

IOLANDA LEITE

CURRICULUM VITAE

KTH Royal Institute of Technology
School of Electrical Engineering and Computer Science
Department of Robotics, Perception and Learning
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RESEARCH INTERESTS

Social Robotics, Human-Robot Interaction, Artificial Intelligence, Multimodal Interaction

EMPLOYMENT

- | | | |
|--------------|--|--------------------------|
| 2017–present | KTH Royal Institute of Technology
Assistant Professor, Department of Robotics, Perception and Learning | Stockholm, Sweden |
| 2015–2016 | Disney Research
Associate Research Scientist, Language-based Character Interaction Group | Pittsburgh, Pennsylvania |
| 2013–2015 | Yale University
Postdoctoral Associate, Yale Social Robotics Lab | New Haven, Connecticut |
| 2008–2013 | INESC-ID
Research Associate, Intelligent Agents and Synthetic Characters Group | Lisbon, Portugal |

EDUCATION

- | | | |
|-----------|---|--|
| 2008–2013 | PhD in Information Systems and Computer Engineering
Thesis title: Long-term Interactions with Empathic Social Robots
Advisors: Carlos Martinho and Ana Paiva
Committee: Rodrigo Ventura, Teresa Chambel and Vanessa Evers | Instituto Superior Técnico, University of Lisbon |
| 2002–2007 | MSc and BSc in Information Systems
and Computer Engineering | Instituto Superior Técnico, University of Lisbon |

HONORS & AWARDS

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|------|--|
| 2017 | Best Technical Paper Award
ACM/IEEE International Conference on Human-Robot Interaction, Vienna, Austria |
| 2015 | ACM SIGAI Best Submission Award
Best Submission Award at the ACM Special Interest Group on Artificial Intelligence (SIGAI) Career Network and Conference co-located with AAAI 2015 |
| 2014 | Honorable Mention
IFAAMAS-13 Victor Lesser Distinguished Dissertation Award |
| 2013 | HRI Pioneer
Selected to participate in the Human-Robot Interaction (HRI) Pioneers, a highly selective workshop to foster creativity, communication and collaboration between young researchers |
| 2012 | Best Student Paper Award
4 th International Conference on Social Robotics (ICSR), Chengdu, China |

FUNDING

Gathering Collective Intelligence through Crowdsourcing for Social Robotics, Principal Investigator

Funded by the Swedish Research Council (VR)

2018 – 2021 | SEK 3, 800, 000

Robust Non-Verbal Expression in Virtual Agents and Humanoid Robots: New Methods for Augmenting Stylized Gestures with Sound, Co-Principal Investigator

Funded by the Swedish Research Council (VR)

2018 – 2021 | SEK 3, 820, 000

Jacobs Foundation Early Career Research Fellowship, Principal Investigator

Funded by the Jacobs Foundation

2018 – 2020 | CHF 165, 000

KTH Starting Grant, Principal Investigator

2017 – 2020 | SEK 12, 000, 000

AMIGOS: Affect Modeling for robots In GrOuP Social interactions, Principal Investigator

Funded by the Portuguese Agency for Science, Technology and Innovation

2016 – 2018 | € 198,430

Graduate Research Fellowship, Ref. SFRH/BD/41358/2007

Funded by the Portuguese Agency for Science, Technology and Innovation

2008 – 2011 | € 47,040

Travel Grants

ACM SIGAI Career and Network Conference, 2015

International Conference on Human-Robot Interaction (HRI), 2013, 2012

International Conference on User Modeling, Adaptation and Personalization (UMAP), 2011

International Symposium on Robot and Human Interactive Communication (RO-MAN), 2009

PUBLICATIONS

Edited Proceedings

E.1 Beskow, J., Peters, C., Castellano, G., O’Sullivan, C., **Leite, I.**, Kopp, S. (Eds.) (2017). Proc. of the 17th International Conference on Intelligent Virtual Agents (IVA 2017), Stockholm, Sweden, August 27-30, 2017, Vol. 10498. Springer.

