Andrea Alessandrini, Ph.D.

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WORK EXPERIENCE

03/2020 – CURRENT – Umeå, Sweden
SENIOR LECTURER IN INTERACTION DESIGN – UMEÅ UNIVERSITY

10/2018 – CURRENT – Milano, Italy
VISITING PROFESSOR IN INTERACTION DESIGN – POLITECNICO DI MILANO

07/2017 – 04/2020 – Kalmar, Sweden
SENIOR LECTURER IN INFORMATICS – LINNAEUS UNIVERSITY

2016 – 2019 – Växjö/Kalmar, Sweden
ECRAFT2LEARN H2020-ICT22 PRINCIPAL INVESTIGATOR – DUNDEE UNIVERSITY - LINNAEUS UNIVERSITY

05/2016 – 10/2016 – San Diego, United States
VISITING SCHOLAR - COGNITIVE SCIENCE DEPARTMENT – UNIVERSITY OF CALIFORNIA SAN DIEGO

12/2012 – 07/2017 – Dundee, United Kingdom
LECTURER IN INTERACTION DESIGN – UNIVERSITY OF DUNDEE

09/2011 – 12/2012 – Trento, Italy
POSTDOCTORAL RESEARCH FELLOW IN HUMAN-COMPUTER INTERACTION – FONDAZIONE BRUNO KESSLER - FBK

05/2010 – 05/2011 – Siena, Italy
POSTDOCTORAL RESEARCH FELLOW IN INTERACTION DESIGN – UNIVERSITY OF SIENA

EDUCATION AND TRAINING

2013 – 2014 – Dundee, United Kingdom
POSTGRADUATE CERTIFICATE IN TEACHING IN HIGHER EDUCATION (PG CERTTHE) – University of Dundee

Address Dundee, United Kingdom

2006 – 2011 – Italy
DOCTOR OF PHILOSOPHY IN TELEMATICS AND INFORMATION SOCIETY – University of Florence

Prof. L. Bannon (University of Limerick) external supervisor.
Doctoral Scholarship 2007-2010

Address Italy | **Field of study** Sistemi di elaborazione delle informazioni (ING-INF/05) |

Thesis End-User construction and deconstruction in Ubiquitous computing systems.

2005 – 2006 – Siena, Italy
POST GRADUATE MASTER OF SCIENCE (M.SC.) – University of Siena

Master Scholarship 2005

Address Siena, Italy | **Field of study** Sistemi di elaborazione delle informazioni (ING-INF/05) |

Thesis YSTREET – innovative devices and services concept for the wireless city.

1997 – 2005 – Siena, Italy
MASTER OF SCIENCE (M.SC.) – University of Siena

Student Scholarship 2001-2003

Address Siena, Italy |

Field of study Communication Science specialization Technologies and Multimedia. |

Final grade 106/110 | **Thesis** Design of artifacts and environments for cooperative behaviors.

LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C1	C1	C1
GERMAN	C1	B1	B1	B2	A2
FRENCH	A2	A2	A2	A2	A2
SPANISH	B1	B1	A2	A2	A1
SWEDISH	A1	A1	A1	A1	

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SCIENTIFIC PUBLICATIONS

Book Chapters (double or triple blind peer reviews)

1. Toivonen T., Jormanainen I., Montero C.S., Alessandrini A. (2018) Innovative Maker Movement Platform for K-12 Education as a Smart Learning Environment. In: Chang M. et al. (eds) Challenges and Solutions in Smart Learning. Lecture Notes in Educational Technology. Springer, Singapore.
2. Tuhkala A., Isomäki H., Hartikainen M., Cristea A., Alessandrini A. (2018) Design of a Learning Space Management System for Open and Adaptable School Facilities. In: Escudeiro P., Costagliola G., Zvacek S., Uhomoibhi J., McLaren B. (eds) Computers Supported Education. CSEDU 2017. Communications in Computer and Information Science, vol 865. Springer, Cham.

