Starting on January until the end of April 2011 I have been privileged by participating in the Carnegie Mellon University (CMU) Portugal program. My participation in this program has been in the modality of research exchange and with the main objective of attending a unique Master program existing at CMU to reproduce in Madeira.

On the one hand I have been spending a substantial amount of time at the Entertainment Technology Center (ETC), a very unique environment which hosts a 2 year professional program on entertainment. The uniqueness of the ETC approach is that it proposes a master program with few core courses but many hands on projects that are realized in close collaboration with the entertainment industry, including enterprises such as Disney, Google, Microsoft, non-profit organizations, a number of museums, etc. The applied approach of the ETC program brings together many times for their first time - students from arts, computer science, design among others and teaches them group work, leadership, the basics of film making, improvisation, design, and other disciplines. This approach is able to take the most of each of the student’s skills, and develop a discipline and common language necessary for an optimal work flow in a highly interdisciplinary industry. As part of the ETC faculty, I have audited and participated in the courses Building Virtual Worlds and Game design, the latter being a course that will be taught at my institution, the Madeira Interactive Technologies Institute (M-ITI).

On the other hand, I have spent part of my time at the Quality of Life Technologies Center of CMU. This center is a multidisciplinary environment that brings together health and the technology expertise from CMU and the University of Pittsburgh. There I have benefited from their close contact with the health industry in order to collaborate with a company devoted to the creating of rehabilitation robotics for stroke survivors. With them I have integrated gaming technologies, robotics and therapeutic trainings for Stroke patients that need continuous motor training for their upper limbs. I will further pursue this collaboration back in Portugal.

From my experience I can only value very positively the CMU Portugal exchange program which was effective at both creating a research network and collaborations with CMU, and being able to bring to Portugal universities some of CMU's unique training programs such as the one at ETC on entertainment technologies.