

Publication List

Joaquim Armando Pires Jorge

Department of Computer Science and Engineering
Instituto Superior Técnico / Universidade de Lisboa

Emails: jorgej@tecnico.ulisboa.pt jorgej@acm.org jorgej@ieee.org

ORCID ID: <https://orcid.org/0000-0001-5441-4637>

Google Scholar: <https://scholar.google.com/citations?user=RgiMdpAAAAAJ>

22 August 2024

Joaquim Jorge is *Full Professor* at *Instituto Superior Técnico*, the School of Engineering of the *Universidade de Lisboa* at the Department of Computer Science and Engineering (DEI), where he teaches Computer Graphics and Human-Computer Interaction and holds the UNESCO Chair of Artificial Intelligence and Extended Reality. He is Adjunct Professor at the University of Wellington and Invited Honorary Professor at the Catholic University of Rio de Janeiro. He was an Adjunct Professor at the Department of Computer Science at the University of Calgary from 2009 to 2018, The Technical University of Vienna in 2012 and the Technical of Darmstadt in 1999. He has chaired or co-chaired the Scientific Program Committee of multiple international conferences, including IEEE VR 2020, Eurographics 2016, ICCG 2015, SCCG 2015, IUI 2012, CAe'08, ICIG'07, HCIed'07, WSCG'06, EGSBIM'05, EGMM'04, EGSBM'04, DSV-IS'03, CGE'02 and EGMM'01. He organized over 50 international events including IEEE VR 2022 and IEEE VR 2021, Eurographics'98, ACM ISS 2020, INTERACT 2011, and in 2001 a Strategic *Workshop* in Portugal with the support of the European Commission and the *National Science Foundation* on Universal Accessibility (EC / NSF *Workshop* - WUAUC'01) in *Alcácer do Sal*. A longtime practitioner of Computer Graphics and Interactive Systems, he first joined the Eurographics Association (EG) in 1986 and was a member of the EG Executive Committee between 1997 and 2006. He participated in many national and European projects in the area of Computer Graphics and Multimedia, coordinating the SmartSketches European project from 2002 to 2004. He was a proposal evaluator for the National Science Foundation (NSF) in 2000, 2001 and 2003 under the ITR program and the European Commission under the IST program (5th-7th Framework programs). He was a consultant at the FhG/IGD (Institute for Computer Graphics, Darmstadt, Germany) on Multimodal Interfaces and coordinates the Graphics & Interaction Research Group at INESC-ID, a Research Institute Affiliated with the University, since 2000. Since January 2007 he is Editor-in-Chief of the Computers & Graphics Journal (Elsevier), having served on the Editorial Board of seven other scientific publications including Computer Graphics Forum (Blackwells) between 1999 and 2008. In November 2018 he founded Graphics & Visual Computing Journal an Open Access sister publication to Computers and Graphics. He supervised or co-supervised 16 doctoral theses and 68 MSc theses, as well as 50 capstone projects at IST. He is author or co-author of over 378 peer-reviewed publications, including 164 presented at international conferences, 3 books, 63 journal articles and 31 communications to workshops. He has served in the international program committee of over 208 conferences. In addition to being a national delegate to IFIP's Human-Computer Interaction Technical Committee (TC13) from 2001-2013, he is also a member of ACM/SIGGRAPH, IEEE (Senior Member since 2000), IAPR and was Chairman of the Eurographics Portuguese Chapter from 2000-2008. He is the first Portuguese ACM Distinguished Speaker Program (DSP) since September 2015, having given 22 keynote talks at scientific events as well as 42 keynote talks and guest lectures in academic contexts. In 2014 he received the IFIP Silver Core Award in recognition of his contributions to IFIP / TC13. From 2015 to 2019 he was an elected member of the Executive Committee of the ACM Europe Council. He has been nominated IEEE Distinguished Visitor in 2021 and IEEE Distinguished Contributor in 2022. He is a *Membre Libre* of the French National Academy of Surgery since November 2022. He was named Fellow of the Eurographics Association in 2010 and Distinguished Member of the ACM in 2017. In September 2022 he was elected to serve on the IEEE Computer Society Board of Governors from January 2023 to December 2025.

PUBLICATION SUMMARY: h-index 54 h-10 index: 197 (11500+ citations Google Scholar)

Journal + Archival Papers			Conference Proceedings		Books			Inv. Talks	Tutorials
International	LNCS	Spec. Issues	International	Workshop	Author	Edited	Chapters		
85	26	5	176	37	4	20	17	50	10

References

Articles in scientific journals

- J1. SelfReDepth: Self-Supervised Real-Time Depth Restoration for Consumer-Grade Sensors, A Duarte, F Fernandes, JM Pereira, C Moreira, JC Nascimento, **J Jorge**, Journal of Real Time Image Processing (SpringerNature) July 2024 <https://doi.org/10.1007/s11554-024-01491-z>
- J2. Studying how social relationships affect peer assessment in an E-learning environment, F Sousa, T Alves, S Gama, **J Jorge**, D Gonçalves, Learning Environments Research, June 2024, <https://doi.org/10.1007/s10984-024-09505-0>
- J3. Benchmarking Instance-Centric Counterfactual Algorithms for XAI: From White Box to Black Box, C Moreira, YL Chou, C Hsieh, C Ouyang, J Pereira, **J Jorge**, ACM Computing Surveys, June 2024 <https://doi.org/10.1145/3672553>
- J4. Immersive Virtual Colonography Viewer for Colon Growths Diagnosis: Design and Think-Aloud Study, J Serras, A Duchowski, I Nobre, C Moreira, A Maciel, **J Jorge**, Multimodal Technologies and Interaction 8 (5), 40 2024, <https://doi.org/10.3390/mti8050040>
- J5. EyeXNet: Enhancing Abnormality Detection and Diagnosis via Eye-Tracking and X-ray Fusion, C Hsieh, A Luís, J Neves, IB Nobre, SC Sousa, C Ouyang, **J Jorge**, C Moreira, Machine Learning and Knowledge Extraction 6 (2), 1055-1071 2024, <https://doi.org/10.3390/make6020048>
- J6. Online Fake News Opinion Spread and Belief Change: A Systematic Review, F Altoe, C Moreira, HS Pinto, **JA Jorge**, Human Behavior and Emerging Technologies 2024, <https://doi.org/10.1155/2024/1069670>
- J7. How Personality Traits Affect Peer Assessment in Distance Learning, T Alves, F Sousa, S Gama, **J Jorge**, D Gonçalves, Technology, Knowledge and Learning 29 (1), 371-396, <https://doi.org/10.1007/s10758-023-09694-2>
- J8. Shedding Light on AI in Radiology: A Systematic Review and Taxonomy of Eye Gaze-Driven Interpretability in Deep Learning, Neves, J., Hsieh, C., Nobre, I. B., Sousa, S. C., Ouyang, C., Maciel, A., Duchowski, A., **Jorge, J.**, & Moreira, C., European Journal of Radiology, 172, 111341. <https://doi.org/10.1016/j.ejrad.2024.111341>
- J9. A Research Agenda for NFTs, C. Mulligan, T. Silva and **J. Jorge**, IEEE Computer, vol. 56, no. 12, pp. 80-90, Dec. 2023, <https://doi.org/10.1109/MC.2023.3271021>
- J10. How Personality Traits Affect Peer Assessment in Distance Learning, Alves, T., Sousa, F., Gama, S. et al. Tech Know Learn 29, 371–396 (2024). <https://doi.org/10.1007/s10758-023-09694-2>
- J11. Representing uncertainty through sentiment and stance visualizations: A survey, Bárbara Ramalho, **Joaquim Jorge**, Sandra Gama, Graphical Models, Volume 129, 2023, 101191, <https://doi.org/10.1016/j.gmod.2023.101191>.
- J12. A Survey on Remote Assistance and Training in Mixed Reality Environments, Catarina Fidalgo, Yukang Yan, Hyunsung Cho, Maurício Sousa, David Lindlbauer, **Joaquim Jorge**, IEEE Transactions on Visualization and Computer Graphics, February 2023
- J13. Saliency detection for large-scale mesh decimation, Rafael K dos Anjos, Richard A Roberts, B Allen, **J Jorge**, Ken Anjyo, Computers & Graphics, February 2023
- J14. Sticks and STONES may build my bones: Deep learning reconstruction of limb rotations in stick figures, Francisco Fernandes, Ivo Roupa, Sérgio B. Gonçalves, Gonçalo Moita, Miguel Tavares da Silva, João Pereira, **Joaquim Jorge**, Richard R. Neptune, Daniel Simões Lopes, Pattern Recognition Letters, Volume 165, 2023, Pages 138-145, <https://doi.org/10.1016/j.patrec.2022.12.012>
- J15. Towards VR in VR: Assessing Engagement and Social Interaction in a Virtual Conference, C Moreira, FPM Simões, MJW Lee, ER Zorzal, RW Lindeman, JM Pereira, Kyle Johnsen, **Joaquim Jorge**, IEEE Access, Dec. 2022
- J16. Early Prediction of Students' Final Grades in a Gamified Course. Nabizadeh, A.H., Goncalves, D., Gama, S. and **Jorge, J.** IEEE TRANSACTIONS ON LEARNING TECHNOLOGIES, 15(3), pp.311-325. 2022 <https://doi.org/10.1109/TLT.2022.3170494>
- J17. Controlling camera movement in VR colonography, SF Paulo, D Medeiros, D Lopes, **J Jorge**, Virtual Reality, 2022. <https://doi.org/10.1007/s10055-021-00620-4>

- J18. Towards Augmented Reality for Corporate Training, BR Martins, **JA Jorge**, ER Zorzal - Interactive Learning Environments, 2021, <https://doi.org/10.1080/10494820.2021.1879872>
- J19. Counterfactuals and causability in explainable artificial intelligence: Theory, algorithms, and applications, YL Chou, C Moreira, P Bruza, C Ouyang, **J Jorge**, Information Fusion, December, 2021, <https://doi.org/10.1016/j.inffus.2021.11.003>
- J20. How do Students Behave in a Gamified Course? A Ten-Year Study, AH Nabizadeh, **J Jorge**, S Gama, D Gonçalves, IEEE Access, vol 9, Mar. 2021, <https://doi.org/10.1109/ACCESS.2021.3083238>
- J21. Laparoscopy with Augmented Reality Adaptations, Ezequiel R Zorzal, José M Gomes, Maurício Sousa, Pedro Belchior, Pedro G Silva, Nuno Figueiredo, Daniel S Lopes, **Joaquim Jorge**, Journal of Biomedical Informatics, 2020 <https://doi.org/10.1016/j.jbi.2020.103463>
- J22. Enabling parametric design space exploration by non-designers, E Castro e Costa, **J Jorge**, AD Knochel, JP Duarte, AI EDAM-Artificial Intelligence for Engineering Design, Analysis and Manufacturing, Cambridge University Press, April 2020 <https://doi.org/10.1017/S08900604200001>
- J23. Adaptive learning path recommender approach using auxiliary learning objects, AH Nabizadeh, D Gonçalves, S Gama, **J Jorge**, HN Rafsanjani, Computers & Education 147, 103777, Jan 2020 <https://doi.org/10.1016/j.compedu.2019.103777>
- J24. The hip joint as an egg shape: a comprehensive study of femoral and acetabular morphologies, DS Lopes, SM Pires, CD Barata, VV Mascarenhas, **JA Jorge**, Computer Methods in Biomechanics and Biomedical Engineering: Imaging & Visualization, Taylor & Francis, 10 Jan 2020 <https://www.tandfonline.com/doi/abs/10.1080/21681163.2019.1709902>
- J25. Touchless interaction with medical images based on 3D hand cursors supported by single-foot input: A case study in dentistry, SF Paulo, F Relvas, H Nicolau, Y Rekik, V Machado, J Botelho, JJ Mendes, L Grisoni, **J Jorge**, DS Lopes, Journal of biomedical informatics v100, 103316, 1 Dec. 2019 <https://doi.org/10.1016/j.jbi.2019.103316>
- J26. Extending medical interfaces towards virtual reality and augmented reality, Daniel Simões Lopes & **Joaquim A. Jorge** Annals of Medicine, Taylor and Francis, May 2019, <https://doi.org/10.1080/07853890.2018.1560068>
- J27. Anatomy Studio: Virtual Dissection Through Augmented 3D Reconstruction Sessions, D Lopes, D Mendes, RK dos Anjos, SF Paulo, P Rodrigues, J Mendes, V Delmas, J-F Uhl, J Mogorrón, D Pires, **J A Jorge**, M Sousa, ER Zorzal, Computers and Graphics Special Section on SVR, Dec 2019, <https://doi.org/10.1016/j.cag.2019.09.006>
- J28. “Magic Carpet: Interaction Fidelity for Flying in VR”, Daniel Medeiros, António Sousa, Alberto Fox, **Joaquim Jorge**, IEEE Transactions on Visualization and Computer Graphics, March 2019, <https://doi.org/10.1109/TVCG.2019.2905200>
- J29. “Usability studies on building early stage architectural models in virtual reality”, Rui de Klerk, André Mendes Duarte, Daniel Pires Medeiros, José Pinto Duarte, **Joaquim Jorge**, Daniel Simões Lopes, Automation in Construction, V 103, July 2019, pp 104~116, <https://doi.org/10.1016/j.autcon.2019.03.009>
- J30. ACM Europe Council's best paper awards, **J Jorge**, M Glencross, A Quigley, Communications of the ACM 62 (4), 44-44, <https://dl.acm.org/doi/pdf/10.1145/3309952>
- J31. “Comparing Digital Tools for Implementing a Generative System for the Design of Customized Tableware”, Eduardo Castro e Costa, **Joaquim Jorge**, José Duarte, Computer Aided Design and Applications, 2019, pp803-821, <https://doi.org/10.14733/cadaps.2019.803-821>
- J32. “On a “Columbus' Egg” for the Shape of Asymptomatic, Dysplastic and Impinged Hip Joints”, Daniel Simões Lopes, Sara M Pires, Vasco V Mascarenhas, Miguel T Silva, **Joaquim A Jorge** Medical Engineering & Physics v59 pp 50-55, Set. 2018 <https://doi.org/10.1016/j.medengphy.2018.07.001>
- J33. “Assessing the usability of tile-based interfaces to visually navigate 3-D parameter domains,” Daniel Simões Lopes, Rafael K dos Anjos, **Joaquim A Jorge**, International Journal of Human Computer Systems v118, pp 1-13, Elsevier, Oct. 2018. <https://doi.org/10.1016/j.ijhcs.2018.05.005>
- J34. “A Survey on 3D Virtual Object Manipulation: From the Desktop to Immersive Virtual Environments”, Mendes, Daniel; Caputo, Fabio; Giachetti, Andrea; Ferreira, Alfredo; **Jorge, Joaquim**, Computer Graphics Forum, 2018 <https://doi.org/10.1111/cgf.13390>
- J35. "Explicit design of transfer functions for volume-rendered images by combining histograms, thumbnails and sketch-based interaction”, Daniel S Lopes, Pedro F Parreira, Ana R Mendes,

