



Maurício Sousa

Curriculum Vitae

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Google Scholar: [260+ citations, h-index 10](#)

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SHORT BIO

I am a Postdoctoral Fellow at the [DGP Lab, Department of Computer Science](#) of the University of Toronto working with Professor Tovi Grossman. Previously, I was a researcher at the [Visualization and Intelligent Multimodal Interfaces Group \(VIMMI\)](#) under the supervision of [Professor Joaquim Jorge](#). Received my PhD (2020), MSc (2014) and BSc (2012) degrees in Computer Science and Engineering. In my research, I have been designing and evaluating novel interaction techniques for the engineering, architecture and medical fields, focussing on computer supported remote collaborative work in Mixed Reality environments.

I also have experience in 3D user interfaces, interactive spaces, touch and mid-air gestures. And I have been fortunate to see my research published in top international conferences and journals, such as ACM CHI, ACM ISS, ACM IUI, ACM VRST, INTERACT, IHCS, and IEEE TVCG. I am currently a member of the organising committee of the international conferences ACM ISS and IEEE VR.

RESEARCH AND TEACHING INTERESTS

Human-Computer Interaction, 3D User Interfaces, collocated and remote collaboration using multiple interactive surfaces, holograms, and Mixed Reality.

EDUCATION

- 2020 **INSTITUTO SUPERIOR TÉCNICO • UNIVERSITY OF LISBON**
Ph.D. in Computer Science and Engineering
Thesis: *Perception Manipulation for Seamless Face-to-face Remote Collaboration*
Advisor: Prof. Joaquim Jorge
Grade: Summa Cum Laude (highest honour for Doctoral Degree)
Thesis committee: Prof. Anthony Steed, Prof. Pedro Campos, Prof. Carlos Martinho, Prof. Miguel Sales Dias, and Prof. Pavão Martins
- 2014 **MSc in Information Systems and Computer Engineering**
Thesis: *Remote Proxemics for Collaborative Virtual Environments*
Advisors: Prof. Joaquim Jorge, and Prof. Alfredo Ferreira
Grade: 18
Thesis committee: Prof. Carlos Duarte, and Prof. Pedro Sousa
- 2012 **BSc in Information Systems and Computer Engineering**

EXPERIENCE

- 2020 - Present **[DGP LAB, Dep COMPUTER SCIENCE, UNIVERSITY OF TORONTO](#)**
POSTDOCTORAL FELLOW • Researching, designing and evaluating novel interaction techniques, while supporting and advising undergrad and graduate students.
- 2018 - 2020 **[CHAMPALIMAUD CENTER FOR THE UNKNOWN](#)**
RESEARCHER • Researching, designing and evaluating novel mixed reality interaction techniques for minimally invasive laparoscopic surgery.
- 2012 - 2020 **[INESC-ID, VISUALIZATION AND INTELLIGENT MULTIMODAL INTERFACES GROUP](#)**
RESEARCHER • Researching, designing and evaluating novel interaction techniques in 3D user interfaces for collocated and remote collaboration using head-mounted displays, walls, tabletops, mobiles, large scale displays, and wearables. I also helped maintaining VIMMI's [media lab](#).
- 2017/18 **[INSTITUTO SUPERIOR TÉCNICO, UNIVERSITY OF LISBON](#)**
TEACHING ASSISTANT • Summer Semester • Human-Computer Interaction

STUDENTS

Master Students

- 2020 - Carlos McGregor Muro, *University of Toronto*. Co-Advisor to Tovi Grossman.
Thesis: TBD
- 2019 - 2020 Catarina Gonçalves Fidalgo, *Instituto Superior Técnico, University of Lisbon*. Co-Advisor to Joaquim Jorge.
Thesis: MAGIC: Manipulating Avatars and Gestures to Improve Remote Collaboration
- 2016 - 2017 Francisco Venda, *Instituto Superior Técnico, University of Lisbon*. Unofficial Co-Advisor to Joaquim Jorge.
Thesis: Safe Walking in VR
- 2014 - 2015 João Vieira, *Instituto Superior Técnico, University of Lisbon*. Unofficial Co-Advisor to Joaquim Jorge and Artur Arsénio.
Thesis: SleeveAR: Augmented Reality for Rehabilitation Using Realtime Feedback

Undergrad Researchers

- 2020 Kevin Huang, *University of Toronto*. Co-Advisor to Tovi Grossman.