Journal Articles

- J.10 **Leite, I.**, McCoy, M., Lohani, M., Ullman, D., Salomons, N., Stokes, C., Rivers, S., Scassellati, B., (2017). Narratives with Robots: The Impact of Interaction Context and Individual Differences on Story Recall and Emotional Understanding. *Frontiers in Robotics and AI*, Vol. 4. doi: 10.3389/frobt.2017.00029
- J.9 Paiva, A., **Leite, I.**, Boukricha, H., Wachsmuth, I. (2017). Empathy in Virtual Agents and Robots: A Survey. *ACM Transactions in Interactive Intelligent Systems*, 7(3). doi: <https://doi.org/10.1145/2912150>
- J.8 Lehman, J. F., **Leite, I.** (2017). Turn-Taking, Children, and the Unpredictability of Fun. *AI Magazine*, 37(4).
- J.7 Castellano, C., **Leite, I.**, Paiva, A. (2016). Detecting Perceived Quality of Interaction with a Robot Using Contextual Features. *Journal of Autonomous Robots*, 41(1245), Springer US. doi: <https://doi.org/10.1007/s10514-016-9592-y>
- J.6 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2014). Empathic Robots for Long-term Interaction: Evaluating Social Presence, Engagement and Perceived Support in Children. *International Journal of Social Robotics*, 6(3): 329–34. doi: 10.1007/s12369-014-0227-1
- J.5 Castellano, C., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2014) Context-Sensitive Affect Recognition for a Robotic Game Companion. *ACM Transactions on Interactive Intelligent Systems (TiiS)*, 4(2):10. doi: 10.1145/2622615.

- J.4 **Leite, I.**, Pereira, A., Mascarenhas, S., Martinho, C., Prada, R., Paiva, A. (2013). The Influence of Empathy in Human-Robot Relations. *International Journal of Human-Computer Studies*, 71(3), 250–260.
doi: 10.1016/j.ijhcs.2012.09.005.
[Impact factor: 1.94]
- J.3 **Leite, I.**, Martinho, C., Paiva, A. (2013). Social Robots for Long-term Interaction: a Survey. *International Journal of Social Robotics*, 5(2), 1875–4791. doi: 10.1007/s12369-013-0178-y.
- J.2 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2013). Multimodal Affect Modelling and Recognition for Empathic Robot Companions. *International Journal of Humanoid Robotics*, 10(1).
doi: 10.1142/S0219843613500102.
- J.1 Castellano, G., **Leite, I.**, Pereira, A., Paiva, A., McOwan, P. (2009). Affect Recognition for Interactive Companions: Challenges and Design in Real World Scenarios. *Journal on Multimodal User Interfaces*, 3(1), 89–98.
doi: 10.1007/s12193-009-0033-5.

Book Chapters

- B.3 Paiva, A., **Leite, I.**, Ribeiro, T. (2015). Emotion Modeling for Robots. Calvo, R. A., D’Mello, S. K., Gratch, J., Kappas, A. (Eds.) *Handbook of Affective Computing*, Oxford University Press: New York.
- B.2 Pereira, G., Brisson, A., Dias, J., Carvalho, A., Dimas, J., Mascarenhas, S., Campos, J., Vala, M., **Leite, I.**, Martinho, C., Prada, R., Paiva, A. (2014) Non-Player Characters and Artificial Intelligence. *Psychology, Pedagogy, and Assessment in Serious Games*.
- B.1 **Leite, I.**, Pereira, A., Castellano, G., Mascarenhas, S., Martinho, C., Paiva, A. (2012). Modelling Empathy in Social Robotic Companions. *Advances in User Modeling: Selected papers from UMAP 2011 Workshops*, Springer LNCS, No. 7138, 135–147.