Journals (double or triple blind peer reviews)

1. Alessandrini A., A Study of Students Engaged in Electronic Circuit Wiring in an Undergraduate Course. Journal of Science Education and Technology. Springer. 2022 (in Press). DOI : 10.1007/s10956-022-09994-9 (I.F. 3.9)
2. Alessandrini A., Murray C., Serra Ferreira S., Loux V., Reducat: Do high-functioning children with autism benefit from educational interventions utilising a tangible interface and audio-augmented drawings? International Journal of Human-Computer Studies. 2022 (Under review).
3. Alessandrini A., Cristea A. I., Isomäki H. Designing for and with Children with Special Needs for the International Journal of Child-Computer Interaction Editorial 2016. Designing with and for Children with Special Needs 11: https://doi.org/10.1016/j.ijcci.2017.01.006.
4. Alessandrini A., Cappelletti A., Zancanaro M. Audio-Augmented Paper for the therapy and educational intervention for children with autistic spectrum disorder. International Journal of Human-Computer Studies. Volume 72, Issue 4, April 2014, Pages 422–430. (I.F. 4.8)
5. Carnesecchi M., Rizzo A., Alessandrini A., Caporali M., Milani M. Designing iLook: an integrated, zoomable interface to support users' interaction with networked home appliances. PsychNology Journal 9.3. 2012.
6. Rizzo A., Rubegni E., Gronval E., Caporali M., Alessandrini A. The Net in the Park. Knowledge, Technology & Policy. Springer Journal. 2009.

Conference papers (double, triple or fourfold blind peer reviews)

1. Alessandrini A., How an Undergraduate Group of Design Students Solved Wiring Errors during the Prototyping of an Interactive Artifact. In *European Conference on Cognitive Ergonomics 2022 (ECCE 2022), October 4–7, 2022, Kaiserslautern, Germany*. ACM, New York, NY, USA.
2. Tuhkala, A., Isomäki, H., Hartikainen, M., Cristea, A. and Alessandrini, A. Identifying Objectives for a Learning Space Management System with Value-focused Thinking. 9th International Conference on Computer Supported Education, '18.
3. Alessandrini A., Loux V., Serra Ferreira S., Murray C. Designing ReduCat: Audio-Augmented Paper Drawings Tangible Interface for the Educational Intervention for High-Functioning Autistic Children. 15th IDC, '16.
4. Alessandrini A. Practices, Technologies, and Challenges of Constructing and Programming Physical Interactive Prototypes. Int. Conf. on Human-Computer Interaction, '15. LA.
5. Alessandrini A., Digital Bricolage: hands-on experiences with digital interaction construction. FabLearn Europe '14, Aahrus.
6. Alessandrini A., End-user construction mechanisms for the Internet of Things. The 27th International British HCI Conference, '13, London.
7. Alessandrini A., Cappelletti A., Zancanaro M. Audio-Augmented Paper for the Therapy of Low-Functioning Autism Children. CHI Extended Abstracts, '13, Paris.
8. Aliakseyeu D., Mason J., Meerbeek B., van Essen H., Offermans S., Alessandrini A., Sanesi V., Carreira P., Eby C. (2012) Results of the 'User Interaction Techniques for Future Lighting Systems' Workshop at INTERACT 2011. In: Wichert R., et. al. Constructing Ambient Intelligence, AmI '11.
9. Alessandrini A., Grönvall E., Manuli P., Sanesi V., Melaragni S., Oliviero M. T. MeShirt: concepts for provocation and promotion. Interaction Techniques for Future Lighting Systems. INTERACT'11, Lisbon.
10. Alessandrini A., Caporali M., Carnesecchi M., Milani M., Rizzo A. iLook: a Zoomable User Interface to support the interaction with home appliances. 9th ACM SIGCHI Italian Chapter International Conference on Computer-Human Interaction, '11, Alghero.
11. Alessandrini A., Rizzo A. Hardware in End-User Development. 2nd International Workshop on End User Development for Services, '11, Bari.