ACADEMIC SERVICE

Senior Program Committee:

ACM International Conference on Multimodal Interaction (ICMI): **2020**

Conference Organization:

IEEE Conference on Virtual Reality and 3D User Interfaces (VR) **2021**: Organising Committee member
ACM International Conference on Interactive Surfaces and Spaces (ISS) **2020**: Organising Committee member
Eurographics **2016**: Organising Committee member

Peer Reviewer:

ACM Conference on Human Factors in Computing Systems (CHI): **2018, 2020, 2021**
ACM Symposium on Spatial User Interaction (SUI): **2017, 2020**
ACM Symposium on Virtual Reality Software and Technology (VRST): **2017, 2018, 2020**
ACM International Conference on Interactive Surfaces and Spaces (ISS): **2016, 2017, 2018, 2019, 2020**
ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW): **2020**
IEEE International Symposium on Mixed and Augmented Reality (ISMAR): **2017, 2018, 2019, 2020**
Elsevier Computers & Graphics: **2018, 2019, 2020**
ACM Symposium on User Interface Software and Technology (UIST): **2020**
ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI): **2018, 2020**
ACM ACM International Conference on Multimodal Interaction (ICMI): **2018, 2019**
ACM Conference on Designing Interactive Systems (DIS): **2016**
IEEE Consumer Electronics Magazine (CEM): **2016**

REFERENCES

Available upon request.

FULL LIST OF PUBLICATIONS

16 conference proceedings, 6 journal articles
260+ citations, h-index 10 (Google Scholar)

Peer-reviewed Conference Proceedings

- C16 **"Grip-that-there": An Investigation of Explicit and Implicit Task Allocation Techniques for Human-Robot Collaboration.** Karthik Mahadevan, Mauricio Sousa, Anthony Tang, Tovi Grossman. ACM Conference on Human Factors in Computing Systems (CHI), 2021.
Conditionally Accepted
- C15 **Negative Space: Investigating Workspace Awareness in 3D Face-to-face Remote Collaboration.** Maurício Sousa, Daniel Medeiros, and Joaquim Jorge. ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI), 2019
- C14 **Safe Walking in VR.** Maurício Sousa, Daniel Medeiros, and Joaquim Jorge. ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI), 2019
- C13 **Adventures in Hologram Space: Exploring the Design Space of Eye-to-eye Volumetric Projection-based Telepresence.** Rafael Kuffner dos Anjos, Maurício Sousa, Daniel Medeiros, Daniel Mendes, Mark Billinghurst, Craig Anslow and Joaquim Jorge. ACM Symposium on Virtual Reality Software and Technology (VRST), 2019
- C12 **WARPING DEIXIS: Distorting Gestures to Enhance Collaboration.** Maurício Sousa, Rafael Kuffner Dos Anjos, Daniel Mendes, Mark Billinghurst, and Joaquim Jorge. ACM Conference on Human Factors in Computing Systems (CHI), 2019
* Featured in the 'Best of CHI 2019' event by IndiaHCI
- C11 **Using Custom Transformation Axes for Mid-Air Manipulation of 3D Virtual Objects.** Daniel Mendes, Maurício Sousa, Rodrigo Lorena, Alfredo Ferreira, and Joaquim Jorge. ACM Symposium on Virtual Reality Software and Technology (VRST), 2017
- C10 **Creepy Tracker Toolkit for Context-aware Interfaces.** Maurício Sousa, Daniel Mendes, Rafael Kuffner dos Anjos, Daniel Medeiros, Alberto Raposo, Alfredo Ferreira, João Pereira, and Joaquim Jorge. ACM Interactive Surfaces and Spaces (ISS), 2017
- C9 **VRRRRRoom: Virtual Reality for Radiologists in the Reading Room.** Maurício Sousa, Daniel Mendes, Soraia Paulo, Nuno Matela, Joaquim Jorge, and Daniel S. Lopes. ACM Conference on Human Factors in Computing Systems (CHI), 2017
- C8 **PRECIOUS! Out-of-reach Selection using Iterative Refinement in VR.** Daniel Mendes, Daniel Medeiros, Eduardo Cordeiro, Maurício Sousa, Alfredo Ferreira, and Joaquim Jorge. IEEE Symposium on 3D User Interfaces (3DUI), 2017
- C7 **Mid-air Modelling with Boolean Operations in VR.** Daniel Mendes, Daniel Medeiros, Maurício Sousa, Ricardo Ferreira, Alberto Raposo, Alfredo Ferreira, and Joaquim Jorge. IEEE Symposium on 3D User Interfaces (3DUI), 2017
- C6 **Effects of Speed and Transitions on Target-based Travel Techniques.** Daniel Medeiros, Eduardo Cordeiro, Daniel Mendes, Maurício Sousa, Alberto Raposo, Alfredo Ferreira and Joaquim Jorge. ACM Symposium on Virtual Reality Software and Technology (VRST), 2016