Refereed Conference Publications

- C. 34 Vijayan, A., Alexanderson, S., Beskow, J., **Leite, I.** (2018). Using Constrained Optimization for Real-Time Synchronization of Verbal and Nonverbal Robot Behavior, In *Proceedings of the 2018 IEEE International Conference on Robotics and Automation (ICRA)*, Brisbane, Australia (to appear).
[Acceptance rate: 41%]
- C.33 Kennedy, J., **Leite, I.**, Pereira, A., Sun, M., Li, B., Jain, R., Cheng, R., Pincus, E., Carter, E.J., Lehman, J.F. (2017). Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. In *Proceedings of the 17th International Conference on Intelligent Virtual Agents (IVA)*, Stockholm, Sweden, 192–204, Springer.
[Acceptance rate: 26%]
- C.32 **Leite, I.**, Pereira, A., Lehman, J.F. (2017). Persistent Memory in Repeated Child-Robot Conversations. *Proceedings of the 16th International Conference on Interaction Design and Children (IDC)*, Stanford, CA, USA, 238–247, ACM.
[Acceptance rate: 21%]
- C.31 Sun, M., **Leite, I.**, Lehman, J.F., Li, B. (2017). Sociable Collaborative Storytelling with Children: A Feasibility Study. *Proceedings of the 16th International Conference on Interaction Design and Children (IDC)*, Stanford, CA, USA, 205–214, ACM.
[Acceptance rate: 21%]
- C.30 Sadoughi, N., Pereira, A., Jain, R., **Leite, I.**, Lehman, J. F. (2017). Creating Prosodic Synchrony for a Robot Co-player in a Speech-controlled Game for Children. In *Proceedings of the 2017 ACM/IEEE International Conference on Human-Robot Interaction (HRI)*, Vienna, Austria, 91–99, ACM.
[**Best Technical Paper Award**] [Acceptance rate: 24%]
- C.29 **Leite, I.**, Pereira, A., Funkhouser, A., Li, B., Lehman, J. F. (2016). Semi-situated learning of verbal and nonverbal content for repeated human-robot interaction. *Proceedings of the 18th ACM International Conference on Multimodal Interaction (ICMI)*, Tokyo, Japan, 13–20, ACM.
[Acceptance rate: 43%]
- C.28 **Leite, I.**, Lehman, J. F. (2016). The Robot Who Knew Too Much: Toward Understanding the Privacy/Personalization Trade-Off in Child-Robot Conversation. *Proceedings of the 15th International Conference on Interaction Design and Children (IDC)*, Manchester, UK, 379–387, ACM.
[Acceptance rate: 47%]

- C.27 **Leite, I.**, McCoy, M., Lohani, M., Salomons, N., McElvaine, K., Stokes, C., Rivers, S., Scassellati, B. (2016). Autonomous disengagement classification and repair in multiparty child-robot interaction. Proceedings of 25th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 525–532, IEEE.
[Acceptance rate: 48%]
- C.26 Boccanfuso, L., Wang, Q., **Leite, I.**, Li, B., Torres, C., Chen, L., Salomons, N., Foster, C., Barney, E., Ahn, Y., Scassellati, B., Schic, F. (2016). A thermal emotion classifier for improved human-robot interaction. Proceedings of 25th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 718–723, IEEE.
[Acceptance rate: 48%]
- C.25 Kim, J., Alspach, A., **Leite, I.**, Yamane, K. (2016). Study of children’s hugging for interactive robot design. Proceedings of 25th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), New York, USA, 557–561, IEEE.
[Acceptance rate: 48%]
- C.24 Strohkorb, S., **Leite, I.**, Warren, N., Scassellati, B. (2015). Classification of Children’s Social Dominance in Group Interactions with Robots. Proceedings of the 17th ACM International Conference on Multimodal Interaction (ICMI), Seattle, USA.
[Acceptance rate: 29%]
- C.23 **Leite, I.**, McCoy, M., Ullman, D., Salomons, N., Scassellati, B. (2015). Comparing Models of Disengagement in Individual and Group Interactions. Proceedings of the 10th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Portland, USA.
[Acceptance rate: 25%]
- C.22 **Leite, I.**, McCoy, M., Lohani, M., Ullman, D., Salomons, N., Stokes, C., Rivers, S., Scassellati, B. (2015). Emotional Storytelling in the Classroom: Individual versus Group Interaction between Children and Robots. Proceedings of the 10th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Portland, USA.
[Acceptance rate: 25%]
- C.21 Ullman, D., **Leite, I.**, Phillips, J., Kim-Cohen, J., Scassellati, B. (2014). Smart Human, Smarter Robot: How Cheating Affects Perceptions of Social Agency. Proceedings of the 36th Annual Conference of the Cognitive Science Society (CogSci), Quebec City, Canada.
[Acceptance rate: 41%]
- C.20 Sherlot, S., Barendregt, W., **Leite, I.**, Hastie, H., Jones, A., Paiva, A., Vasalou, A., Castellano, G. (2014). Teachers’ Views on the Use of Empathic Robotic Tutors in the Classroom. Proceedings of the 23rd IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Edinburgh, Scotland.
- C.19 **Leite, I.**, Hajishirzi, H., Andrist, S., Lehman, J. (2013). Managing Chaos: Models of Turn-taking in Character-multichild Interactions. Proceedings of the 15th ACM International Conference on Multimodal Interaction (ICMI), Sidney, Australia, 43–50.
[Acceptance rate: 37%]
- C.18 Andrist, S., **Leite, I.**, Lehman, J. (2013). Fun and Fair: Influencing Turn-taking in a Multi-party Game with a Virtual Agent. Proceedings of the 12th International Conference on Interaction Design and Children (IDC), New York, USA, 352–355.
[Acceptance rate: 31%]
- C.17 **Leite, I.**, Henriques, R., Martinho, C., Paiva, A. (2013). Sensors in the Wild: Exploring Electrodermal Activity in Child-Robot Interaction. Proceedings of the 8th ACM/IEEE international conference on Human-robot interaction (HRI), Tokyo, Japan, 41–48.
[Acceptance rate: 24%]
- C.16 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2012). Long-term Interactions with Empathic Robots: Evaluating Perceived Support in Children. Proceedings of the 4th International Conference on Social Robotics (ICSR), Chengdu, China.
[Best Student Paper Award]
- C.15 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2012). Detecting Engagement in HRI: An Exploration of Social and Task-based Context. Proceedings of the IEEE/ASE International Conference on Social Computing (SocialCom), Amsterdam, The Netherlands.
[Acceptance rate: 23%]