12. Alessandrini A., Rizzo, A. End-user construction and deconstruction in Ubiquitous Systems. CHI 2010 Workshop: Examining Appropriation, Re-use, and Maintenance for Sustainability, '10, Atlanta.
13. Alessandrini A., Caporali M., Carnesecchi M., Milani M., Rizzo A. iLook: una Zooming User Interface per gestire gli elettrodomestici in modalità touch e realtà aumentata. Società Italiana Ergonomia, IX Congresso Nazionale, '10, Rome.
14. Alessandrini A., Rizzo A., Rubegni E. Drama prototyping for the design of urban interactive systems for children. 8th IDC, '09, Como.
15. Rubegni E., Brunk J., Caporali M., Gronval E., Alessandrini A., Rizzo A. Wi-Wave: urban furniture for browsing internet contents in public spaces. 15th ECCE, '08, Madeira.

Others Publications

1. Alessandrini A. (Contributor), Enabling maker innovations in education: Barriers and drivers D2.1 eCraft2Learn 2017
2. Alessandrini A., Development of personalised, craft- and project-based learning. D3.1, eC2L 2017.
3. Alessandrini A. (C.), Description of Use cases D3.2 eC2L 2017
4. Alessandrini A. (Reviewer), Open educational resources description. D3.3 eC2L 2017.
5. Alessandrini A. (C.), Manual of project- and craft-based learning STEAM training for teachers. D3.4 eC2L 2017.
6. Alessandrini A. (Author), Architecture Analysis and Design. D4.1 eC2L 2017.
7. Alessandrini A. (C.), Tools for a digital maker space in schools. D4.2, eC2L 2017 (not public).
8. Alessandrini A. (A.), A software solution for the educational extension. D4.3 eC2L 2017
9. Alessandrini A. (A.), User manual for programming of computer-supported artefacts with integrated debugger and 3d modelling, simulation and printing - the unified user interface approach. D4.5 eC2L 2017
10. Alessandrini A. (C.), Pilot Protocol. D5.1 eC2L 2017
11. Alessandrini A. (C.), Critical evaluation of innovation management. D2.3. eC2L 2018
12. Alessandrini A. (C.), The unified user interface - A software solution for 3D design, programming and making computer-supported artefacts D4.4. eC2L 2018
13. Alessandrini A. (A.), User Manual and Tutorial for Programming of Computer-supported Artefacts - The Unified User Interface Approach. D4.5. eC2L 2018
14. Alessandrini A. (C.), Exploitation Strategy Documentation. D6.6. eC2L 2018
15. Alessandrini A., End-User construction and deconstruction in Ubiquitous computing systems. (Human-Computer Interaction Ph.D. Dissertation) University of Florence. 2011
16. Ackermann E., Toccafondi G., Alessandrini A., Torsi S., Decortis F., Lentini L., Magli R., Barajas M., Frossard F., Martinez M., Owen M., Ulicsak M., Owen S., Logofatu B., Dumitrache A. Guidelines for the design of intergenerational learning environments. The Puente Project (2006-2008) Public Environments for Intergenerational Learning 229600 - CP -1-2006-1- IT - MINERVA – M. 2006.
17. Ackermann E., Toccafondi G., Alessandrini A., Torsi S., Decortis F., Lentini L., Magli R., Barajas M., Frossard F., Martinez M., Owen M., Ulicsak M., Owen S., Logofatu B., Dumitrache A. Intergenerational Learning Mediated by Technology. Puente Project Publications. The Puente Project (2006-2008) Public Environments for Intergenerational Learning 229600 - CP -1-2006-1- IT - MINERVA – M. 2006.
18. Ackermann E., Toccafondi G., Alessandrini A., Torsi S., Decortis F., Lentini L., Magli R., Barajas M., Frossard F., Martinez M., Owen M., Ulicsak M., Owen S., Logofatu B. Dumitrache A. Case Study Report. Puente Project Publications. The Puente Project (2006-2008) Public Environments for Intergenerational Learning 229600 - CP -1-2006-1- IT - MINERVA – M. 2006.
19. Alessandrini A., JOICO: Design of artifacts and environments for cooperative behaviors. (Communication Science/Human-computer interaction MSc Dissertation) University of Siena. 2005.