- C5 **Perceiving Depth: Optical versus Video See-through.** Daniel Medeiros, Maurício Sousa, Daniel Mendes, Alberto Raposo, and Joaquim Jorge. ACM Symposium on Virtual Reality Software and Technology (VRST), 2016
- C4 **SleeveAR: Augmented Reality for Rehabilitation using Realtime Feedback.** Maurício Sousa, João Vieira, Daniel Medeiros, Artur Arsenio, and Joaquim Jorge. ACM Intelligent User Interfaces (IUI), 2016
- C3 **From Tecton to Teknos: Going back to the Classical Roots of Architecture.** Daniel Mateus, Maurício Sousa, Rui de Klerk, Sandra Gama, Joaquim Jorge, and José Duarte. Education and Research in Computer Aided Architectural Design in Europe (eCAADe), 2015
- C2 **Eery Space: Facilitating Virtual Meetings Through Remote Proxemics.** Maurício Sousa, Daniel Mendes, Alfredo Ferreira, João Madeiras Pereira, and Joaquim Jorge. Human-Computer Interaction—INTERACT, 2015
- C1 **Beyond Post-It: Structured Multimedia Annotations for Collaborative VEs.** João Guerreiro, Daniel Pires, Maurício Sousa, Daniel Mendes, Ismael Santos, Alberto Raposo, and Joaquim Jorge. Eurographics Symposium on Virtual Environments(EGVE), 2014
- P1 **ThumbCam: Returning to single touch interactions to explore 3D virtual environments.** Daniel Mendes, Maurício Sousa, Alfredo Ferreira, and Joaquim Jorge. ACM Interactive Tabletops and Surfaces(ITS), 2014

