



GAMES



28th May 2021 | Zoom | 17:30 - 18:30

Registration @ <https://forms.gle/cA8z5EWZirPwS6Ju7>

António Coelho, PhD. | FEUP / INESC TEC



António Fernando Coelho is an Associate Professor with Habilitation at the Department of Informatics Engineering of the Faculty of Engineering (FEUP), University of Porto (UP), where he teaches in the areas of Computer Graphics, Programming, and Digital Games and is the director of the Doctoral Program in Digital Media at the University of Porto. He is also Senior Researcher at the Center for Information Systems and Computer Graphics (CSIG) of INESC TEC being the coordinator of the Computer Graphics and Virtual Environments area. His research activity focuses on the following areas: Computer Graphics (Procedural Modeling, Virtual and Augmented Reality); Digital Media (Digital Games, Gamification, Procedural Content Generation, and Game-Based Learning); Geospatial Systems.

Pedro Cardoso, PhD. | UAveiro



Pedro Cardoso is a Designer and an Assistant Professor in the Department of Communication and Art at the University of Aveiro. His work develops in the contexts of Game Design, Interaction and Experience, focusing on the exploration of games and computer systems as aesthetic, methodological and communication tools for creative and critical work, in the scope of Design, Art, research, and social intervention.

pcardoso.tumblr.com

Ricardo Melo, PhD. | Fraunhofer



Ricardo Melo is a senior researcher at Fraunhofer Portugal AICOS, an Assistant Professor at ISCAP P.Porto, and lectures at different universities on communication design, interaction design, game design, and design management.

His research interests are in communication, interaction, interface and game design, as well as in user experience, accessibility and usability, digital media, story-telling, and creativity.

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Rodrigo Assaf, PhD. Candidate PDMD | FEUP / INESC TEC



Rodrigo has several years of experience working for TV, game, and animation studios in the entertainment industry. He also worked for Autodesk as a Media & Entertainment Technical Specialist in the Latin America region. He is now a Ph.D. candidate and researcher at the University of Porto (GIG - Graphics, Interaction and Gaming Group at DEI/FEUP - INESC TEC).

Moderators: José Raimundo e Liliana Santos (PhD. Candidates PDMD)

