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# Vítor Manuel Januário Lopes Pêgas

## Academic Qualifications

| University/Institution | Type | Degree | Period |
|---|---|---|---|
| ISCTE - Instituto Universitário de Lisboa | Licenciate | Engenharia Informática | 2016 |
| 0828 Escola Secundária Stuart Carvalhais | Other type of qualification | Ciências e Tecnologias | 2013 |

## Publications

### • Conferences/Workshops and Talks

**- Publication in conference proceedings**

| | |
|---|---|
| 1 | 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. |
| 2 | 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. |

**- Talk**

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|---|---|
| 1 | Pegas, V., Santana, P. & Lopes, P. F. (2018). A Framework for Branched Storytelling and Matchmaking in |

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|---|---|
| | Multiplayer Games. 7th EAI International Conference: ArtsIT, Interactivity & Game Creation. |
| 2 | Silva, H., Silva Pedro, T., Pegas, V., Alexandre, I. & Lopes, P. F. (2017). Parallel. VIDEOJOGOS 2017 - 10ª Conferência de Ciências e Artes dos Videojogos. |