Journal Articles

- J6 **Laparoscopy with Augmented Reality Adaptations.** Ezequiel Zorzal, José Miguel Gomes, Maurício Sousa, Pedro Belchior, Pedro G da Silva, Nuno Figueiredo, Daniel S. Lopes, and Joaquim Jorge. Elsevier Journal of Biomedical Informatics, 2020
- J5 **Anatomy Studio: a Tool for Virtual Dissection Through Augmented 3D Reconstruction Sessions.** Ezequiel Zorzal, Maurício Sousa, Daniel Mendes, Rafael K dos Anjos, Soraia F. Paulo, Pedro Rodrigues, José Mendes, Vincent Delmas, Jean-Francois Uhl, José Mogorrón, Daniel S. Lopes, and Joaquim Jorge. Computers & Graphics, 2019
- J4 **Magic Carpet: Interaction Fidelity for Flying in VR.** Daniel Medeiros, Maurício Sousa, Alberto Raposo, and Joaquim Jorge. IEEE Transactions on Visualization and Computer Graphics (TVCG), 2019
* Recipient of the Encarnação Award 2020 from Eurographics Portuguese chapter
- J3 **Design and evaluation of novel out-of-reach selection techniques for VR using iterative refinement.** Daniel Mendes, Daniel Medeiros, Maurício Sousa, Eduardo Cordeiro, Alfredo Ferreira, and Joaquim Jorge. Computers & Graphics, 2017
- J2 **Hip-directed walking-in-place using a single depth camera.** Luís Bruno, Maurício Sousa, Alfredo Ferreira, João Madeiras Pereira, and Joaquim Jorge. International Journal of Human-Computer Studies (IJHCS), Elsevier, 2017
- J1 **Expeditious Illustration of Layer-Cake Models On and Above a Tactile Surface.** Daniel S. Lopes, Daniel Mendes, Maurício Sousa, and Joaquim Jorge. Computers & Geosciences (in press), 2016

Book Chapters

- B1 **Remote Proxemics.** Maurício Sousa, Daniel Mendes, Daniel Medeiros, Alfredo Ferreira, João Madeiras Pereira, and Joaquim Jorge. Book chapter in Collaboration Meets Interactive Spaces, Springer, 2016

Other Peer Reviewed Publications

- O8 **Demo hour.** Paden Shorey, Audrey Girouard, Sang Ho Yoon, Yunbo Zhang, Ke Huo, Karthik Ramani, Maurício Sousa, Daniel Mendes, Soraia Paulo, Nuno Matela, Joaquim Jorge, Daniel S. Lopes, Dirk Wenig, Johannes Schöning, Alex Olwal, Mathias Oben, and Rainer Malaka. Demo hour. *interactions* 24, 6 (October 2017), 8-11.
- O7 **Evaluation of Travel Techniques for Virtual Reality.** Eduardo Cordeiro, Daniel Medeiros, Daniel Mendes, Maurício Sousa, Alberto Raposo, Alfredo Ferreira, and Joaquim Jorge. Portuguese Meeting of Computer Graphics (EPCG), 2016
- O6 **Beyond Eery Space: Applying Gradual Engagement to Remote Proxemics.** Maurício Sousa, Daniel Medeiros, Alberto Raposo, and Joaquim Jorge. Collaboration meets Interactive Surfaces Workshop, ACM Interactive Tabletops and Surfaces(ITS), 2015
- O5 **Augmented Reality for Rehabilitation Using Multimodal Feedback.** João Vieira, Maurício Sousa, Artur Arsénio, and Joaquim Jorge. REHAB2015 Workshop, 2015
- O4 **Enabling Remote Proxemics through Multiple Surfaces.** Daniel Mendes, Maurício Sousa, João Madeiras Pereira, Alfredo Ferreira, and Joaquim Jorge. Collaboration meets Interactive Surfaces Workshop, ACM Interactive Tabletops and Surfaces(ITS), 2014
- O3 **Eery Proxemics: Proximidade à Distância usando Múltiplas Superfícies.** Maurício Sousa, Daniel Mendes, João Madeiras Pereira, Alfredo Ferreira, and Joaquim Jorge. Portuguese Meeting of Computer Graphics (EPCG), 2014
- O2 **Binding a Handheld Device with its Owner.** Maurício Sousa and Joaquim Jorge. Collaboration meets Interactive Surfaces Workshop, ACM Interactive Tabletops and Surfaces(ITS), 2013
- O1 **Collaborative 3D Visualization on Large Screen Displays.** Daniel Mendes, Maurício Sousa, Bruno Araújo, Alfredo Ferreira, Hildegarde Noronha, Pedro Campos, Luciano Soares, Alberto Raposo, and Joaquim Jorge. Powerwall Workshop, SIGCHI Conference on Human Factors in Computing Systems(CHI), 2013