- C.14 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A. (2012). Modelling empathic behaviour in a robotic game companion for children: an ethnographic study in real-world settings. Proceedings of the 7th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Boston, MA, USA, 367–374.
[Acceptance rate: 25%]
- C.13 Ribeiro, T., **Leite, I.**, Kedzierski, J., Oleksy, A., Paiva, A. (2011). Expressing Emotions on Robotic Companions with Limited Facial Expression Capabilities. Proceedings of the 11th International Conference on Intelligent Virtual Agents (IVA), Reykjavík, Iceland.
- C.12 Sanghvi, J., Castellano, G., **Leite, I.**, Pereira, A., McOwan, P. W., Paiva, A. (2011). Automatic Analysis of Affective Postures and Body Motion to Detect Engagement with a Game Companion. Proceedings of the 6th ACM/IEEE International Conference on Human-Robot Interaction (HRI), Lausanne, Switzerland.
[Acceptance rate: 22%]
- C.11 Pereira, A., **Leite, I.**, Mascarenhas, S., Martinho, C., Paiva, A. (2011) Using Empathy to Improve Human-Robot Relationships. Proceedings of the 3rd International Conference on Human-Robot Personal Relationships, Leiden, The Netherlands, 130–138.
- C.10 **Leite, I.**, Mascarenhas, S., Pereira, A., Martinho, C., Prada, R., Paiva, A. (2010). “Why Can’t We Be Friends?” An Empathic Game Companion for Long-Term Interaction. Proceedings of the 10th International Conference on Intelligent Virtual Agents (IVA), Philadelphia, PA, USA, 315–321.
- C.9 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. W. (2010). Inter-ACT: An Affective and Contextually Rich Multimodal Video Corpus for Studying Interaction with Robots. Proceedings of the ACM International Conference on Multimedia, Florence, Italy.
[Acceptance rate: 41%]
- C.8 **Leite, I.**, Martinho, C., Pereira, A., Paiva, A. (2009). As Time Goes by: Long-term Evaluation of Social Presence in Robotic Companions. Proceedings of the 18th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Toyama, Japan, 669–674.
- C.7 Castellano, G., Pereira, A., **Leite, I.**, Paiva, A., McOwan, P. (2009). Detecting User Engagement with a Robot Companion Using Task and Social Interaction-based Features. Proceedings of the International Conference on Multimodal Interfaces (ICMI), Cambridge, USA, 119-126.
[Acceptance rate: 35%]
- C.6 Hudlicka, E., Payr, S., Ventura, R., Becker-Asano, C., Fischer, K., **Leite, I.**, Paiva, A., Von Scheve, C. (2009). Social interaction with robots and agents: where do we stand, where do we go? Proceedings of the 3rd International Conference on Affective Computing & Intelligent Interaction (ACII), Amsterdam, Netherlands.
- C.5 Castellano, G., **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2009). It’s All in the Game: Towards an Affect Sensitive and Context Aware Game Companion. Proceedings of the 3rd International Conference on Affective Computing & Intelligent Interaction (ACII), Amsterdam, Netherlands.
- C.4 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2008). Are emotional robots more fun to play with? Proceedings of the 17th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN), Munich, Germany, 77–82.
- C.3 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A. (2008). iCat: an Affective Game Buddy Based on Anticipatory Mechanisms. Proceedings of the 7th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), Estoril, Portugal, 1253-1256.
- C.2 Pereira, A., **Leite, I.**, Martinho, C., Paiva, A. (2008). iCat, the chess player: the influence of embodiment in the enjoyment of a game. Proceedings of the 7th International Conference on Autonomous Agents and Multiagent Systems (AAMAS), Estoril, Portugal, 1253–1256.
- C.1 Pereira, A., Martinho, C., **Leite, I.**, Prada, R., Paiva, A. (2008). Designing a pervasive chess game. Digital Games 2008, Porto, Portugal, ISBN: 978-989-95500-2-5.

