SCIENCE*SPRING*DAY

FCT
FACULDADE DE
CIÊNCIAS E TECNOLOGIA
UNIVERSIDADE NOVA DE LISBOA

DEPARTAMENTO DE INFORMÁTICA

Interaction Design

MultiModal Systems / Interactive Multimedia Group

CHi CENTER FOR INFORMATICS AND INFORMATION TECHNOLOGIES
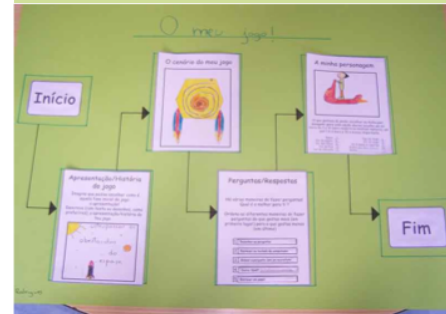
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Assistant Professor, conducting research mostly within the field of Human-Computer Interaction. Main research topics: interaction design, persuasive technology, educational games, mobile and ubiquitous computing and tangible interfaces.

Objectives

Study the users' interaction with cutting edge interaction devices and techniques including tangibles, multi-touch and AR and development of innovative interaction mechanisms that improve UX in mobile, educational and gaming contexts.

Explore the use of persuasive technology in games and analyze the use of entertainment mechanisms for learning and cultural dissemination.

Explore mobile context aware computer games as educational tools and instruments for attitude and behavior change.

Methodology

Design, implementation and evaluation, in lab and real contexts, of:

- smart environments and applications, able to sense the surrounding context and proactively present the adequate information to the users so to motivate positive changes in their behaviors.

- tools to support the rapid development of ubiquitous applications for mobile interaction.

- innovative interaction mechanisms to improve game play and UX.

Expected Results

Techniques to support the rapid development of mobile context aware applications.

Interactive multimedia systems that convey information, promote user collaboration and behavior change.

Games design guidelines to improve game play and UX and promote fun, learning, social relationships and behavior changes.