposição humana à poluição atmosférica para alterar o modo de deslocação da população nas cidades	Local Coordinator	IT-Iscte, IST - Leader (Portugal)	2018 - 2021

Academic Management Positions

Director (2025 - 2028)
Unit/Area: Bachelor Degree in Computer Engineering

Director (2025 - 2028)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

Sub-diretor (2025)
Unit/Area: Bachelor Degree in Computer Engineering

Sub-diretor (2025)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

Sub-diretor (2025)
Unit/Area: Bachelor Degree in Computer Engineering (PL)

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

Coordenador do 3º Ano (2025 - 2027)
Unit/Area: Bachelor Degree in Computer Science and Business Management (PL)

Coordenador do 3º Ano (2023 - 2025)
Unit/Area: Bachelor Degree in Computer Science and Business Management (PL)

Coordenador do 3º Ano (2023 - 2025)
Unit/Area: Bachelor Degree in Computer Science and Business Management

Coordenador do 3º Ano (2021 - 2023)
Unit/Area: Bachelor Degree in Computer Science and Business Management (PL)

Membro (Docente) (2019 - 2021)
Unit/Area: Comissão Pedagógica