Refereed Workshop and Poster Publications

- W.14 Engelhardt, S., Hansson, E., **Leite, I.** (2017). Better Faulty than Sorry: Investigating Social Recovery Strategies to Minimize the Impact of Failure in Human-Robot Interaction. In 1st Workshop on Conversational Interruptions in Human-Agent Interactions, WCIHAI 2017, Stockholm, Sweden, Vol. 1943, 19–27. CEUR-WS.

- W.13 Zaga, C., Lohse, M., Charisi, V., Evers, V., Neerincx, M., Kanda, T., **Leite, I.** (2016) 2nd Workshop on Evaluating Child-Robot Interaction. In Proceedings of the 11th ACM/IEEE International Conference on Human-Robot Interaction (HRI), 587-588, IEEE.
- W.12 **Leite, I.** (2015). Long-term Interactions with Empathic Social Robots. *AI Matters*, 1(3): 13–15, ACM.
- W.11 **Leite, I.** (2015) Social Mechanisms to Support Long-term Interaction between Users and Robots, ACM SIGAI Career and Network Conference, co-located with AAAI 2015, Austin, TX. **[Best Submission Award]**
- W.10 **Leite, I.**, Hajishirzi, H., Andrist, S., Lehman, J. (2013). Take or Wait? Learning Turn-Taking from Multiparty Data. 27th AAAI Conference on Artificial Intelligence (Late-Breaking Developments), Bellevue, WA, USA.
- W.9 Deshmukh, A., Castellano, G., Kappas, A., Barendregt, W., Nabais, F., Paiva, A., Ribeiro, T., **Leite, I.**, Aylett, R. (2013) Towards empathic artificial tutors. Proceedings of the 8th ACM/IEEE International Conference on Human-Robot Interaction (HRI '13), Tokyo, Japan, 113–114.
- W.8 **Leite, I.** (2013) Robots as bandits! Using Reinforcement Learning Techniques for Personalized HRI Experiences. HRI Pioneers Workshop 2013, Tokyo, Japan.
- W.7 **Leite, I.**, Using Adaptive Empathic Responses to Improve Long-term Interaction with Social Robots (2011). Proceedings of the International Conference on User Modeling, Adaptation and Personalization (UMAP '11) – Doctoral Consortium, Girona, Spain, 446–449.
- W.6 **Leite, I.**, Pereira, A., Castellano, G., Mascarenhas, S., Martinho, C., Paiva, A. (2011). Social Robots in Learning Environments: a Case Study of an Empathic Chess Companion. Proceedings of the International Workshop on Personalization Approaches in Learning Environments (PALE), Girona, Spain, CEUR Workshop Proceedings (ISSN 1613-0073).
- W.5 **Leite, I.**, Pereira, A., Mascarenhas, S., Castellano, G., Martinho, C., Prada, R., Paiva, A. (2010). Closing the Loop: from Affect Recognition to Empathic Interaction. Proceedings of the 3rd International Workshop on Affect Interaction in Natural Environments (AFFINE '10), ACM Multimedia 2010, Florence, Italy.
- W.4 Dimas, J., **Leite, I.**, Pereira, A., Cuba, P., Prada, R., Paiva, A. (2010). Pervasive Pleo: Long-term Attachment with Artificial Pets. Please enjoy!: Workshop on playful experiences at Mobile HCI, Lisbon, Portugal.
- W.3 **Leite, I.**, Castellano, G., Pereira, A., Martinho, C., Paiva, A., McOwan, P. (2009). Designing a Game Companion for Long-Term Social Interaction, Proceedings of the International Workshop on Affective Interaction in Natural Environments (AFFINE '09), Boston, MA, USA.
- W.2 **Leite, I.**, Pereira, A., Martinho, C., Paiva, A., McOwan, P., Castellano, G. (2009). Towards and Empathic Chess Companion. Workshop on Empathic Agents, AAMAS '09, Budapest.
- W.1 **Leite, I.**, Martinho, C., Paiva, A., Pereira, A. (2008). Social Presence in Long-Term Human-Computer Relationships. Fourth International Workshop on Human-Computer Conversation, Bellagio, Italy.