- Vasco M Pires, Soraia F Paulo, Carlos Sousa, **Joaquim Jorge**, The Visual Computer Journal (Springer), 2017. <https://doi.org/10.1007/s00371-017-1448-8>
- J36. "Design and Evaluation of a Novel Out-of-reach Selection Technique for VR using Iterative Refinement", Daniel Mendes, Mauricio de Sousa, Daniel Medeiros, Eduardo Cordeiro, Alfredo Ferreira & **Joaquim Jorge**, Computers and Graphics (Elsevier), v67 pp 95-102 October 2017 <https://doi.org/10.1016/j.cag.2017.06.003>
- J37. "On the utility of 3D Hand Cursors to Explore Medical Volume Datasets with a Touchless Interface", Daniel Lopes, Pedro Parreira, Soraia Paulo, Vitor Nunes, Paulo Rego, Manuel Neves, Pedro Rodrigues and **Joaquim Jorge**, Journal of Biomedical Informatics (Elsevier), v72 pp140-149, July 2017 <https://dx.doi.org/10.1016/j.jbi.2017.07.009>
- J38. "Geometric Detection Algorithms for Cavities on Protein Surfaces in Molecular Graphics: A Survey", Tiago Simões, Daniel Lopes, Sérgio Dias, Francisco Fernandes, João Pereira, **Joaquim Jorge**, Chandrajit Bajaj and Abel Gomes, Computer Graphics Forum, 2017 <https://doi.org/10.1111/cgf.13158>
- J39. "Studying Student Differentiation in Gamified Education: A Long-Term Study", Gabriel Barata, Sandra Gama, **Joaquim Jorge**, Daniel Gonçalves, Computers in Human Behavior, July 2017 <https://doi.org/10.1016/j.chb.2016.08.049>
- J40. "A benchmark study on accuracy-controlled distance calculation between superellipsoid and superovoid contact geometries", Artur Alves Gonçalves, Alexandre Bernardino, **Joaquim Jorge** & Daniel Simões Lopes, Mechanism and Machine Theory, Elsevier 2017 <https://doi.org/10.1016/j.mechmachtheory.2017.04.008>
- J41. "Hip-directed walking-in-place using a single depth camera", Luís Bruno, Mauricio Sousa, Alfredo Ferreira, Joao Pereira, **Joaquim Jorge**, IJHCS - International Journal of Human-Computer Studies, 2017 <http://dx.doi.org/10.1016/j.ijhcs.2017.03.006>
- J42. "Multi-GPU-based detection of protein cavities using critical points", S E Dias, Q T Nguyen, J A Jorge, A Gomes, Future Generation Computer Systems, Elsevier Feb.2017 <http://doi.org/10.1016/j.future.2016.07.009>
- J43. "Early Prediction of Student Profiles based on Performance and Gaming Preferences", Gabriel Barata, Sandra Gama, **Joaquim Jorge**, Daniel Gonçalves, IEEE Transactions on Learning Technologies, Feb 2016. <https://doi.org/10.1109/TLT.2016.2541664>
- J44. "Expeditious Illustration of Layer-Cake Models on and Above a Tactile Surface", DS Lopes, D. Mendes, M. Sousa, **J. Jorge**, Computers & Geosciences (Elsevier), 2016 <https://doi.org/10.1016/j.cageo.2016.02.009>
- J45. Accelerating Occlusion Rendering on a GPU via Ray Classification, Vasco Costa, J Pereira, **J Jorge**, International Journal of Creative Interfaces and Computer Graphics (IJCICG) 6 (2). 2016 (Winner **José Encarnação Award 2016**) DOI: [10.4018/IJCICG.2015070101](https://doi.org/10.4018/IJCICG.2015070101)
- J46. "A Survey on Implicit Surface Polygonization", Bruno Araujo, Daniel Lopes, Pauline Jepp, B Wyvill & **J Jorge**, ACM Computing Surveys, May 2015 <https://doi.org/10.1145/2732197>
- J47. "Gamification for Smarter Learning: Tales from the Trenches", Gabriel Barata, Sandra Gama, **Joaquim Jorge** & Daniel Gonçalves, Journal of Smart Learning Environments, Springer, 2015 <https://doi.org/10.1186/s40561-015-0017-8>
- J48. Clustering students based on motivation-to-learn: A Blended Learning Approach, Maria Alexandra Rentroia-Bonito, Daniel Gonçalves, **Joaquim Jorge**, International Journal of Mobile and Blended Learning, IGI Global 2015 DOI: [10.4018/IJMBL.2015070102](https://doi.org/10.4018/IJMBL.2015070102)
- J49. "Combining EEG Data with Place and Plausibility Responses as an Approach to Measuring Presence in Outdoor Virtual Environments", Sérgio Azevedo, Pedro Campos and **Joaquim Jorge**, Tele-Presence at Virtual Operators, MIT Press, Jul. 2014 DOI: [10.1162/PRES_a_00205](https://doi.org/10.1162/PRES_a_00205)
- J50. "Identifying Student Types in a Gamified Learning Experience", Gabriel Barata, Sandra Gama, **Joaquim Jorge** and Daniel Gonçalves. In IGI's International Journal of Game Based Learning 2014. Patrick Felicia, ed. IGI Global. DOI: [10.4018/978-1-4666-8200-9.ch026](https://doi.org/10.4018/978-1-4666-8200-9.ch026)
- J51. Mobile Text-Entry and Visual Demands: Reusing and Optimizing Current Solutions, Hugo Nicolau, Tiago Guerreiro, David Lucas, **Joaquim Jorge**, Universal Access in the Information Society, Dec 2013 Springer <https://doi.org/10.1007/s10209-013-0319-y>
- J52. "Mobile Touch Screen User Interfaces: Bridging the Gap between Motor Impaired and Able-Bodied Users, H Nicolau, T Guerreiro, **J Jorge**, D Gonçalves, Universal Access in the Information Society, Sep 2013 DOI: [10.1109/TLT.2013.17](https://doi.org/10.1109/TLT.2013.17)
- J53. "Interoperable Intelligent Tutoring Systems to Open Educational Resources", Gustavo Santos & **J Jorge**, IEEE Transactions on Learning Technologies, April 2013. DOI: [10.1109/TLT.2013.17](https://doi.org/10.1109/TLT.2013.17)

- J54. "Mockup Builder: 3D Modeling the n and Above the Surface", Bruno R. De Araujo, Géry Casiez, **Joaquim A. Jorge**, Martin Hachet, Computers and Graphics, Elsevier, 2013
<https://doi.org/10.1016/j.cag.2012.12.005>
- J55. "Public Policy Activities in 2012 Related to Human-Computer Interaction: A 10-Country Discussion", Lazar, J., Abascal, J., Davis, J., Evers, V., Gulliksen, J., **Jorge, J.**, McEwan, T., Paterno, F., Persson, H., Prates, R., Von Axelson, H., Winckler, M., Wulf, V. ACM Interactions 19 (3) May 2012. <https://doi.org/10.1145/2168931.2168947>
- J56. "Computer-Assisted Rehabilitation: Towards Effective Evaluation", Hugo Nicolau, Tiago Guerreiro, Rita Pereira, Daniel Gonçalves, **Joaquim Jorge**, International Journal of Cognitive Performance Support, Special Issue in Cognitive Ergonomics, January 2012. DOI: [10.1504/IJPCS.2013.053551](https://doi.org/10.1504/IJPCS.2013.053551)
- J57. "Fostering Collaboration in Kindergarten through an Augmented Reality Game", Pedro Campos and Sofia Pessanha and **Joaquim Armando Pires Jorge**, International Journal of Virtual Reality, 10, pp. 25-30. 33-39, Nov. 2011, IPI Press. <https://hal.archives-ouvertes.fr/hal-01530554>
- J58. "NaturaSketch: Modeling from Images and Natural Sketches", Luke Olsen, Faramarz Samavati and **Joaquim Jorge**, IEEE Computer Graphics and Applications, October 2011 (**Best Paper Award**). DOI: [10.1109/MCG.2011.84](https://doi.org/10.1109/MCG.2011.84)
- J59. "Foot-turistic multimedia: designing interactive multimedia installations for shoe shops", Pedro Campos, Miguel Campos, Paulo Freitas and **Joaquim Jorge**, Journal of Multimedia Tools and Applications, Springer, July 2011 <https://doi.org/10.1007/s11042-011-0854-6>
- J60. "How High Can Expectations Go? Issues and Risks of Interactive Installations", Pedro Campos, Miguel Campos and **Joaquim Jorge**, ACM Interactions, 2011 DOI: [10.1145/1962438.1962448](https://doi.org/10.1145/1962438.1962448)
- J61. A syntactic approach based on distortion-tolerant adjacency grammars and a spatial-directed parser to interpret sketched diagrams, J. Mas, J. Lladós, G. Sanchez, and **JAP Jorge**, Pattern Recognition, 2010, <https://doi.org/10.1016/j.patcog.2010.07.003>
- J62. "An haptic-based immersive environment for shape analysis and modeling", Bruno Rodrigues De Araújo, Tiago Guerreiro, Manuel J. Fonseca, **Joaquim A. Jorge**, Joao Madeiras Pereira, Monica Bordegoni, Francesco Ferrise, Mario Covarrubias, Michele Antolini: J. Real-Time Image Processing 5 (2): 73-90 (2010) <https://doi.org/10.1007/s11554-009-0139-8>
- J63. "IMMIVIEW: a multi-user solution for real-time design review", Ricardo Jota, Bruno De Araujo, Luís C. Bruno, Joao Madeiras Pereira, **Joaquim A. Jorge**: J. Real-Time Image Processing 5 (2): 91-107 (2010) <https://doi.org/10.1007/s11554-009-0141-1>
- J64. Real-time low-cost marker-based multiple camera tracking solution for virtual reality applications, PC Santos, A Stork, A Buaes, CE Pereira, **J Jorge**, Journal of Real-Time Image Processing 5(2), 121-128, 2010 <https://doi.org/10.1007/s11554-009-0138-9>
- J65. Thesaurus-based 3D object retrieval with part-in-whole matching, A Ferreira, S Marini, M Attene, MJ Fonseca, M Spagnuolo, **JA Jorge**, B Falcidieno, International Journal of Computer Vision 89 (2-3), 327- 347, 2010 <https://doi.org/10.1007/s11263-009-0257-6>
- J66. "Referred digital publication to support online communities", Frederico Figueiredo, **Joaquim Jorge**, Frank Hanisch, Colleen Case, International Journal of Web-Based Communities, Dec. 2009. Volume 6, Issue 1 (January 2010) pp. 62-75
- J67. "Oversketching Snakes for Medical Image Segmentation", Vasco Gervásio, **Joaquim A Jorge**, International Journal on Tomography and Statistics - special issue on Image Processing, Winter 2010, Volume 13, Number W10, January 2010, pp. 72-88.
- J68. "Sketch-based Retrieval of Complex Drawings using Hierarchical Topology and Geometry", MJ Fonseca, Alfredo Ferreira, **Joaquim Jorge**, Computer-Aided Design (Elsevier), 41 (12), pp. 1067: 81, Dec. 2009
- J69. "Sketch-based modeling: A survey", Luke Olsen, Faramarz F. Samavati, Mario Costa Sousa and **Joaquim Jorge**, Computers & Graphics, Volume 33, Issue 1, February 2009, 85-103.
- J70. "Assessing Electromyographic Interfaces", Tiago Guerreiro and **Joaquim A. Jorge**, Journal of Virtual Reality and Broadcasting, Vol. 5 (12), 01/2009
- J71. "Evaluating Learning Support Systems Usability: An Empirical Approach", Maria A. Rentróia-Bonito, Tiago Guerreiro, André Martins, Vitor Fernandes, **Joaquim Jorge**, Communication & Cognition, Vol. 41, Nr. 1 & 2 ISSN: 0773-4182, 2008, 01/2009
- J72. "Analysis Domain Model for Shared Virtual Environments", Manuel Oliveira and Joel Jordan and Joao António Madeiras Pereira and **Joaquim Armando Pires Jorge** and Anthony Steed, International Journal of Virtual Reality, 8 (4): 1-30, 01/2009

