



Maurício Sousa

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PERSONAL INFORMATION

Full Name António Maurício Lança
Tavares de Sousa
Nationality Portuguese

INTERESTS

Human-Computer Interaction,
Interaction Design, 3D User
Interfaces, Ubicomp, collocated and
remote collaboration using multiple
interactive surfaces, telepresence,
holograms and comics.

EDUCATION

INSTITUTO SUPERIOR TÉCNICO, UNIVERSITY OF LISBON

PhD in Information Systems and
Computer Engineering

2015 - Present • Lisbon, Portugal

MSc in Information Systems and
Computer Engineering,

Thesis: Remote Proxemics for
Collaborative Virtual Environments
2012 - 2014 • Lisbon, Portugal

BSc in Information Systems and
Computer Engineering

2005 - 2012 • Lisbon, Portugal

ACADEMIC SERVICE

Peer reviewer:

ACM DIS'16 • ACM ISS'16 • IEEE CEMAG •
IEEE ISMAR'17 • ACM ISS'17 • ACM SUI'17
• ACM VRST'17 • ACM CHI'18

Conference organisation:

Eurographics'16, Fast Forward Chair

EXPERIENCE

INESC-ID, VISUALISATION AND INTELLIGENT MULTIMODAL INTERFACES GROUP (VIMMI)

RESEARCH ASSISTANT • 2012 - Present

Researching, designing and evaluating novel
interaction techniques in 3D user interfaces for
collocated and remote collaboration using head-
mounted displays, walls, tabletops, mobiles and
wearables.

SELECTED PUBLICATIONS

Creepy Tracker Toolkit for Context-aware

Interfaces, Maurício Sousa, Daniel Mendes, Rafael
Kuffner dos Anjos, Daniel Medeiros, Alberto Raposo,
Alfredo Ferreira, João Pereira, Joaquim Jorge, ACM
Interactive Surfaces and Spaces (ISS), 2017

VRRRRoom: Virtual Reality for Radiologists in the

Reading Room, Maurício Sousa, Daniel Mendes,
Soraia Paulo, Nuno Matela, Joaquim Jorge, Daniel
Simões Lopes, ACM Conference on Human Factors
in Computing Systems (CHI), 2017

Hip-directed walking-in-place using a single depth

camera, Luís Bruno, Maurício Sousa, Alfredo
Ferreira, João Madeiras Pereira, Joaquim Jorge,
Elsevier International Journal of Human-Computer
Studies (IJHCS), 2017

Perceiving Depth: Optical versus Video See-

through, Daniel Medeiros, Maurício Sousa, Daniel
Mendes, Alberto Raposo and Joaquim Jorge, ACM
Symposium on Virtual Reality Software and
Technology (VRST), 2016

SleeveAR: Augmented Reality for Rehabilitation

using Realtime Feedback, Maurício Sousa, João
Vieira, Daniel Medeiros, Artur Arsénio and Joaquim
Jorge, ACM Intelligent User Interfaces (IUI), 2016

Eery Space: Facilitating Virtual Meetings Through

Remote Proxemics, Maurício Sousa, Daniel
Mendes, Alfredo Ferreira, João Madeiras Pereira and
Joaquim Jorge. IFIP INTERACT, 2015

ThumbCam: Returning to single touch interactions
to explore 3D virtual environments, Daniel Mendes,
Maurício Sousa, Alfredo Ferreira, Joaquim Jorge.

ACM Interactive Tabletops and Surfaces (ITS), 2014