Patent Applications

- P.1 Lehman, J. F., Li, B., Pereira, A., **Leite, I.**, Sun, M., Pincus, E. (2017). Dialog Knowledge Acquisition: System and Method. US Patent Application (01/03/2017)

PhD STUDENT SUPERVISION

Irmak Dogan, from 2018

Sanne van Waveren, from 2018

MENTORING

2017	Aravind Vijayan Constrained Optimization for Real-Time Synchronization of Verbal and Nonverbal Robot Behavior	Master Student, KTH
2014-2015	Sarah Strohkorb Automatic detection of social dominance in small groups of children	Graduate Student, Yale University
	Aditi Ramachandran Fostering learning gains through personalized robot-child tutoring interactions	Graduate Student, Yale University
	Nicole Salomons Automatic prediction of children's disengagement in Human-Robot Interaction	Undergraduate Student, Brazil Scientific Mobility Program
2015	Nathaya Darakananda Autonomous socially appropriate interruptions in Human-Robot Interaction	Undergraduate Student, Yale University'17
2014	Daniel Ullman Building emotional understanding through interactive role-play using robots, How cheating affects perceptions of social agency	Undergraduate Student, Yale University'15
	Rebecca Marvin Analysis of engagement behaviors in children	Undergraduate Student, Yale University'16
	Natalie Warren Interactive narratives for Human-Robot Interaction	Undergraduate Student, Yale University'17
2013	Fábio Ribeiro, Filipe Gonçalves Developing an AI for a social robotic player in the Energities game	Undergraduate Students, IST, University of Lisbon
	Filipa Correia, Vânia Mendonça Adapting a single player computer game to a multi-touch multi-player interface	Undergraduate Students, IST, University of Lisbon
	Joana Botelho My friend NAO: a humanoid robot as an assistive tool in therapy with children with autism spectrum disorders	Master Student, IST, University of Lisbon
2011	Tiago Ribeiro Expressing emotions in robots with limited facial expression capabilities	Research Assistant, INESC-ID, Lisbon
2010	Tiago Paiva iPleo, the emotional pet: evaluating user attachment in a pervasive pet game	Master Student, IST, University of Lisbon

TEACHING EXPERIENCE

Teacher, Course Responsible, Examiner DD2325 Applied Programming and Computer Science, KTH, Fall 2017

