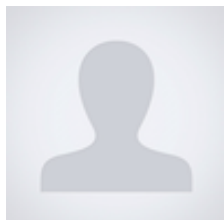


Profile

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Academic activities

Courses

"Professional Presentations"

"Technical Report Writing"

"Conflict Management"

"Communication Techniques"

"Teamwork"

Supervisions

Master Thesis

Nuno Miguel de Jesus Grilo Cavalheiro, "Gamificação de Património Cultural e os seus efeitos na satisfação turística", Helena Maria Correia Neves Cordeiro Rodrigues, Master Thesis, Concluded, 2019

Sara Vaz de Barros Nunes Mendes, "Parceiros no Vinho: A influência das ocasiões no comportamento de compra de vinho dos Millennials portugueses", Helena Maria Correia Neves Cordeiro Rodrigues, Master Thesis, Concluded, 2018

Margarida dos Santos Lourenço, "A imagem percepcionada do turismo em Lisboa: Estudo com recurso aos social media", Helena Maria Correia Neves Cordeiro Rodrigues, Master Thesis, Concluded, 2018

Scientific Activities

Scientific Articles in International Journals

Rodrigues, L. F., Oliveira, A., Rodrigues, H. & Costa, C. J. (2019). Assessing consumer literacy on financial complex products. *Journal of Behavioral and Experimental Finance*. 22, 93-104, [Ciência-IUL](#), Indexada (SCOPUS/ISI)

Rodrigues, H., Almeida, F., Figueiredo, V. & Lopes, S. L. (2019). Tracking e-learning through published papers: a systematic review. *Computers & Education*. 136, 87-98, [Ciência-IUL](#), Indexada (SCOPUS/ISI)

Mohsin, A., Rodrigues, H. & Brochado, A. (2019). Shine bright like a star: hotel performance and guests expectations based on star ratings. *International Journal of Hospitality Management*. 83, 103-114, [Ciência-IUL](#), Indexada (SCOPUS/ISI)

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Rodrigues, H., Brochado, A., Troilo, M. & Mohsin, A. (2017). Mirror, mirror on the wall, who's the fairest of the mall? A critical content analysis on medical tourism. *Tourism Management Perspectives*. 24, 16-25, [Ciência-IUL](#), Indexada (SCOPUS/ISI)

Conference Proceedings

Rodrigues, L. F., Oliveira, A., Costa, C. J. & Rodrigues, H. (2018). Gamification to teach and assess financial education: a case study of self-directed bank investors. In Andrew Burge (Ed.), 17th Annual Hawaii International Conference on Education. (pp. 1851-1882). Honolulu, [Ciência-IUL](#)

Rodrigues, L. F., Oliveira, A., Costa, C. & Rodrigues, H. (2018). Games and business: human factors in gamified applications. In Tareq Ahram (Ed.), *Advances in Human Factors in Wearable Technologies and Game Design*. AHFE 2018. *Advances in Intelligent Systems and Computing*. (pp. 318-324). Orlando: Springer International Publishing AG., [Ciência-IUL](#)

Rodrigues, H., Almeida, F., Figueiredo, V. & Lopes, S. (2018). Mapping key concepts of e-learning and educational-systematic review through published papers. In L. Gómez Chova, A. López Martínez, I. Candel Torres (Ed.), 11th annual International Conference of Education, Research and Innovation. (pp. 8949-8952). Sevilla: IATED., [Ciência-IUL](#)

International Communications

Oral Presentation

LUIS FILIPE RODRIGUES, Oliveira, A., Costa, C. & Rodrigues, H. (2018). Gamification to teach and assess financial education: A case study of self-directed bank investors. 17th Annual Hawaii International Conference on Education., [Ciência-IUL](#)

LUIS FILIPE RODRIGUES, Oliveira, A., Costa, C. & Rodrigues, H. (2018). Human factors in gamified applications. Ciência 2018 - Encontro com a Ciência e Tecnologia em Portugal., [Ciência-IUL](#)

LUIS FILIPE RODRIGUES, Oliveira, A., Rodrigues, H. & Costa, C. (2018). Games and Business: Human Factors in Gamified Applications. 9th International Conference on Applied Human Factors and Ergonomics (AHFE 2018)., [Ciência-IUL](#)

National Communications

Oral Presentation

Rodrigues, L., Oliveira, A., Costa, C. & Rodrigues, H. (2018). Games & Business: Human factors in gamified applications. Ciência 2018 - Encontro com a Ciência e Tecnologia em Portugal., [Ciência-IUL](#)

Other Activities

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