- J73. "From Tapping to Touching: Making touch screens accessible to blind users", Guerreiro, T., Nicolau, H., Lagoá, P., Gonçalves, D., and **Jorge, J.**", IEEE Multimedia, Special Issue on Accessibility, Dec. 2008. <https://doi.org/10.1109/MMUL.2008.88>
- J74. "Assessing Electromyographic interfaces", Tiago Guerreiro and Joaquim Jorge, Journal of Virtual Reality and Broadcasting, Vol. 5 (12) 11 /200 8
- J75. "PC Clusters for Virtual Reality", Luciano P. Soares, Bruno Raffin and Joaquim A. Jorge *The International Journal of Virtual Reality*, 7 (1): pp.67-80, March 2008.
- J76. "IMPROVE: An innovative application for collaborative mobile mixed reality design review", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Céline Paloc, Iñigo Barandarian, Giuseppe Conti, Raffaele de Amicis, Martin Witzel, Oliver Machui, José M. Jiménez, Bruno Araujo, Joaquim Jorge and Georg Bodammer, International Journal on Interactive Design and Manufacturing, Springer Paris, ISSN 1955-2513 (Print) 1955-2505 (Online) , May, 2007 <https://doi.org/10.1007/s12008-007-0010-8>
- J77. "Motivation to e-Learn within Organizational Settings: an Exploratory Factor Structure", MA Bonito, J Jorge, Claude Gahoui, International Journal of Distance Education Technologies 4 (3), pp24-35, July-September 2006. DOI: 10.4018/jdet.2006070103
- J78. "An Integrated Evaluation Method for e-Learning: A Case Study", MA Rentroia-Bonito, F. Figueiredo, A. Martins, J. Jorge, and C. Ghaoui, International Journal of Distance Education Technologies (ITSE) 3 (1), Special Issue on Streaming Content Distribution Networks for e-Learning and e-Entertainment, Feb 2006. <https://doi.org/10.1108/17415650680000053>
- J79. "Adaptive Polygonization of Implicit Surfaces", Bruno Rodrigues de Araújo and Joaquim Jorge, Computers & Graphics (C&G) 29 (5), October 2005. <https://doi.org/10.1016/j.cag.2005.08.027>
- J80. "Pen-and-Ink for BlobTree Implicit Models", Kevin Foster, Pauline Jepp, Mario Costa Sousa, Brian Wyvill, Joaquim A. Jorge, Computer Graphics Forum, 24 (3), September 2005. <https://doi.org/10.1111/j.1467-8659.2005.00851.x>
- J81. "Content-Based Retrieval of Technical Drawings", Manuel Fonseca, Alfredo Ferreira Jr. and J Jorge, International Journal of Computer Applications in Technology (IJCAT) on "Models and methods for representing and processing shape semantics", March 2005. <https://doi.org/10.1504/IJCAT.2005.006467>
- J82. "Refereed Digital Publication of Computer Graphics Educational Materials", F. Figueiredo, J. Jorge, D. Eber, J. Jorge, in Computers & Graphics 28 (1), pp 119-124, February 2004. <https://doi.org/10.1016/j.cag.2003.10.013>
- J83. "Content-Based Retrieval Towards of Technical Drawings through High-Dimensional Indexing," M J. Fonseca and J. A Jorge, Computers and Graphics, 27 (1), p 61-69, February 2003. [https://doi.org/10.1016/S0097-8493\(02\)00244-3](https://doi.org/10.1016/S0097-8493(02)00244-3)
- J84. "Experimental Evaluation of an Online Scribble Recognizer", MJ Fonseca and Joaquim A Jorge, Pattern Recognition Letters Journal, v22 n12, pp 1311-1319 2001. [https://doi.org/10.1016/S0167-8655\(01\)00076-9](https://doi.org/10.1016/S0167-8655(01)00076-9)
- J85. "Marker-Making Using Automatic Placement of Irregular Shapes for the Garment Industry," C. Amaral, J. Bernardo, J. Jorge, in Computers & Graphics 1990 Vol. 14 pp. 41-46. [https://doi.org/10.1016/0097-8493\(90\)90007-K](https://doi.org/10.1016/0097-8493(90)90007-K)

Articles in archival publications

- L1. "Interaction Techniques for Immersive CT Colonography: A Professional Assessment", Daniel Simões Lopes, Daniel Medeiros, Soraia Figueiredo Paulo, Pedro Brasil Borges, Vitor Nunes, Vasco Mascarenhas, Marcos Veiga, Joaquim Armando Jorge, Springer LNCS - MICCAI 2018
- L2. "Blind People and Mobile Keypads: Accounting for Individual Differences", Tiago João Vieira Guerreiro, João Oliveira, João Benedito, Hugo Nicolau, Joaquim Jorge, Daniel Gonçalves. INTERACT (1) 2011: 65-82 (**best student paper award**)
- L3. "BrailleType: Unleashing Braille on Touch Screen Mobile Phone", João Oliveira, Tiago João Vieira Guerreiro, Hugo Nicolau, Joaquim A. Jorge, Daniel Gonçalves. INTERACT (1) 2011: 100-107.
- L4. "The Continuous Interaction Space: Interaction Techniques Unifying Touch and Gesture on and Above a Digital Surface", Nicolai Marquardt, Ricardo Jota, Saul Greenberg, Joaquim A. Jorge: INTERACT (3) 2011: 461-476
- L5. "Interactive Installations: Tales from the Trenches", Pedro Campos, Miguel Campos, Joaquim A. Jorge, INTERACT (4) 2011: 450-453
- L6. "Towards Mobile Touch Screen Including User Interfaces: Differences and Resemblances between Motor-Impaired and Able-Bodied Users", Hugo Nicolau, Tiago Guerreiro, Joaquim Jorge, and

- Daniel Gonçalves, In Proceedings of the 13th IFIP TC13 Conference on Human-Computer Interaction (INTERACT'11), Mobile Accessibility Workshop. Lisbon, Portugal, September, 2011
- L7. "Investigating the Effectiveness of Assistive Technologies on Situationally Impaired Users", David Lucas, Hugo Nicolau, Tiago Guerreiro, and Joaquim Jorge, In Proceedings of the 13th IFIP TC13 Conference on Human-Computer Interaction (INTERACT'11), Mobile Accessibility Workshop. Lisbon, Portugal, September, 2011
- L8. "Mnemonical Body Shortcuts for Interacting with Mobile Devices", Tiago Guerreiro, Ricardo Gamboa, Joaquim Jorge, *Advances in Gesture-Based Human-Computer Interaction and Simulation*, Miguel Sales Dias, Sylvie Gibet, Marcelo Wanderley (Eds), Springer LNCS 2009 vol. 5085, pp 261-271
- L9. "Representing and Parsing Sketched Symbols using Adjacency Grammars and a Grid-Directed Parser", Joan Mas, Joaquim A. Jorge, Gemma Sanchez, Josep Lladós, *Graphics Recognition: Recent Advances and New Opportunities (GREC2007 Post-Workshop Proceedings)*, Wenyin Liu, Josep Lladós and Jean-Marc Ogier (Eds), LNCS 5046 Springer 2008, pp 169-180.
- L10. "IMPROVE: Designing Effective Interaction for Virtual and Mixed Reality Environments", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, **Joaquim Jorge**, Martin Witzel, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Maylu Hafner, Don McIntyre, pp376-385 *Human-Computer Interaction. Interaction Platforms and Techniques*, Lecture Notes in Computer Science 4551, August, 2007, Springer.
- L11. "IMPROVE: Advanced Displays and Interaction Techniques for Collaborative Design Review", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, **Joaquim Jorge**, Martin Witzel, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Oliver Machui, Georg Bodammer, Jose Manuel Jimenez, Don McIntyre, *Virtual Reality*, Springer LNCS 4563, August 2007.
- L12. "IMPROVE: Collaborative Design Review in Mobile Mixed Reality", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, **Joaquim Jorge**, John Woods Pereira, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Oliver Machui, Georg Bodammer, Jose Manuel Jimenez, Don McIntyre, *Virtual Reality*, Springer LNCS 4563, August 2007.
- L13. "BloNo: A New Mobile Text-entry Interface for the Visually Impaired", Paulo Lagoá, Pedro Santana, Tiago Guerreiro, Daniel Gonçalves, Joaquim Jorge, in C. Stephanidis (Ed.): *Universal Access in HCI, Part II, HCII 2007*, LNCS 4555, pp. 908–917, 2007.
- L14. "Assisting Mold Quotation Through Retrieval of Similar Data", Manuel J. Fonseca, Elsa Henriques, Alfredo Ferreira, Joaquim A. Jorge, Rui Soares, Chapter in "Digital Enterprise Technology - Perspectives and Future Challenges", May 2007, Springer, ISBN 038749863X
- L15. "Generic Shape Classification for Retrieval", Manuel João Fonseca, Alfredo Ferreira and Joaquim A. Jorge, Springer Lecture Notes in Computer Science (LNCS, 3926), Wenyin Liu and Lladós, Josep (eds.) 2006.
- L16. "Tell Me a Story: Issues in the Design of Document Retrieval Systems," Daniel Gonçalves, Joaquim A Jorge, EHCI-DSVIS'2004 Conference, Hamburg, 11-13 July, 2004 Springer LNCS.
- L17. Retrieving Vector Graphics Using Sketches, Manuel Fonseca, Bruno Barroso, Pedro Ribeiro, and Joaquim A. Jorge, SmartGraphics 2004, Springer LNCS vol. 3031, pp 66-76, May 22-24, 2004, Banff, Canada.
- L18. Parametric Freehand Sketches, Second Technical Session on Computer Graphics and Geometric Modeling, Ferran Naya Sanchiz, Manuel Contero, Nuria Aleixo, Joaquim Jorge, TSCG'2004, Springer LNCS Volume 3044, pp. 613-621, Assisi, Italy, May 14-17, 2004.
-
- L19. "Smart Sketch System for 3D Reconstruction-Based Modeling", M Contero, Ferrán Sanchiz, Pedro Company, J. Jorge, SmartGraphics 2003, Andreas Butz et al (eds.), LNCS vol. 2733, pp 58-68, July 2003.
- L20. "An Integrated Courseware Usability Evaluation Method", Maria Alexandra Bonito, JA Jorge, KES'2003 - 7th International Conference on Knowledge-Based Intelligent Information & Engineering Systems, Oxford, England, Springer LNAI 2774, pp 208-214, September 2003.
- L21. Calligraphic Interfaces: Mixed Metaphors for Design, John P. Pereira, Joaquim A. Jorge, Vasco A. White, F. Nunes Ferreira, Springer LNCS 2844, Interactive Systems: Design, Specification and Verification, DSV-IS 2003 Proceedings, pp. 154-170, Funchal, Portugal, 4-6 June 2003.
- L22. "MIKE: The Multimodal Cinematographic Editor for Virtual Worlds", Joaquim Jorge, Bruno Araujo, Springer LNCS 2844, Interactive Systems: Design, Specification and Verification, DSV-IS 2003 Proceedings, pp 146-170, Funchal, Portugal, 4-6 June 2003

- L23. "An Empirical Study of Personal Document Spaces", Daniel Gonçalves, Joaquim Jorge, Springer LNCS 2844, Interactive Systems: Design, Specification and Verification, DSV-IS 2003 Proceedings, pp 46-60 Funchal, Portugal, 4-6 June 2003.
- L24. "CIGRO: a minimal instruction set calligraphic interface for sketch-based modeling", Manuel Contero, Ferrán Sanchiz, Joaquim Jorge, Julian Conesa, In Computational Science and Its Applications - ICCSA 2003, Springer LNCS Volume 2669 (Part III), pages 549- 558, 2nd International Workshop on Computer Graphics and Geometric Modeling, CGGM'2003, Montreal, Canada, 18-21 May, 2003.
-
- L25. Experimental Evaluation of a Trainable Scribble Recognizer for Calligraphic Interfaces, César Pimentel, MJ Fonseca and Joaquim Jorge, Springer LNCS, vol.2390, Graphics Recognition: Algorithms and Applications, pp. 81-91, September 2002.
- L26. "A Simple Approach to Recognize Geometric Shapes Interactively", Joaquim Jorge, Manuel J. Fonseca, Springer LNCS vol. 1941, Graphics Recognition: Recent Advances, p. 265-275, September 2000.