Course Responsible DD3316 Robotics Reading Group, KTH, from Spring 2017 to date

Teacher DM2350 Human Perception for Information Technology, KTH, Fall 2017

Teacher DT2140 Multimodal Interactions and Interfaces, KTH, Fall 2017

Teacher DD142X Degree Project in Computer Science, first cycle, KTH, Spring 2017

Guest Lecturer CS473, Intelligent Robotics, Yale University, Fall 2013

Teaching Assistant: Object Oriented Programming, Technical University of Lisbon, Fall 2006

INVITED TALKS

2017	INESC-ID Seminar Series Toward Autonomous Social Robots in the Wild	Porto Salvo, Portugal
2017	TEDxKTH The Power of Socially Intelligent Robots	Stockholm, Sweden

2017	KTH Campus 100 Years Celebration Seminar Toward Autonomous Social Robots in the Wild	Stockholm, Sweden
2017	3rd International Summer School on Social Human-Robot Interaction Toward Autonomous Social Robots in the Wild	Vila Nova de Milfontes, Portugal
2017	International Womens Forum Satellite Event Robots that Care	Stockholm, Sweden
2017	3rd Workshop on Child-Robot Interaction at HRI 2017 Age Differences in Child-Robot Interaction: Evidence and Lessons Learned	Vienna, Austria
2016	University of Southern California Long-term Human-Robot Interaction in the Real-World	Los Angeles, CA, USA
2015	Royal Institute of Technology (KTH) Long-term Human-Robot Interaction in the Real World	Stockholm, Sweden
2015	8th Intelligent Narrative Technologies (INT) Workshop Robotic Characters for Long-term Interaction	Santa Cruz, CA, USA
2015	Italian Institute of Technology (IIT) Social Mechanisms for Long-term Human-Robot Interaction	Genova, Italy
2014	Yale Center for Emotional Intelligence Affective Interactions with Social Robots	New Haven, CT, USA
2013	University of Aalborg Towards Artificial Companions	Denmark

ACADEMIC SERVICE

Program Co-Chair

International Conference of Intelligent Virtual Agents (IVA) 2017

Subcommittee Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2018, Studies Subcommittee

Demo Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2018

International Conference on Autonomous Agents and Multi-agent Systems (AAMAS) 2018

Video Co-Chair

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2015

Workshops and Special Sessions Organization

Special Session Co-Chair of the Seventh ISCA Workshop on Speech and Language Technology in Education (SLaTE) 2017

co-Organizer of the Women in Robotics Workshop at RSS 2018

Co-Organizer of the IEEE Ro-Man 2016 Workshop on Long-term Child-Robot Interaction

Co-Organizer of the 2nd Workshop on Evaluating Child-Robot Interaction at HRI 2016

Co-Organizer of the Affective Agents Workshop at IVA 2014

Co-Chair of the Special Session on recognition Of Affect Signals from physiological data for Social robots (OASIS) at PhyCS 2014

Program Committee

ACM/IEEE International Conference on Human-Robot Interaction (HRI) 2016–2018

ACM/IEEE International Conference on Interaction Design and Children (IDC) 2018

IEEE Int. Symp. on Robot and Human Interactive Communication (RO-MAN), 2016, 2017

HRI 2016 Pioneers Workshop at HRI 2016

1st International Workshop on Engagement in HumAN Computer IntEraction (ENHANCE) at ACII 2015

IX Workshop on Agents Applied in Health Care (A2HC) at AAMAS'15

2nd Workshop on Emotion and Sentiment in Social and Expressive Media at AAMAS'15

AAAI Symposium on Turn-taking and Coordination in Human-Machine Interaction, 2015

International Conference on Advances in Computer Entertainment (ACE), 2013, 2014

International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), 2014
International Conference on Physiological Computing Systems (PhyCS), 2014, 2015
International Workshop on Personalization Approaches in Learning Environments (PALE), 2014, 2015
Workshop on Feedback from Multimodal Interactions in Learning Management Systems at EDM '14
1st Multi-Agent Systems for Healthcare Workshop (MASH '14) at AAMAS '14
2nd Workshop on Applications for Emotional Robots at HRI '14
Human-Robot Collaboration Workshop at RSS '13
5th Int. Workshop on Affective Interaction in Natural Environments (AFFINE) at ACII '13