Theses

- T2 **Perception Manipulation for Seamless Face-to-face Remote Collaboration.** *Maurício Sousa. Ph.D. Thesis. Instituto Superior Técnico, University of Lisbon. 2020*
- T1 **Remote Proxemics for Collaborative Virtual Environments.** Maurício Sousa. M.Sc. Thesis. Instituto Superior Técnico, University of Lisbon. 2014

SELECTED PUBLICATIONS

- S10 [Laparoscopy with Augmented Reality Adaptations](#),
Ezequiel Zorzal, José Miguel Gomes, Maurício Sousa, Pedro Belchior, Pedro G. da Silva, Nuno Figueiredo, Daniel S. Lopes, and Joaquim Jorge.
Elsevier Journal of Biomedical Informatics, 2020
- S9 [Magic Carpet: Interaction Fidelity for Flying in VR](#),
Daniel Medeiros, Maurício Sousa, Alberto Raposo, and Joaquim Jorge,
IEEE Transactions on Visualization and Computer Graphics (TVCG), 2019
*** Recipient of the Encarnação Award 2020 from The Portuguese Computer Graphics Group**
- S8 [WARPING DEIXIS: Distorting Gestures to Enhance Collaboration](#),
Maurício Sousa, Rafael K. Dos Anjos, Daniel Mendes, Mark Billinghurst, and Joaquim Jorge,
ACM Conference on Human Factors in Computing Systems (CHI), 2019
*** Featured in the 'Best of CHI 2019' event by IndiaHCI**
- S7 [Using Custom Transformation Axes for Mid-Air Manipulation of 3D Virtual Objects](#),
Daniel Mendes, Maurício Sousa, Rodrigo Lorena, Alfredo Ferreira, and Joaquim Jorge,
ACM Symposium on Virtual Reality Software and Technology (VRST), 2017
- S6 [Creepy Tracker Toolkit for Context-aware Interfaces](#),
Maurício Sousa, Daniel Mendes, Rafael Kuffner dos Anjos, Daniel Medeiros, Alberto Raposo, Alfredo Ferreira, João Pereira, and Joaquim Jorge,
ACM Interactive Surfaces and Spaces (ISS), 2017
- S5 [VRRRRRoom: Virtual Reality for Radiologists in the Reading Room](#),
Maurício Sousa, Daniel Mendes, Soraia Paulo, Nuno Matela, Joaquim Jorge, and Daniel Lopes,
ACM Conference on Human Factors in Computing Systems (CHI), 2017
- S4 [Design and evaluation of a novel out-of-reach selection technique for VR using iterative refinement](#),
Daniel Mendes, Daniel Medeiros, Maurício Sousa, Eduardo Cordeiro, Alfredo Ferreira, and Joaquim Jorge,
Elsevier Computers & Graphics, 2017
- S3 [Hip-directed walking-in-place using a single depth camera](#),
Luís Bruno, Maurício Sousa, Alfredo Ferreira, João Madeiras Pereira, and Joaquim Jorge,
International Journal of Human-Computer Studies (IJHCS), Elsevier, 2017
- S2 [SleeveAR: Augmented Reality for Rehabilitation using Realtime Feedback](#),
Maurício Sousa, João Vieira, Daniel Medeiros, Artur Arsénio, and Joaquim Jorge,
ACM Intelligent User Interfaces (IUI), 2016
- S1 [Eery Space: Facilitating Virtual Meetings Through Remote Proxemics](#),
Maurício Sousa, Daniel Mendes, Alfredo Ferreira, João Madeiras Pereira, and Joaquim Jorge,
Human-Computer Interaction—INTERACT, 2015

REFERENCES

- R1 **Tovi Grossman, Ph.D.**
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- R2 **Joaquim Jorge, PhD**
Full Professor, Instituto Superior Técnico,
University of Lisbon
Senior Researcher, Inesc-ID

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1000-021 Lisboa,
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- R3 **Graig Anslow, PhD**
Lecturer (Assistant Professor)
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Computer Science
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