Books (author)

- B1. Digital Anatomy: Applications of Virtual, Mixed and Augmented Reality, Jean-François Uhl, Joaquim Jorge, Daniel Lopes, Pedro Campos, Springer HCIS Book Series 135, I-XIV,1-385, ISBN: 978-3-030-61904-6 DOI: <https://doi.org/10.1007/978-3-030-61905-3>
- B2. Collaboration Meets Interactive Spaces", Craig Anslow, Pedro Campos & Joaquim Jorge, Springer ISBN: 2017 978-3-319-45853-3, 2017
- B3. Sketch-based Interfaces and Modeling, Joaquim Jorge, Faramarz Famil Samavati, Springer, ISBN: 184882811X, 9781848828117, 2011
- B4. Implicit Curves and Surfaces: Mathematics, Data Structures and Algorithms, Gomes, AJP, Voiculescu, I., Jorge, J., Wyvill, B., Galbraith, C. Springer, ISBN: 978-1-84882-405-8, 03/2009

Scientific conference books and proceedings (Editor)

- CP1. Horace Ho-Shing Ip, Jean-Claude Paul, Qunsheng Peng, Jiaguang Sun, Bruno Levy, David Z Pan, Wenping Wang, Jun-Hai Yong, Hongbo Fu, **Joaquim A Jorge**, Bin Wang, Eugene Zhang, Oscar Kin-Chung Au, Proceedings, 18th International Conference on Computer Aided Design and Computer Graphics, Guangzhou, PRC, Hong Kong, 16 Nov 2013
- CP2. Carlos Duarte, Luis Carriço, Joaquim A. Jorge, Sharon L. Oviatt, Daniel Gonçalves: 17th International Conference on Intelligent User Interfaces, IUI '12, Lisbon, Portugal, February 14-17, 2012 ACM 2012
- CP3. Zhi-Qiang Liu, Joaquim A. Jorge, Zhigeng Pan, Xiaopeng Zhang, Oscar Kin-Chung Au, Weiming Dong (Eds.): Proceedings of the 10th International Conference on Virtual Reality Continuum and Its Applications in Industry, VRCAI 2011, Hong Kong, China, December 11-12, 2011. ACM, ISBN 978-1-4503-1060-4
- CP4. Pedro F. Campos, TC Nicholas Graham, Joaquim A. Jorge, Nuno Jardim Nunes, Philippe A. Palanque, Marco Winckler: Human-Computer Interaction - INTERACT 2011 - 13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings, Part I Springer 2011
- CP5. Pedro Campos, TC Nicholas Graham, Joaquim A. Jorge, Nuno Jardim Nunes, Philippe A. Palanque, Marco Winckler: Human-Computer Interaction - INTERACT 2011 - 13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings, Part II Springer 2011
- CP6. Pedro Campos, TC Nicholas Graham, Joaquim A. Jorge, Nuno Jardim Nunes, Philippe A. Palanque, Marco Winckler: Human-Computer Interaction - Interact 2011 - 13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings, Part III Springer 2011
- CP7. Pedro Campos, TC Nicholas Graham, Joaquim A. Jorge, Nuno Jardim Nunes, Philippe A. Palanque, Marco Winckler: Human-Computer Interaction - INTERACT 2011 - 13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings, Part IV Springer 2011
- CP8. Creativity and HCI: From Experience to Design in Education, Paula Kotzé, William Wong, Joaquim Jorge, Alan Dix and Paula Alexandra Silva (Eds.), IFIP International Federation for Information Processing, Springer Boston, Volume 289/2009, Nov. 2008.

- CP9. VISAPP and GRAPP 2006, CCIS 4, Jose Braz, Alpesh Ranchordas, Helder Araújo, and Joaquim Jorge (Eds.) © Springer-Verlag Berlin Heidelberg 2007. Compilation of selected articles.
- CP10. Sketch-Based Interfaces and Modeling 2007, Michiel van de Panne, Eric Saund, Joaquim Jorge, AK Peters, Natick, MA, USA © 2008, ISBN: 1568814011 9781568814018
- CP11. *Creativity3, Experience to Educate and Design - Proceedings of the BCS HCI 2007 International Educators Conference*, Paula Alexandra Silva, Alan Dix, Joaquim Jorge (eds), Aveiro, ISBN: 978-972-789-227-3, Aveiro, March 2007.
- CP12. *Sketch-Based Interfaces and Modeling Workshop Proceedings*, Tom Stahovich, Mario Costa Sousa and Joaquim Jorge (editors), Eurographics Symposium Proceedings, ISSN 1812-3503, September 2006.
- CP13. *Proceedings, GRAPP 2006 - First International Conference on Computer Graphics Theory and Applications*, ISBN 972-8865-39-2, José Braz, Joaquim Jorge, Miguel Dias and Aderito Marcos, Setúbal, Portugal, February 2006
- CP14. *Sketch-Based Interfaces and Modeling Workshop Proceedings*, Takeo Igarashi and Joaquim A Jorge (editors), Eurographics Symposium Proceedings, ISSN 1812-3503, August 2005.
- CP15. *Proceedings of 7th Eurographics Workshop on Multimedia*, Nuno Correia, Teresa Chambel, Joaquim Jorge, Zhigeng Pan (eds.), Eurographics Symposium Proceedings, October 2004.
- CP16. *Sketch-Based Interfaces and Modeling Workshop Proceedings*, John F. Hughes and Joaquim Jorge (editors), Eurographics Symposium Proceedings, ISSN 1812-3503, September 2004.
- CP17. *Interactive Systems: Design, Specification and Verification. Proceedings of DSV-IS 2003, Tenth Workshop on the Design Specification and Verification of Interactive Systems*, Joaquim Jorge, Nuno Jardim Nunes, João F and Cunha (eds.), Funchal, Madeira, 4-6 June 2003, Springer LNCS vol. 2844. Published October 2003.
- CP18. *Proceedings, CGE02 - Eurographics / SIGGRAPH Workshop on Computer Graphics Education*, J. Jorge, A. Chalmers, M. Mihrmedi (eds.), Bristol, UK, July 2002.
- CP19. *Proceedings of the EC / NSF Workshop on Universal Accessibility of Ubiquitous Computing: Providing for the Elderly*, ACM Press, May 2002, Joaquim A. Jorge, Rachele Heller, Richard Guedj (editors).
- CP20. *Multimedia 2001 Proceedings, 6th Eurographics Workshop on Multimedia*, J Jorge, Nuno Correia, Huw Jones, Meera Blattner, eds. Springer-Wien, December 2001.

Book Chapters

- BC1. Tridimensional Vectorial Modeling of the Human Body From Anatomical Slices: A New VR Learning Tool for Students, Jean François Uhl, Vincent Delmas, Rodolphe Burgade, Guillermo Daniel Prat, Barbara Constanza Lorea, Camillo Ruiz, Joaquim Armando Jorge, Technological Adoption and Trends in Health Sciences Teaching, Learning, and Practice, IGI Global 2022
- BC2. Introduction to Digital Anatomy, J Jorge, Digital Anatomy, 1-10, 2021
- BC3. A Tool for Collaborative Anatomical Dissection, ER Zorzal, M Sousa, D Mendes, SF Paulo, P Rodrigues, J Jorge, Digital Anatomy, 41-58, Mar 2021
- BC4. 3D Reconstruction from CT Images Using Free Software Tools, SF Paulo, DS Lopes, J Jorge, Digital Anatomy, 135-157, 2021
- BC5. From Anatomical to Digital Dissection: A Historical Perspective Since Antiquity Towards the Twenty-First Century, V Delmas, JF Uhl, PF Campos, DS Lopes, J Jorge, Digital Anatomy, 11-39
- BC6. Interoperable Intelligent Tutoring Systems as SCORM Learning Objects, Gustavo Soares Santos¹, Joaquim Jorge in Intelligent and Adaptive Educational-Learning Systems: Achievements and Trends, Smart Innovation, Systems and Technologies, v17 Springer, 2013
- BC7. Sketch-based Modeling and Assembling with Few Strokes, Aaron Severn, Faramarz F. Samavati, Joseph J. Cherlin, Mario Costa Sousa, in Sketch-based Interfaces and Modeling, J. Jorge and F. Samavati (eds.), Springer, 2011
- BC8. Sketch-Based Retrieval of Vector Drawings, Manuel J. Fonseca, Alfredo Ferreira, Joaquim A. Jorge, in Sketch-based Interfaces and Modeling, J. Jorge and F. Samavati (eds.), Springer, 2011
- BC9. Preface - Creativity and HCI: From Experience to Design in Education, Paula Kotzé, William Wong, Joaquim Jorge, Alan Dix and Paula Silva Alexandra, in Creativity and HCI: From Experience to Design in Education, Paula Kotzé, William Wong, Joaquim Jorge, Alan Dix and Paula Alexandra Silva (Eds.), IFIP International Federation for Information Processing Series, Boston Springer, Volume 289, Nov. 2008.
- BC10. Conceptual Design and Prototyping to Explore Creativity, Manuel J. Fonseca, Joaquim A. Jorge, Mario R. Gomes, Daniel Gonçalves and Marco Vala, in Creativity and HCI: From Experience

to Design in Education, Paula Kotzé, William Wong, Joaquim Jorge, Alan Dix and Paula Alexandra Silva (Eds.), IFIP International Federation for Information Processing Series, Boston Springer, Volume 289, Nov. 2008.

- BC11. “Sketch-Based Interfaces for Parametric Modeling”, Ferran Naya, Manuel Contero, Joaquim A. Jorge, in *Advances in Human-Computer Interaction* Aleksandar Lazinica (ed.), ISBN 978-3-902613-38-7, I-Tech Education and Publishing, 2008.
- BC12. “Motivation to e-Learn: a quantitative design technique”, Maria Alexandra Bonito, Joaquim A Jorge, Claude Ghaoui, *Strategic Applications of Distance Learning Technologies*, Vol 2. *Advances in Distance Education Series*, Idea Group 2008.
- BC13. “Emotions in e-Learning Environments: An Exploratory Analysis”, M Alexandra Bonito, C Gahoui, Joaquim Jorge, *Encyclopedia of Networked and Virtual Organizations*, Idea Group Publishing, 2007.
- BC14. “An Overview of an Evaluation Framework for e-Learning”, M Alexandra Bonito, Joaquim Jorge, C Gahoui, in “*Encyclopedia of HCI*”, Claude Gahoui (ed), pp 441-450, Idea Group Publishing, 2005.
- BC15. “Just-in-Time Approach to Learning: Arguing the Case for Cost-Effective Knowledge Dissemination Knowledge-Based Virtual Education”, Maria Alexandra Rentróia-Bonito, Jose Manuel Tribolet, Joaquim Armando Pires Jorge and Claude Ghaoui, in *Knowledge-Based Virtual Education*, Ghaoui, Jain (eds.), Book Series : *Studies in Fuzziness and Soft Computing*, Volume 178/2005, pp 1-22, Springer-Verlag, January 2005.
- BC16. “Modeling for E-Learning Systems,” Maria Rentróia-Bonito and Joaquim Jorge, *Encyclopedia of Information Science and Technology*, Idea Group, ISBN: 1-59140-553-X, January 2005.
- BC17. “Toward Predictive Models for e-Learning: What Have We Learned So Far?”, Maria Alexandra Bonito, Joaquim A Jorge, in *E-Education Applications: Human Factors and Innovative Approaches*, Idea Group Publishing, Hershey, PA, Claude Ghaoui, ed. February 2004.

Special issues of scientific journals

- SI1. Preface Message from the Program Chairs and Guest Editors, M Marchal, JL Gabbard, J Jorge, TW Kühlen, A Steed, *IEEE TRANSACTIONS ON VISUALIZATION AND COMPUTER GRAPHICS* 26 (5), VI-VI, 2021
- SI2. Eurographics 2016 Conference Proceedings, Joaquim Jorge and Ming C. Lin, *Computer Graphics Forum*, 35 (2) May 2016
- SI3. “Special Issue on Virtual, Augmented, and Mixed Reality Applications”, Alberto B. Raposo, Joaquim AP Jorge, *SBC Journal on 3D Interactive Systems*, Jan. 2013. <http://seer.ufrgs.br/jis/issue/view/1975>
- SI4. “Special Issue on Virtual Environments,” Roger Hubbard, Joaquim Jorge and Ming Lin, guest editors, *Computers and Graphics Journal*, 31 (1), Elsevier, in January of 2007.
- SI5. Sketch-Based Interfaces and Modeling, Joaquim A Jorge and Brian Wyvill, guest editors, *Special Issue of Computers & Graphics Journal*, 29 (6), Elsevier, December 2005.
- SI6. “Calligraphic Interfaces: Towards a New Generation of Interactive Systems,” Joaquim A Jorge, Ephraim P. Glinert, Guest Editors, *Special Issue of Computers & Graphics Journal*, 24 (6), Elsevier, December 2000.

Papers presented to international peer-reviewed conferences

- IC1. Peres, B., Noronha, H., Lopes, D.S., Jorge, J., Campos, P.F. (2023). “I Miss Going to that Place”: The Impact of Watching Nature Videos on the Well-Being of Informal Caregivers. In: Abdelnour Nocera, J., Kristín Lárusdóttir, M., Petrie, H., Piccinno, A., Winckler, M. (eds) *Human-Computer Interaction – INTERACT 2023*. INTERACT 2023. *Lecture Notes in Computer Science*, vol 14145. Springer, Cham. https://doi.org/10.1007/978-3-031-42293-5_2
- IC2. João Simões, Anderson Maciel, Catarina Moreira, Joaquim Jorge, SPARC: Shared Perspective with Avatar Distortion for Remote Collaboration in VR, *Computer Graphics International*, July 2024
- IC3. Comparing Visual Search Patterns in Chest X-Ray Diagnostics. Catarina Moreira, Diogo Miguel Alvito, Sandra Costa Sousa, Isabel Maria Gomes Blanco Nobre, Chun Ouyang, Regis Kopper, Andrew Duchowski, and Joaquim Jorge. 2023. In *Proceedings of the 2023 Symposium on Eye Tracking Research and Applications (ETRA '23)*. Association for Computing Machinery, New York, NY, USA, Article 4, 1–6. <https://doi.org/10.1145/3588015.3588403>