Referee for Granting Agencies

National Science Foundation (NSF), 2015

Associate Editor

ACM Transactions on Human-Robot Interaction (THRI) 2017–Present

Referee for Journal Articles

International Journal of Human-Computer Studies
ACM Transactions on Human-Computer Interaction
ACM Transactions on Interactive Intelligent Systems
Journal of Human-Robot Interaction
International Journal of Social Robotics
International Journal of Robotics Research
Journal of Autism and Developmental Disorders
Interaction Design and Architecture(s)
Journal of Computers & Education
IEEE Transactions on Affective Computing
IEEE Transactions on Human-Machine Systems
Interacting with Computers

Referee for Conference Proceedings

Robotics: Science and Systems (RSS), 2015–2018
IEEE International Conference on Robotics and Automation (ICRA) 2018
IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS), 2015–2017
International Joint Conferences on Artificial Intelligence (IJCAI) 2017
AAAI Conference on Artificial Intelligence, 2015–2016
International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), 2014
ACM International Conference on Multimodal Interaction (ICMI), 2013–2017
ACM/IEEE Int. Conference on Human-Robot Interaction (HRI), 2011–2016
ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2011–2016
IEEE Int. Symp. on Robot and Human Interactive Communication (RO-MAN), 2009–2015
International Conference on Social Robotics (ICSR), 2012

Student Volunteer

International Conference on Human-Robot Interaction (HRI), 2012, 2013
International Conference on User Modeling, Adaptation and Personalization (UMAP), 2011
International Symposium on Robot and Human Interactive Communication (RO-MAN), 2009
International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS), 2008
International Conference on Affective Computing & Intelligent Interaction (ACII), 2007

OUTREACH

2017	The Future Need Giants Responsible for organizing a tutorial on how to program social robots delivered to almost 300 high school girls.	Stockholm, Sweden
2015	Blue Heron School Led a virtual tour at the Yale Social Robotics Lab to around 50 students from the Blue Heron School in Littleton, Colorado, to foster their interest in science and technology and motivate them to participate in their upcoming science fair.	Littleton, CO, USA
2014	World Science Festival Street Fair Demonstration of two Keepon robots playing interactive stories to over 3,000 visitors; selected as a stage demo.	NYU Kimmel Center, New York, USA
2014	GEMS Club (Girls Excelling in Math & Science) Demonstration and Q&A about robots to 30 girls ages 9-12 from an after-school science club.	Bethany Community School, CT, USA
2013	Yale Social Robotics Lab open house Demonstration of the DragonBot robot to over 120 visitors.	New Haven, USA
2011	Futurália Demonstration of the iCat robot playing chess in the largest education and training fair in Portugal, to over 10,000 high-school and undergraduate students.	FIL, Lisbon, Portugal
2010	Portugal Tecnológico Demonstration of the iCat robot playing chess to over 5,000 people in an event hosted by the Portuguese Industrial Association.	FIL, Lisbon, Portugal
2009	Innovation Days Demonstration of the iCat robot playing chess to over 5,000 people in a fair to promote the results of successful R&D projects.	FIL, Lisbon, Portugal
2009	Externato Marista de Lisboa Demonstration of the iCat robot playing chess to over 200 high-school students.	Lisbon, Portugal

SELECTED MEDIA COVERAGE

How social should a robot be? Elektronik Tidningen Dec 2017, print and online (in Swedish)

Teachers inspire research KTH Campi Magazine 2017, online (in Swedish)

Disney experiments look to make kid-robot interactions more natural TechCrunch 2017, online

Crowd workers help robot keep conversation fresh Science Newsline Technology 2016, online

Working with Robots: Our Friends Electric The Economist, Sept. 7th 2013, print edition

Affective teaching: learning more effectively from empathic robots Awareness Magazine, Jan 9 2012, doi 10.2417/3201112.003948

A cat that plays chess and changes mood Diário Económico Newspaper, Sept 30 2010, print edition (in Portuguese)

Robotic Companions Exame Informática Magazine, March 2010, print edition (in Portuguese)