- IC4. C. G. Fidalgo et al., "MAGIC: Manipulating Avatars and Gestures to Improve Remote Collaboration," 2023 IEEE Conference Virtual Reality and 3D User Interfaces (VR), Shanghai, China, 2023, pp. 438-448, doi: 10.1109/VR55154.2023.00059
- IC5. M. Negrão, J. Jorge, J. Vissoci, R. Kopper and A. Maciel, "Exploring Affordances for AR in Laparoscopy," 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Shanghai, China, 2023, pp. 147-151, doi: 10.1109/VRW58643.2023.00037.
- IC6. J. Serras et al., "Development of an Immersive Virtual Colonoscopy Viewer for Colon Growths Diagnosis," 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Shanghai, China, 2023, pp. 152-155, doi: 10.1109/VRW58643.2023.00038.
- IC7. A. Taweel, J. Jorge, A. Maciel, J. R. N. Vissoci and R. Kopper, "SURVIVRS: Surround Video-Based Virtual Reality for Surgery Guidance," 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Shanghai, China, 2023, pp. 191-195, doi: 10.1109/VRW58643.2023.00047.
- IC8. A. Luís et al., "Integrating Eye-Gaze Data into CXR DL Approaches: A Preliminary study," 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Shanghai, China, 2023, pp. 196-199, doi: 10.1109/VRW58643.2023.00048.
- IC9. G. Riva, W. Dores, A. Damasio, D. G. Cacione, J. Jorge and E. Zorzal, "Virtual Reality applied to medical education and training on Diabetic Foot," 2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Shanghai, China, 2023, pp. 174-177, doi: 10.1109/VRW58643.2023.00043.
- IC10. Jiaheng Wang, Craig Anslow, Simon James Robertson Mccallum, Brian Robinson, Daniel Medeiros, and Joaquim Jorge. 2022. VR Games for Chronic Pain Management. In Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology (VRST '22). Association for Computing Machinery, New York, NY, USA, Article 4, 1–11. <https://doi.org/10.1145/3562939.3565624>
- IC11. Estimating Body Shapes from Measurements, Margarida Lima, Joaquim Armando Pires Jorge, Joao Madeiras Pereira, 17th International Conference on Computer Graphics Theory and Applications, Jan 2022
- IC12. Promoting Reality Awareness in Virtual Reality through Proxemics, D Medeiros, R dos Anjos, N Pantidi, K Huang, M Sousa, C Anslow, J Jorge, 2021 IEEE Virtual Reality and 3D User Interfaces (VR), 21-30
- IC13. Safe Walking in VR, M Sousa, D Mendes, J Jorge, VRCAI-The 17th International Conference on Virtual-Reality Continuum and its Applications, Brisbane, Australia, Nov 2019
- IC14. FEETICHE: FEET Input for Contactless Hand gEsture Interaction, D Lopes, F Relvas, S Paulo, Y Rekik, L Grisoni, J Jorge, VRCAI-The 17th International Conference on Virtual-Reality Continuum and its Applications, Brisbane, Australia, Nov 2019
- IC15. Dynamic Occlusion Handling for Real-Time AR Applications J Jorge, RKD Anjos, R Silva, VRCAI-The 17th International Conference on Virtual-Reality Continuum and its Applications, Brisbane, Australia, Nov 2019
- IC16. Negative Space: Workspace Awareness in 3D Face-to-Face Remote Collaboration, M Sousa, D Mendes, RK Anjos, DS Lopes, J Jorge, VRCAI-The 17th International Conference on Virtual-Reality Continuum and its Applications, Brisbane, Australia, Nov 2019
- IC17. Adventures in Hologram Space: Exploring the Design Space of Eye-to-eye Volumetric Telepresence, RK Anjos, M Sousa, D Mendes, D Medeiros, M Billinghurst, C Anslow, 25th ACM Symposium on Virtual Reality Software and Technology, 1-5, Sydney, Australia, Nov 2020
- IC18. Warping Deixis: Distorting Gestures to Enhance Collaboration, M Sousa, Angels RK, D Mendes, M Billinghurst, J Jorge, ACM SIGCHI 2019
- IC19. Keep my head on my shoulders! Why third-person is bad for navigation in VR, Daniel Medeiros, Rafael Angels, Daniel Mendes, João Pereira, Alberto Raposo, Joaquim Jorge, VRST '18 : Proceedings of the 24 th ACM Symposium on Virtual Reality Software and Technology, Tokyo, Japan, Nov 2018
- IC20. Interaction Techniques for Immersive CT Colonography: A Professional Assessment, Daniel Lopes, Daniel Medeiros, Soraia Paulo, Pedro Borges, Vitor Nunes, Vasco Mascarenhas, Marcos Veiga, Joaquim Jorge, International Conference on Medical Imaging and Computer-Assisted Intervention (MICCAI), 2018 - VCBM 2018, Granada, Spain, September 2018
- IC21. 3D Reconstruction of CT Colonography Models for VR / AR Applications using Free Software Tools, SF Paulo Figueiredo, JA Jorge, DS Lopes, MICCAI, Granada, Spain Sep 2018

- IC22. Using custom transformation axes for mid-air manipulation of 3D virtual objects, Daniel Mendes, Mauricio Sousa, Rodrigo Lorena, Alfredo Ferreira, Joaquim Jorge, VRST '17: Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology, Gothenburg, Sweden, Nov 2017
- IC23. “Creepy Tracker Toolkit for Context-aware Interfaces”, Mauricio Sousa, Daniel Mendes, Rafael Kuffner Dos Anjos, Daniel Medeiros, Alfredo Ferreira, Alberto Raposo, Joao Madeiras Pereira and **Joaquim Jorge**, ACM International Conference on Interactive Surfaces and Spaces, pp 191- 200, ACM Press Oct, 2017
- IC24. “VRRRRRoom: Virtual Reality for Radiologists in the Reading Room”, Mauricio Sousa, Daniel Mendes, Soraia Paulo, Nuno Matela, Joaquim Jorge & Daniel S Lopes, ACM CHI 2017, Denver May 2017
- IC25. “PRECIOUS! Out-of-Reach Selection using Iterative Refinement in VR”, D Mendes, D Medeiros, E Lamb, M Sousa, Ferreira, J Jorge, 2017 IEEE Symposium on 3D User Interfaces (3DUI), S Francisco, USA March 2017.
- IC26. “Mid-Air Modeling with Boolean Operations in VR”, D Mendes, D Medeiros, M Sousa, R Ferreira, A Raposo, A Ferreira, J Jorge, 2017 IEEE Symposium on 3D User Interfaces (3DUI), San Francisco, USA March 2017.
-
- IC27. “Talaria: Continuous Drag & Drop on a Wall Display”, H Rateau, Y Rezik, L Grisoni, J Jorge, ACM Interactive Spaces and Surfaces Conference, Niagara Falls, CA, Nov 2016
- IC28. “Perceiving Depth: Optical versus Video See-through”, D Medeiros, M Sousa, D Mendes, A Raposo, J Jorge, ACM Virtual Reality Software Technology (VRST) 2016, Munich, Nov 2016
- IC29. “The Benefits of DOF Separation in Mid-air 3D Object Manipulation”, D Mendes, F Relvas, Alfredo Ferreira, J Jorge, ACM VRST 2016, Munich, Nov 2016
- IC30. “Effects of speed and transitions on Target-based travel techniques”, D Medeiros, E Lamb, D Mendes, M Sousa, The Fox, The Ferreira, J Jorge, ACM VRST 2016, Munich, Nov 2016
- IC31. “SleeveAR: Augmented Reality for Rehabilitation using Realtime Feedback”, Mauricio Sousa, Joao Vieira, Daniel Medeiros, Artur Arsenio, Joaquim Jorge, ACM IUI March 2016
- IC32. “From Τέκτων to Τέχνη : Going Back to the Classical Roots of Architecture using Virtual Reality“, D Mateus, M Sousa, R de Klerk, S Gama, JA Jorge, J Duarte, eCAADE 2015, Vienna, Sep 2015
- IC33. “Eery Space: Facilitating Virtual Meetings Through Remote Proxemics”, Antonio Sousa, Daniel Mendes, Alfredo Ferreira, Joao Pereira, Joaquim Jorge, INTERACT 2015, Bamberg, Germany, Sep 2015
- IC34. “Efficient Grid Construction on Streaming Architectures”, J Costa, J Pereira, J Jorge Computer Graphics International, June 2015
- IC35. “Physio @ Home: Exploring visual guidance and feedback techniques for physiotherapy exercises”, Richard Tang, Anthony Tang, Xing-Dong Yang, Scott Bateman, Joaquim Jorge, ACM CHI 2015, Seoul Korea.
- IC36. “Relating Gaming Habits with Student Performance in a Gamified Learning Experience”, Gabriel Barata, Sandra Gama, Joaquim Jorge and Daniel Gonçalves, In Proceedings of the 1st Symposium on Computer-Human Interaction in Play, CHI Play '14 Toronto. 19-22 Oct 2014. ACM Press.
- IC37. “Interactive Two-Sided Transparent Displays: Designing for Collaboration”, Jiannan Li, Saul Greenberg, Ehud Sharlin, Joaquim Jorge, In Proc. ACM Conference on Interactive Designing Systems - ACM DIS'2014. (Vancouver, Canada), June 21-25 2014.
- IC38. “Let's Kick It: How to Stop Wasting the Bottom Third of Your Large Screen Display”, Ricardo Jota, Pedro Lopes, Daniel Wigdor, Joaquim Jorge, CHI 2014, April 2014
- IC39. “Physio @ Home: Design explorations to support movement guidance”, R Tang, H Alizadeh, A Tang, S Bateman, JAP Jorge, CHI 2014 Extended Abstracts, 1651-1656
- IC40. “Mid-air interactions above stereoscopic interactive tables”, Daniel Mendes, Fernando Fonseca, Bruno Araujo, Alfredo Ferreira, Joaquim Jorge, 3DUI 2014, Mar. 2014
- IC41. “ThumbCam: Returning to Single Touch Interactions to Explore 3D Virtual Environments”, “Daniel Mendes, Maurício Sousa, Alfredo Ferreira, Joaquim Jorge, Proceedings of the Ninth ACM International Conference on Interactive Tabletops and Surfaces pp 403-408 2014
- IC42. Efficient Rectilinear Grids for Real-time Ray Tracing, Vasco Costa, Joao M Pereira, Joaquim A Jorge, EGSR 2014, 2014
- IC43. “Improving Participation and Learning with Gamification”, Gabriel Barata, Sandra Gama, Daniel Gonçalves, J Jorge, Gamification 2013, Stanford, Ontario, CA, 2-4 October 2013

- IC44. "A New Approach to Walking in Place", Luís Bruno, João Pereira, Joaquim Jorge, Interact2013, South Africa, Sep. 2013
- IC45. Engaging Engineering Students with Gamification, Gabriel Barata, Sandra Gama, Daniel Gonçalves, J Jorge, 5th International Conference on Games and Virtual Worlds for Serious Applications (VS-Games 2013), Bournemouth, UK, September 11-13 2013. (BEST PAPER AWARD)
- IC46. "Atomic and Molecular Intelligent Tutoring Systems - The New Architecture for Intelligent and Interoperable Open Educational Resources", Gustavo Santos and Joaquim Jorge, IEEE International Conference on Advanced Learning Technologies, July 2013. Beijing, China
- IC47. "3D mid-air manipulation techniques above stereoscopic tabletops", Fernando Fonseca, Daniel Mendes, Bruno Araujo, Alfredo Ferreira, Joaquim Jorge, Workshop on Interactive Surfaces for Interaction with Stereoscopic 3D, ITS2013, October 2013
- IC48. "Fast Compression of Meshes for Ray-Tracing GPU", Vasco Costa, Joao Pereira and Joaquim A Jorge, WSCG 2013, Plzen Czech Republic, June 2013
- IC49. "Elderly Text-Entry Performance on Touchscreens", Hugo Nicolau and Joaquim Jorge, ASSETS 2012, Boulder, Colorado, 22-24 October 2012
- IC50. "Combining Virtual Environments and Direct Manipulation for Architectural Modeling", Bruno Araujo, Joaquim Jorge, José Duarte, ECAADe 2012, September 2012
- IC51. "A Web-Based Application to Address Individual Interests of Children with Autism Spectrum Disorders", Margarida Silva, Tiago Guerreiro, Daniel Gonçalves, Hugo Silva, DSAI 2012: 4th International Conference on Software Development for Enhancing Accessibility and Fighting Info-exclusion, Douro, Portugal, July 2012
- IC52. "Mockup Builder: 3D Modeling Direct On and Above the Surface Interaction in the Continuous Space", Bruno Araújo, Joaquim A. Jorge, Géry Casiez, Graphics Interface, Toronto, CA, May 2012
- IC53. "On Modeling and Above the Stereoscopic Multitouch Display", Bruno Araújo, Joaquim A. Jorge, Géry Casiez, Martin Hachet, 3DCHI Workshop, Austin, Texas, May, 2012
- IC54. "Touch Typing using Thumbs: Understanding the Effect of Mobility and Hand Posture", Hugo Nicolau, and Joaquim Jorge, In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'12). Austin, Texas, May, 2012
- IC55. "I, the Device: Observing Human Aversion from an HCI Perspective", Ricardo Jota, Pedro Lopes and Joaquim Jorge, In Alt.CHI Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'12). Austin, Texas, May, 2012
- IC56. "Towards an Immersive Interface for 3D Object Retrieval", Pedro B. Pascoal, Alfredo Ferreira, Joaquim A. Jorge, 3DOR 2012, pp 51-54, Eurographics Cagliari, Italy
- IC57. "Mockup Builder: 3D Modeling Direct On and Above the Surface Interaction in the Continuous Space", Bruno Araújo, Joaquim A. Jorge, Géry Casiez, Graphics Interface, Toronto, CA, May 2012
- IC58. On Modeling and Above the Stereoscopic Multitouch Display, Bruno Araújo, Joaquim A. Jorge, Géry Casiez, Martin Hachet, 3DCHI Workshop, Austin, Texas, May, 2012
- IC59. "Touch Typing using Thumbs: Understanding the Effect of Mobility and Hand Posture", Hugo Nicolau, and Joaquim Jorge, In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'12). Austin, Texas, May, 2012
- IC60. "I, the Device: Observing Human Aversion from an HCI Perspective", Ricardo Jota, Pedro Lopes and Joaquim Jorge, In Alt.CHI Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI'12). Austin, Texas, May, 2012
- IC61. "Im-O-Ret: Immersive Object Retrieval", Pedro B Pascoal and Alfredo Ferreira an Joaquim Armando Pires Jorge, IEEE VR, pp. 121-122, IEEE CS Press, Costa Mesa, CA, Mar. 2012
- IC62. "Augmenting touch interaction through acoustic sensing" Pedro Lopes, Ricardo Jota, Joaquim Jorge, ITS '11 Proceedings of the ACM International Conference on Interactive Tabletops and Surfaces, Kobe, Japan, Nov. 2011
- IC63. "Blind People and Mobile Touch-based Text-Entry: Acknowledging the Need for Different Flavors" (BEST STUDENT PAPER AWARD), João Oliveira, Tiago Guerreiro, Hugo Nicolau, Joaquim Jorge, Daniel Gonçalves, Proceedings of ASSETS 2011 - 13th International ACM SIGACCESS Conference on Computers and Accessibility. Dundee, Scotland, October, 2011
- IC64. When form really follows function - Developing the prototype of a responsive exhibition pavilion, Luis Quelhas Marques, Jose Pinto Duarte, Joaquim Jorge, 29th eCAADe Conference Proceedings / ISBN 978-9-4912070-1-3, University of Ljubljana, Slovenia, pp..619-627, September 24, 2011.

- IC65. Pedro Campos, Miguel Campos, João Pestana, Joaquim A. Jorge: Studying the Role of Interactivity in Museums: Designing and Comparing Multimedia Installations. HCI International 2011, Orlando, FL, USA, July 9-14, 2011: 155-164
- IC66. "Combining bimanual manipulation and pen-based input for 3D modeling", Pedro Lopes, Daniel Mendes, Bruno Araujo, Joaquim A. Jorge, EG / SBIM 2011, Vancouver 15-22
- IC67. "Studying the Role of Interactivity in Museums: Designing and Comparing Multimedia Installations.", Pedro Campos, Miguel Campos, Joao Pestana, Joaquim A. Jorge: HCI (3) 2011: 155-164, Orlando, USA; 2011
- IC68. Understanding Individual Differences: Towards Effective Mobile Interface Design and Adaptation for the Blind, Tiago Guerreiro, Hugo Nicolau, Joao Oliveira, Joaquim Jorge, and Daniel Gonçalves, In Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI'11), Dynamic Accessibility Workshop. Vancouver, Canada, May, 2011
- IC69. "Towards accessible touch interfaces", Tiago João Guerreiro, Hugo Nicolau, Joaquim A. Jorge, Daniel Gonçalves, ASSETS 2010: 19-26, 20 10
- IC70. "Assessing mobile touch screen interfaces for tetraplegics", Tiago Guerreiro, Hugo Nicolau, Joaquim Jorge, Daniel Gonçalves, Mobile HCI 2010: 12th International Conference on Human-Computer Interaction with Mobile Devices and Services, Lisbon, Portugal, September / 2010
- IC71. "A Narrative-Based Alternative to Tagging", Nuno Tomás, Tiago Guerreiro, Joaquim Jorge, Daniel Gonçalves, HyperText 2010: 21st ACM Conference on Hypertext and Hypermedia, Toronto, Canada, 06/2010
- IC72. "A comparison of ray pointing techniques for very large displays", Ricardo Jota, Miguel A. Nacenta, Joaquim A. Jorge, M. Sheelagh T. Carpendale, Saul Greenberg: Graphics Interface 2010, Proceedings of the Graphics Interface 2010 Conference, May, 31 - June 02, 2010, Ottawa, Ontario, Canada 269-276
- IC73. "Proficient blind users and mobile text-entry", Hugo Nicolau, Tiago Guerreiro, Daniel Gonçalves, Joaquim Jorge, European Conference on Cognitive Ergonomics (ECCE 2010), Delft, The Netherlands, 25-27 Aug 2010
- IC74. "Multi-Level Hashed Grid Construction Methods", Vasco Costa, Joao Pereira, Joaquim Jorge, WSCG10 18th International Conference on Computer Graphics, Visualization and Computer Vision'2010, Plzen, Czech Republic, 02/2010
- IC75. Tiago Guerreiro, Joaquim Jorge, Daniel Gonçalves, ECCE 2010, Delft, The Netherlands, 25-27 Aug 2010 "Identifying the individual ingredients for a (non) successful non-visual mobile experience"
- IC76. "Laying the Groundwork for Assisted Rehabilitation", Rita Pereira, Tiago Guerreiro, Hugo Nicolau, Daniel, Gonçalves, Joaquim Jorge, ECCE 2010, Delft, The Netherlands, 25-27 Aug 2010
- IC77. "An Approach to Predictive Evaluation for Users with Special Needs", Andreia Valada Artifice, João Brisson Lopes, Joaquim A. Jorge, Manuel J. Fonseca, Second IASTED International Conference on Telehealth and Assistive Technology (TAT 09), Cambridge, USA, 2009/2009
- IC78. "NavTap: A Long-Term Study with Excluded Blind Users", Tiago Guerreiro, Hugo Nicolau, Joaquim Jorge and Daniel Gonçalves, ASSETS 2009 - Eleventh International ACM SIGACCESS Conference on Computers and Accessibility, Pittsburgh, USA, October, 2009
- IC79. "Style Nodes and Repolygonization for Tree-Based Implicit Surface Modeling", Pauline Jepp, Bruno Rodrigues De Araujo, Joaquim Jorge, Brian Wyvill, and Mario Cost a Sousa, EG Symposium on Computational Aesthetics 2009, Victoria, BC, Canada.
- IC80. "Bobby: How to Guide a Blind Person", Hugo Nicolau, Tiago Guerreiro and Joaquim Jorge, CHI'2009 Work-in-Progress program, Boston, April 2009
- IC81. "A comparative study of interaction metaphors for large-scale displays", Ricardo Jota, Joaquim A. Jorge, CHI'2009 Work-in-Progress program, Boston, April 2009
- IC82. "Edition: The Collaborative Calligraphic Tool to Manage Virtual Environments", Alfredo Ferreira, Marco Vala, G. Raimundo, João Madeiras Pereira, Joaquim A. Jorge, Ana Paiva, Proceedings of the VL / HCC Workshop on Sketching Tools for Diagramming, Herrsching am Ammersee, Germany, September 2008
- IC83. "Mnemonic Body Shortcuts: Improving Mobile Interaction", Tiago Guerreiro, Ricardo Gamboa, Joaquim Jorge, European Conference on Cognitive Ergonomics (ECCE08), Madeira, September 2008.
- IC84. "Mobile Text-Entry Models for People with Disabilities", Tiago Guerreiro, Pedro Santana, Joaquim Jorge, European Conference on Cognitive Ergonomics (ECCE08), Madeira, September 2008.

- IC85. "NavTap and BrailleTap: Non-Visual Texting Interfaces", Tiago Guerreiro, Daniel Gonçalves, Paulo Lagoá, Pedro Santana and J Jorge, RESNA'08 Annual Conference, 26-30 Jun 2008, Arlington, VA
- IC86. "Agrafo: A Visual Interface for Grouping and Browsing Digital Photos", João Mota, Manuel J Fonseca, Daniel Gonçalves, Joaquim Jorge, Demo Paper accepted for submission will AVI 2008, 28-30 May 2008 - Naples, It Alia.
- IC87. "A Taxonomy of Modeling Techniques using Sketch-based Interfaces", L. Olsen, M. Costa Sousa, FF Samavati and Joaquim A. Jorge, State of the Art Report, Eurographics'08, Crete, Greece, April 2008.
- IC88. "RealFind: Managing Personal Items in the Physical World", Leonel Camara, Daniel Gonçalves, Tiago Guerreiro, Joaquim A Jorge, ACM CHI 2008, Florence, Italy, April 2008
- IC89. "Suggestive Contours over Point-Set Implicits", João Proença, Mário Costa Sousa and Joaquim Jorge, GRAPP - 3rd International Conference on Computer Graphics Theory and Applications, 22 - 25 January, 2008 Funchal, Madeira - Portugal.
- IC90. "In Search of Personal Information: Narrative-Based Interfaces", Daniel Gonçalves, Joaquim Jorge, IUI'08 - ACM Conf. On Intelligent User Interfaces, Spain, 16-18 January 2008.
- IC91. Braille Matrix, Pedro Santana, Tiago Guerreiro, Joaquim Jorge, Proceedings of DSAI 2007 - International Conference on Software Development for Enhancing Accessibility and Fighting Info-exclusion, Vila Real, Portugal, November 2007
- IC92. "An Extensible Middleware Framework for Multimodal Interfaces in Distributed Environments", Vitor MN Fernandes, Tiago Guerreiro, Bruno Rodrigues De Araujo, Joao Madeiras Pereira, Joaquim A. Jorge, 9th International Conference on Multimodal Interfaces (ICMI 2007), IEEE CS Press, Nagoya, Japan, November 2007.
- IC93. "Issues in capturing the classroom experience: Lessons from the trenches", André Martins, Maria Rentróia-Bonito, Tiago Guerreiro, Joaquim Jorge, Proceedings of the ICEE 2007 - International Conference on Engineering Education, Coimbra, Portugal, September 2007.
- IC94. "Sampling Point-Set Implicits", João Proença, Jo here Jorge, Mario Costa Sousa, IEEE / Eurographics Symposium on Point-Based Graphics, September 2007, Prague.
- IC95. "Using Autobiographical Information to Retrieve Real and Electronic Documents", Daniel Gonçalves, Tiago Guerreiro, Renata Marin, Joaquim Jorge, HCI International 2007, Beijing, PRC, July 2007.
- IC96. "IMPROVE: Designing Effective Interaction for Virtual and Mixed Reality Environments", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, Joaquim Jorge, Martin Witzel, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Maylu Hafner, Don McIntyre, HCI International 2007, Beijing, PRC, July 2007.
- IC97. "IMPROVE: Collaborative Design Review in Mobile Mixed Reality", Pedro Santos, André Stork, Thomas Gierlinger, Alain Pagani, Bruno Araujo, Ricardo Jota, Luis Bruno, Joaquim Jorge, John Woods Pereira, Giuseppe Conti, Raffaele DeAmicis, Inigo Barandarian, Celine Paloc, Oliver Machui, Georg Bodammer, Jose Manuel Jimenez, Don McIntyre, HCI International 2007, Beijing, PRC, July 2007.
- IC98. "Composition Principles for Quality Depiction and Aesthetics", Vera Rivotti, Joao Proença, Joaquim Jorge, Mario Costa Sousa, International Symposium on Computational Aesthetics in Graphics, Visualization, and Imaging, 20-22 June, 2007, Banff, Alberta, Canada.
- IC99. "Mobile Interaction Based on the Human Gesture Analysis", Ricardo Gambôa, Tiago Guerreiro and Joaquim Jorge, ISHF 2007 - International Symposium on Measurement Analysis and Modeling of Human Functions, June 14-16, Cascais.
- IC100. "Automatic Color Calibration for Commodity Multi-projection Display Walls", Luciano P Soares, Ricardo Jota, Joaquim Jorge, Bruno Araujo, X Symposium on Virtual and Augmented Reality - SVR 2007, Petrópolis, RJ, Brazil, 28 May - 1 June, 2007.
- IC101. "Fostering Creativity through Conceptual Design", Manuel João Fonseca, Joaquim A. Jorge, Mario Rui Gomes, Daniel Gonçalves and Marco Vala, *Proceedings of the International Conference on Human-Computer Interaction Educators* (HCIed'07), Aveiro, Portugal, March 2007.
- IC102. "Fostering the CG Online Community", Frederico Figueiredo, Joaquim Jorge, Frank Hanisch, Coleen Case, WEBIST - IADIS International Conference Web Based Communities, Barcelona, Spain 3-6 March 2007.
- IC103. "Collaborative Visualization of Sensor Data Through a Subscription Based Architecture", M. Witzel, M. Andreolli, G. Conti, R. DeAmicis, B. De Araujo, R. Jota and J. Jorge, Eurographics Italian Chapter annual event, February 2007

- IC104. "IMPROVE: An innovative application for collaborative mobile mixed reality design review", André Stork, Pedro Santos, Thomas Gierlinger, Alain Pagani, Céline Paloc, Iñigo Barandarian, Giuseppe Conti, Raffaele deAmicis, Martin Witzel, Oliver Machui, Jose M. Jiménez, Bruno Araújo, Joaquim Jorge, Georg Bodammer, Virtual Concept 2006, Playa Del Carmen, Mexico, 26 Nov - 1 Dec, 2006
- IC105. "Retrieving Data by Similarity: a Mould Quotation Tool", Manuel João Fonseca, Elsa Henriques, Alfredo Ferreira, Joaquim Jorge, Rui Soares, DET'2006, 3rd International Conference on Digital Enterprise Technology, Setúbal, 18-20 September 2006.
- IC106. Evaluating Learning Support Systems Usability: An Empirical Approach, Alexandra Rentróia, André Martins, Tiago Guerreiro, Vitor Fernandes, Joaquim Jorge, *3rd E-learning Conference - Computer Science Education*, Coimbra, Portugal, 7-8 September 2006.
- IC107. "Shapeshop: Sketch-based solid modeling with blobtrees", Ryan Schmidt, Brian Wyvill, Mario Costa Sousa, Joaquim A Jorge, July 2006, ACM SIGGRAPH 2006 (Course)
- IC108. "Markerless Virtual Tapping", Miguel Figueiredo, Alexandra Ribeiro, Ricardo Jota, Joaquim A. Jorge, Short Communication to SIACG 2006, Santiago de Compostela, Spain, 7 July 2006.
- IC109. "Recognizing Hand Gestures with CALI", Ricardo Jota, Alfredo Ferreira, Mariana Cerejo, Jose Santos, Manuel J. Fonseca and Joaquim A. Jorge, SIACG 2006, Santiago de Compostela, Spain, 7 July 2006. Eurographics Publishing.
- IC110. "Innovative Geometric Pose Reconstruction for Marker-based Single Camera Tracking", Alexandre Buaes, Pedro Santos, André Stork and Joaquim Jorge, ACM VRCIA 2006 - International Conference on Virtual Reality Continuum and Its Applications, 14-17 June 2006, City University Hong Kong, Hong Kong
- IC111. Non-Photorealistic Rendering in Context: An Observational Study, Tobias Isenberg, Petra Neumann, Sheelagh Carpendale, Mario Costa Sousa and Joaquim A Jorge, NPAR'06, 5-7 June, Annecy, France.
- IC112. "Modeling Plant Structures Using Concept Sketches", Fabrício Anastácio, Mario Costa Sousa, Faramarz Samavati and Joaquim Jorge, EG / ACM NPAR'06, 5-7 June, Annecy, France.
- IC113. "Web-Based Support for Effective e-Learning", MA Rentroia-Bonito, Frederico Figueiredo, André Martins, Vitor Fernandes, Joaquim Jorge, WEBIST - International Conference on Web Information Systems and Technologies, Setúbal, Portugal, 11-13 April 2006.
- IC114. "PTrack: Introducing a Novel Iterative Geometric Pose Estimation for the Marker-based Single Camera Tracking System", Pedro Santos, André Stork, Joaquim A. Jorge, IEEE VR 2006, March 2006, Alexandria, VA.
- IC115. "EMG as a Daily Wearable Interface", Tiago Guerreiro and Joaquim Jorge, GRAPP - International Conference on Computer Graphics Theory and Applications, 25-28 February 2006, Setúbal, Portugal.
- IC116. "Calligraphic Interface for Management of an Agents Platform", Alfredo Ferreira, Marco Vala, João Pereira, Joaquim Jorge, Short paper to WSCG'06, Plz, Czech Republic, 1-3 February 2006.
- IC117. "*Evaluating Stories in Narrative-based interfaces*", Daniel Gonçalves, Joaquim A. Jorge, Short paper to ACM Intelligent User Interfaces Conference (IUI'06), Sydney, Australia, January 2006.
- IC118. "A Calligraphic Interface for Interactive Free-Form Modeling with Large Datasets", Bruno de Araujo, Joaquim A. Jorge, SIBGRAP'2005, Natal Brazil, IEEE CS Press, October 2005.
- IC119. "DecoSketch - Towards Calligraphic Approaches to Interior Design", Tiago Brito, Manuel João Fonseca, Joaquim. Jorge, eCAADe 2005: Education and Research in Computer Aided Architectural Design in Europe, 21-24 September 2005, Lisbon.
- IC120. "Sketch Mesh-based Augmentation", Luke and Olsen CM FF Samavati and Sousa and Joaquim A. Jorge, 2nd Eurographics Workshop on Sketch-Based Interfaces and Modeling, Dublin, 28-29 August 2005.
- IC121. "ShapeShop: Sketch-Based Solid Modeling with BlobTrees", R Schmidt, B Wyvill, J Jorge and Mario C Sousa, 2nd Eurographics Workshop on Sketch-Based Interfaces and Modeling, Dublin, 28-29 August 2005.
- IC122. "Generic Shape Classification for Retrieval", Manuel João Fonseca, Alfredo Ferreira and Joaquim A. Jorge, GREC 2005, August 2005 HK, China.
- IC123. "An Integrated Approach to Virtual Tape Design for Automotive Design", Pedro Santos, André Stork, Joaquim Jorge, Rodrigo Filipe, Proceedings of HCI International 2005, 22-27 July 2005, Las Vegas, NV.
- IC124. "InStory: A System for Mobile Information Access, Storytelling and Gaming Activities in Physical Spaces", N Correia, L Alves, H Correia, Carmen Morgado, Luis Soares, José Cunha, Teresa

- Romão, A. Eduardo Dias, Joaquim A. Jorge, ACE2005, Universitat Politècnica de Valencia, Spain 15-17 June 2005.
- IC125. "Sketch Based Construction and Rendering of Implicit Models", Brian Wyvill, Kevin Foster, Pauline Jepp, Ryan Schmidt, Mario Costa Sousa, Joaquim A. Jorge, in *Proceedings of Eurographics Workshop on Computational Aesthetics in Graphics, Visualization and Imaging*, L. Neumann, M. Sbert, B. Gooch, W. Purgathofer (Editors), Girona, Spain 18-20 May 2005.
- IC126. Sketch-Based Modeling with Few Strokes, Joseph J. Cherlin, Mario Costa Sousa, Joaquim A. Jorge, SCCG05 - Spring Conference on Computer Graphics, Budmerice, Slovakia, 12-14 May 2005.
- IC127. "Mixing Images and Sketches for Retrieving Vector Drawings", A. Ferreira Jr., MJ Fonseca, Joaquim A. Jorge and Mario Ramalho, EGMM04, 7th Eurographics Workshop on Multimedia, Nanjing, China, 27-28 October 2004.
- IC128. "Fast Adaptive Polygonization of Implicit Surfaces", Bruno Rodrigues de Araújo and Joaquim Jorge, SIACG / SIBGRAPI 2004, Brazil, Oct. 2004. IEEE CS Press
- IC129. "CGEMS: Année 01 - Practice and Experience with Refereed Educational Materials for CG", Frederico Figueiredo, Colleen Case, Dena Eber, J. Jorge, Eurographics 2004 Education Program, Grenoble, September 2004.
- IC130. "Cascading Recognizers for Ambiguous Calligraphic Interaction", João P. Pereira, Vasco A. Branco, Joaquim A. Jorge, Tiago D. Cardoso, F. Nunes Ferreira, SBM'04 Eurographics Workshop on Sketch-Based Interfaces and Modeling, Grenoble, 30-31 August 2004.
- IC131. Towards 3D Modeling Using Sketches and Retrieval, Manuel J. Fonseca, Alfredo Ferreira, Joaquim A. Jorge, SBM'04 Eurographics Workshop on Sketch-Based Interfaces and Modeling, Grenoble, 30-31 August 2004.
- IC132. "MIBlob: A Tool for Medical Visualization and Modeling using Sketches", Bruno Rodrigues de Araujo, Joaquim A Jorge, Mario Costa Sousa, Faramarz Samavati, Brian Wyvill, SIGGRAPH 2004 Poster.
- IC133. Supporting the Community of Computer Graphics Educators, Frederico Figueiredo, Dena Eber and Joaquim A. Jorge, SIGGRAPH 2004 Educational Program, Los Angeles, August 2004.
- IC134. "Retrieving Clip Art Images by Content", MJ Fonseca, Bruno Barroso, Pedro Ribeiro, J Jorge, CIVR 2004, *International Conference on Image and Video Retrieval*, 21-23 July, 2004, Dublin City University, Ireland.
- IC135. "Telling Stories with Dialogue Boxes to Retrieve Documents", Daniel Gonçalves and Joaquim Jorge, TIDSE'2004, 2nd International Conference on Technologies for Interactive Digital Storytelling and Entertainment, 24-26 June 2004, Darmstadt, Germany.
- IC136. Content-Based Retrieval of Clip Art Drawings, Alfredo Ferreira Jr., Manuel Fonseca and Joaquim A. Jorge, AVI'2004 - Advanced Visual Interfaces, Gallipoli, Italy 25-28 May 2004.
- IC137. "Motivation to e-Learn within organizational settings: What is it and how could it be measured?", Maria Alexandra Bonito, Joaquim Jorge, Information Resources Management Association International Conference (IRMA2004), New Orleans, 23-26 May 2004.
- IC138. "Telling Stories to Computers for Document Retrieval", Daniel Gonçalves and Joaquim Jorge, short presentation to CHI 2004 - Conference on Human Factors in Computing Systems, Vienna, April 2004.
- IC139. Evaluating Adaptive User Profiles for News Classification, Ricardo Carreira, Jaime Crato, Daniel Gonçalves and Joaquim Jorge, ACM International Conference on Intelligent User Interfaces, Funchal, Madeira, 13-16 January 2004.
- IC140. "Describing Documents: What Can Users Tell Us?", Daniel Gonçalves, Joaquim Jorge, ACM International Conference on Intelligent User Interfaces, Madeira, 13-16 January 2004.
- IC141. "CGEMS - A Referred Server to Support the Community of CG Educators", Frederico C. Figueiredo, Dena E. Eber, Joaquim A. Jorge, Lars Kjell Dahl, (Svenska föreningen for grafisk databehandling - www.sigrad.org) SIGRAD 2003, Meeting Swedish Computer Graphics Association, Umeå University, Umeå, Sweden, November 20-21, 2003. Series: Linköping Electronic Conference Proceedings, ISSN 1650-3686 (paper), 1650-3740 (www), URL: <http://www.ep.liu.se/ecp/010/013/>
- IC142. "Usability evaluation of tangible user interfaces for augmented reality", JE Carvalho, Joao Luzio, Pedro Santos, Miguel Dias, Joaquim Jorge, Second IEEE International Augmented Reality Toolkit Workshop, Waseda University, Tokyo, Japan, 7 October 2003.
- IC143. "A Refereed Server for Educational CG Content", Frederico Figueiredo, Dena Eber, J. Jorge, Eurographics 2003 Education Program, Granada, September 2003.

- IC144. "Conceptual modeling tools at the early design phase", Ferran Naya Sanchis, M. Contero, J. Jorge and J. Conesa, ICED03, International Conference on Engineering Design, Stockholm, August 19-21 2003.
- IC145. CGEMS - Computer Graphics Educational Materials Server, Frederico Figueiredo, Dena Eber, J. Jorge, ACM / SIGGRAPH Educators Program, 27-29 July 2003, San Diego, USA.
- IC146. Analyzing Personal Document Spaces, Daniel Gonçalves, Joaquim Jorge, HCI International, 2003, Crete, Greece, 22-27 June 2003.
- IC147. "Ubiquitous Access to Documents: Using Storytelling to Alleviate Cognitive Problems," Daniel Gonçalves, J Jorge, 2nd International Conference on Universal Access in Human - Computer Interaction, Crete, Greece, 22-27 June 2003.
- IC148. "High-Dimensional Data Indexing for Content-Based Retrieval in Large Databases," Manuel J. Fonseca, Joaquim Jorge, 8th International Conference on Database Systems for Advanced Applications (DASFAA '03), Kyoto, Japan, March 2003.
- IC149. "Content-Based Retrieval Towards of Technical Drawings through High-Dimensional Indexing", M J. Fonseca and J. A Jorge, 1st Ibero-American Symposium on Computer Graphics, Guimarães (SIACG'02), July 2002.
- IC150. "Direct Modeling: From Sketches to 3D Models", Ferran Naya Sanchis, J. Jorge et al, 1st Ibero-American Symposium on Computer Graphics, Guimarães (SIACG'02), July 2002.
- IC151. Sketching User Interfaces with Visual Patterns, T. Caetano, Neri Goulart, J. Fonseca, J. Jorge, 1st Ibero-American Symposium on Computer Graphics, Guimarães (SIACG02), July 2002.
- IC152. "JavaSketchIt: Issues in Sketching the Look of User Interfaces", AT Caetano, N. Goulart, M.J. Fonseca and JA Jorge, AAAI Spring Symposium on Sketch Understanding, March 25-27, 2002, Palo Alto, California.
- IC153. "CALI: An Online Scribble Recognizer for Calligraphic Interfaces", M J. Fonseca, Caesar Pimentel and JA Jorge, 2002 AAAI Spring Symposium on Sketch Understanding, March 25-27, 2002, Palo Alto, California.
- IC154. "Handling Ambiguity and Errors: Visual Languages for Calligraphic Interaction", João P. Pereira, J. Jorge, MJ Fonseca, SIBGRAP'01, Florianópolis, Brazil, October 2001.
- IC155. "Web Clipping: Compression Heuristics for Displaying Text on a PDA", P. Gomes, S. Tostão, D. Gonçalves and J. Jorge, 3rd International Workshop on Human Computer Interaction with Mobile Devices, Sept. 2001, Lille, France.
- IC156. "Experimental Evaluation of a Trainable Scribble Recognizer for Calligraphic Interfaces", César Pimentel, MJ Fonseca and Joaquim A Jorge, GREC'01, Canada, September 2001.
- IC157. "Adaptive Tools for the Elderly - New Devices for Coping with Age-Induced Cognitive Disabilities", Joaquim Jorge, EC / NSF Workshop on Universal Accessibility of Ubiquitous Computing, 22-25 May 2001, ACM Press, Alcácer do Sal, Portugal.
- IC158. "Reduced Instruction Set Calligraphic Interfaces: Sketching Complex 3D Objects with (Fewer) Gestures," Pereira JP, Jorge JA, White V., Ferreira FN, 4th European Academy of Design Conference Proceedings, pp. 194 - 196, Aveiro, Portugal, April 2001.
- IC159. "Modeling Solids and Surfaces with Sketches - An Empirical Evaluation", Vladimiro Colaço, M J. Fonseca and Joaquim Jorge, poster presentation, WSCG2001, Plzen, Czech Republic, February 2001.
- IC160. "Visual Languages for Sketching Documents", Maria Albuquerque, Manuel João Fonseca, Joaquim Jorge, IEEE-VL2000, Seattle, USA, 10-14 September 2000.
- IC161. "Using Fuzzy Logic to Recognize Gestures Interactively", Manuel J. Fonseca, Joaquim A Jorge, FUZZ-IEEE'2000, Intl. Conference on Fuzzy Systems, pp291-296, San Antonio, TX, May 2000.
- IC162. Towards Calligraphic Interfaces: Sketching 3D Scenes with Gestures and Context Icons, J. P. Pereira, Joaquim Jorge, Vasco Branco and F. Nunes Ferreira, WSCG2000, Plzen, Czech Republic, Feb. 2000.
- IC163. "A Simple Approach to Recognize Geometric Shapes Interactively", Joaquim A Jorge, Manuel J. Fonseca, 3rd International Workshop on Graphics Recognition (GREC99), Jaipur, India, 26-27 Sep 1999.
- IC164. "The Digital Library for the Virtual Organization", José Luís Borbinha, João Ferreira, Joaquim Jorge, José Delgado, HICSS'98, 30th Hawaii International Conference on System Sciences, January 1998.
- IC165. "MIDAS: A Visual Language for Multimedia Document Specification", Maria C. Gonçalves and Joaquim Jorge, II Brazilian Symposium on Programming Languages (SBLP'97), September 1997, Campinas, SP, Brazil.

- IC166. Networked Digital Libraries: The Concept and a Case Study, José Ferreira, José Borbinha, Joaquim Jorge and José Delgado, Workshop on Networked Information Retrieval, SIGIR'97 - 20th International ACM SIGIR Conference on Research and Development in Information Retrieval, Philadelphia, PA, USA, July 1997.
- IC167. "MIDAS - A Visual Language for Interactive Design of Multimedia Documents", Carla Gonçalves and Joaquim Jorge, CAD / Graphics'97, Schenzhen, China, December 1997.
- IC168. "Revolution or Fad? Towards Electronic Publishing" (in Russian), Peter R. Bono, Joaquim A. Jorge, Stanislav V. Klimenko, Proceedings of the First Russian Conference on Office Information Systems, 19-21 November 1996, Moscow, Published by Center of Information Technology and Open Systems, pp. 56-61.
- IC169. "Formal Visual Languages and Spatial Reasoning", J. Jorge and Dragos A. Vaida, SIC '96, International Panel Conference on Soft and Intelligent Computing, Budapest, October 1996.
- IC170. Fuzzy Adjacency Languages and Applications to Spatial Reasoning, EP Glinert, J. Jorge and Dragos A. Vaida, FUZZ-IEEE '96 Intl. Conf. On Fuzzy Systems, New Orleans, September 1996.
- IC171. "A Fuzzy Relational Path Algebra for Distance and Directions," J. Jorge, Dragos A. Vaida, ECAI-96 Workshop on Representation and Processing of Spatial Expressions, Budapest, August 1996.
- IC172. "Online Parsing of Visual Languages Using Adjacency Grammars", J. Jorge, EP Glinert, IEEE Symposium on Visual Languages (VL '95), Darmstadt, Germany, September 1995.
- IC173. "Metawidgets: Towards a Theory of Multimodal Interface Design", MM Blattner, Glinert EP, J. Jorge and GR Ormsby. IEEE COMPSAC '92, Chicago.
- IC174. "Automated Testing of Computer Graphics Standards", J. Jorge and M. Göbel, 1st Luso-German Computer Graphics Meeting, Lisbon, October 1988.
- IC175. "THESEUS on X", Matthias Müth, Joaquim A. Jorge, 1st Luso-German Computer Graphics Meeting, Lisbon, October 1988.
- IC176. "Algorithms for Irregular Shape Placement" JC Bernardo, Jorge J., 8th Congress of the Brazilian Computer Society, Brazil, July 1988.

Communications to international workshops and conferences (including posters and *position papers*)

- PP1. "Estimating respiratory frequency by filtering Kinect v2 skeletal data", FB Marques, A Bernardino, J Jorge, DS Lopes, in Translational Research and Innovation in Human and Health Science, Annals of Medicine, 50:sup1, S10-S170, DOI: 10.1080/07853890.2018.1427445
- PP2. "Kinect-based biofeedback interfaces to improve upper limb rehabilitation", A Domingues, J Jorge, DS Lopes, in Translational Research and Innovation in Human and Health Science, Annals of Medicine, 50:sup1, S10-S170, DOI: 10.1080/07853890.2018.1427445
- PP3. "Combining 2D and 3D image data for preoperative planning of corrective osteotomies in cubitus varus and cubitus valgus, ", João Martins, Soraia Paulo, J Jorge, Manuel Cassiano Neves, DS Lopes, in Translational Research and Innovation in Human and Health Science, Annals of Medicine, 50:sup1, S10-S170, DOI: 10.1080/07853890.2018.1427445
- PP4. Augmented Reality for Rehabilitation Using Multimodal Feedback, João Vieira, Mauricio Sousa, Joaquim Jorge in REHAB '15 Proceedings of the 3rd 2015 Workshop on ICTs for Improving Patients Rehabilitation Research Techniques, Pages 38-41
- PP5. "Binding an Handheld Device with its Owner", Mauricio Sousa, Joaquim Jorge, Collaboration Meets Interactive Surfaces, Oct 6, 2013, IST / UIST St Andrews, UK
- PP6. "Envisioning Multi-Surface Collaborative Review of 3D Virtual Models", Daniel Mendes, Alfredo Ferreira, Joaquim Jorge, Oct 6, 2013, IST / UIST St. Andrews, UK
- PP7. So Fun it Hurts - Gamifying an Engineering Course", Daniel Gonçalves, Gabriel Barata, Joaquim Jorge in "Using Augmented Cognition for Gamification", Thematic Area: Augmented Cognition, HCI International 2013, pp639-648, Springer LNAI 8027, Las Vegas July 2013.
- PP8. "Compressed Grids for GPU Ray Tracing of Large Models", Vasco Costa, Joao Pereira and Joaquim A Jorge, WSCG 2013, Plzen Czech Republic, June 2013
- PP9. "3D Collaborative Visualization on Large Screen Displays", Daniel Mendes, Pedro Campos, Mauricio Sousa, Alfredo Ferreira, Bruno Araujo, Luciano Soares, Alberto Raposo, Joaquim Jorge, P OWEERWALL.: 1st Int Workshop on Interactive, Ultra-High-Resolution Displays, April 27, 2013, CHI Paris, France

- PP10. "Designing a Mobile Collaborative System for Navigating and Reviewing Oil Industry CAD Models", Hildegardo Noronha, Bruno de Araujo, Pedro Campos, Luciano Soares, Joaquim Jorge, Alberto Raposo, NORDICHI 2012 Industrial Track, Oct 2012
- PP11. "A Mobile System for Collaborative Design and Review of Large Scale Virtual Reality Models", Pedro Campos, Duarte Gouveia, Hildegardo Noronha and Joaquim Jorge, Joint Virtual Reality Conference of ICAT - EGVE - EuroVR Oct 2012.
- PP12. "The Disability Continuum: Investigating Health and Situational Induced Impairments and Disabilities "Hugo Nicolau and Joaquim Jorge, 2nd Workshop on Mobile Accessibility, San Francisco, CA Sep 21, 2012.
- PP13. "Exploring the Non-Visual Acquisition of Targets on Touch Phones and Tablets", Tiago Guerreiro, Joaquim Jorge and Daniel Gonçalves, 2nd Workshop on Mobile Accessibility, San Francisco, CA Sep 21, 2012.
- PP14. "Guiding Blind People with Haptic Feedback", Slim Kammoun, Christophe Jouffrais, Tiago Guerreiro, Hugo Nicolau, Joaquim Jorge, Workshop on Frontiers in Accessibility for Pervasive Computing, Newcastle, UK, June 19th, 2012.
- PP15. "Mobile Text-Entry: The Unattainable Ultimate Method", T Warrior, H Nicholas, J Jorge, D Gonçalves, workshop on Frontiers in Accessibility for Pervasive Computing, Newcastle, UK, June 19th, 2012.
- PP16. "Towards an Immersive Interface for 3D Object Retrieval", Pedro B. Pascoal, Alfredo Ferreira, Joaquim A. Jorge, 3DOR 2012, pp 51-54, Eurographics Cagliari, Italy
- PP17. "Im-O-Ret: Immersive Object Retrieval", Pedro B Pascoal and Alfredo Ferreira and Joaquim Armando Pires Jorge, IEEE VR, pp. 121-122, IEEE CS Press, Costa Mesa, CA, Mar. 2012
- PP18. Personal mobile controller for blind people, Hugo Nicolau, Renato Nunes, Joaquim A. Jorge. 371-372, Mobile HCI 2010, Lisbon
- PP19. "Multi-Level Hashed Grids for Ray Tracing", Vasco Costa, Joao Pereira, Joaquim Jorge, High Performance Graphics 2009, New Orleans, Louisiana, USA, 08/2009
- PP20. "Now, It's Personal! Evaluating PIM Retrieval Tools", Daniel Gonçalves, Joaquim A. Jorge, Personal Information Management (PIM 2008) workshop at CHI 2008, 5-6 April 2008, Florence, Italy.
- PP21. "Mobile Phone Interaction with Outdoor Advertisements", Pedro Ventura, Hugo Sousa, Joaquim Jorge, Workshop on Designing and Evaluating Mobile Phone-Based Interaction With Public Displays at CHI 2008, 5-6 April 2008, Florence, Italy.
- PP22. "Mnemonical Body Shortcuts: Body Space Gesture Recognition", Ricardo Gamboa, Tiago Guerreiro, Joaquim Jorge, RECPAD 2007, 13th Portuguese Pattern Recognition Conference, Lisbon, 26 October 2007.
- PP23. "Describing and Parsing Hand-Drawn Sketches Using a Syntactic Approach", Joan Mas Romeu, Joaquim A. Jorge, Gemma Sanchez and Josep Lladós, GREC'2007, October, Brazil.
- PP24. "EMF: Extensible Multimodal Framework", Vitor Fernandes, Tiago Guerreiro, Bruno Araujo, Joaquim Jorge, Joao Madeiras Pereira, poster, HCI International 2007, Beijing, PRC, July 2007.
- PP25. "Mnemonical Gesture-based Mobile Interaction", Ricardo Gamboa, Tiago Guerreiro, Joaquim Jorge, accepted as poster, HCI International 2007, Beijing, PRC, July 2007.
- PP26. "Assistive Technologies for Spinal Cord Injured Individuals: Electromyographic Mobile Accessibility", Tiago Guerreiro and Joaquim Jorge, Proceedings of the 7th International Workshop on Gesture in Human-Computer Interaction and Simulation (GW2007), Lisbon, July 2007.
- PP27. "Mnemonical Body Shortcuts", Ricardo Gamboa, Tiago Guerreiro, Joaquim Jorge, Proceedings of the 7th International Workshop on Gesture in Human-Computer Interaction and Simulation (GW2007), Lisbon, July 2007.
- PP28. Interpreting Annotated Engineering Drawings, Nuria Aleixos, Ferran Naya, Manuel Contero, Joaquim Jorge, Peter Varley, Peter Company, 2007 Workshop on Pen-Centric Computing Research, Brown Univ, Rhode Island, USA, March 2007.

- PP29. "Aesthetics of Hand-Drawn and Computer-Generated Illustrations", Tobias Isenberg, Petra Neumann, Sheelagh Carpendale, Mario Costa Sousa, and Joaquim A. Jorge In Bruce Gooch, László Neumann, Werner Purgathofer, Editors, Dagstuhl Seminar 06221 on Computational Aesthetics in Graphics, Visualization and Imaging. 2006
- PP30. "Quill: A Narrative-Based Interface for Personal Document Retrieval", Daniel Gonçalves, Joaquim A. Jorge, Guest invited to the ACM SIGCHI Conference alt.chi trail, Montreal, April 2006.
- PP31. "Supporting the Online Community of Computer Graphics Educators", Frederico C. Figueiredo, Joaquim A. Jorge, Brazilian Symposium on Computer Graphics and Image Processing (SIBGRAPI 2005), Natal, Brazil, October 2005.
- PP32. "CGEMS - Computer Graphics Educational Materials Source: Submissions and Editorial Policies", Frederico C. Figueiredo, Dena E. Eber, Joaquim A. Jorge, CGE04 - Eurographics / SIGGRAPH Workshop on Computer Graphics Education, China, June 2004.
- PP33. "Proposal for a CG Online Educational Content Submission and Reviewing System", Sónia Assunção, Frederico Figueiredo and Joaquim Jorge in Proceedings, CGE02 - Eurographics / SIGGRAPH Workshop on Computer Graphics Education, J. Jorge, A. Chalmers, M Mihrmedi (eds.), Bristol, United Kingdom, July 2002.
- PP34. "When I'm sixty-four...: there are real strategies for providing universal accessibility for the elderly", Laura M. Leventhal, Mary Zajicek, Joaquim A. Jorge, Krista Coleman, Robert JK Jacob, Peter White, David G Novick, Julio Abascal, Elizabeth D. Mynatt: CHI Extended Abstracts 2002: 694-695.
- PP35. "Restructuring CG & Visualization Curriculum at IST", J. Brisson Lopes, Joaquim Jorge, et. al., Eurographics Workshop on Graphics and Visualization Education (GVE'99), Coimbra, July 1999.
- PP36. "Revolution or Fad? Towards Electronic Publishing", Joaquim Jorge, Peter Bono, Position Paper, Eurographics Future Directions Workshop, CWI, Amsterdam, May 1996.
- PP37. Testing CGI Output, Joaquim Jorge and Mario Rui Gomes, Position paper, *Workshop on Computer Graphics Device Interface*, Heppenheim, May 1988.

Databases

1. Hsieh, C., Ouyang, C., Nascimento, J. C., Pereira, J., Jorge, J., & Moreira, C. (2023). MIMIC-Eye: Integrating MIMIC Datasets with REFLACX and Eye Gaze for Multimodal Deep Learning Applications (version 1.0.0). **PhysioNet**. <https://doi.org/10.13026/pc72-as03>.