DRIVING LICENCE

Driving Licence: A

Driving Licence: B

ORGANISATIONAL SKILLS

Organisational skills

Ability to organize and coordinate projects and team maturated during my research and teaching activities, trying to enhance individual skills and group.

COMMUNICATION AND INTERPERSONAL SKILLS

Communication and interpersonal skills

Strong propensity for group work, which is supported by knowledge and experience I gained in working in multidisciplinary and multicultural work environment during European and national research projects.

JOB-RELATED SKILLS

Job-related skills

Systems prototyping of hardware and software for interactive digital technology. Hardware assembly (Arduino and knowledge on analogue and digital sensors and actuators), Competences of rapid prototyping and 3D printing with Ultimaker, Up and MakerBot.

OTHER SKILLS

Other skills

User and Design Research Techniques: User centered design, Participatory design, Benchmarking, Desk research and Literature-Reviews, Scenario-based design, Concept Generation, Brainstorming Techniques, Mood Board Production, Future Laboratories Workshops, Lo-fi prototyping, Questionnaires, Contextual Interviews, Applied Ethnography, Cultural Probes, Diaries, Card Sorting, Wizard of Oz, Usability Testing, Task Analysis, Cognitive Walkthrough, Heuristic Evaluation, Organization of expert workshops, Running focus groups, Experimental plan definition, Qualitative and quantitative analysis, Sketching, Graphic design, Physical mock-ups.

TEACHING

Courses

Politecnico di Milano - School of Design
Master of Science (MSc) in Digital and Interaction Design
053662 Digital Design Studio 1 Yr
21/22, 20/21, 19/20, 18/19
120 h (40 h)
12 CFU (4 CFU)

Umeå University - School of Design
BSc in Interaction and Design
Design theory 3Yr
21/22 20/21
24 h (7h)
4.5 credit points (1.5 credit points)

Umeå University - School of Design
BSc in Interaction and Design
Design Process 3Yr
21/22 20/21
32 h (18h)
7.5 credit points (3 credit points)

Umeå University - School of Design
MSc in Interaction and Design
Professional Product 1Yr
21/22 20/21
135 h (50 h)
15 credit points (5 credit points)

Umeå University - School of Design
MSc in Interaction and Design
5ID219 User Experience Design 2 Yr
19/20
135 h (50 h)
15 credit points (5 credit points)

Università di Camerino - School of Architecture and Design
MSc in Design for Digital Innovation
Interaction Design Lab - Internet of Things and Physical computing 2 Yr
18/19
60h
6 CFU

Linnaeus University - School of Informatics
Bachelor of Science (BSc) Interaction Design
1IK420 Interaction Design 2 Yr
18/19, 17/18
100 h (35 h)
10 credits (3,5 credits)

Linnaeus University - School of Informatics
BSc Interaction Design
1IK530 User centred design 1 Yr
17/18
120 h (50 h)
12 credits (5 credits)

University of Dundee - School of Design
BSc Social Digital
DJ40009 - Personal Honours Project 4 Yr
16/17, 15/16
420 h (120 h)
90 credits (30 credits)

University of Dundee - School of Design
BSc Social Digital
DJ22013 - Prototyping Digital Futures 2 Yr
16/17, 15/16, 14/15, 13/14, 12/13
120 h (100 h)
12 credits (10 credits)

University of Dundee - School of Design
BSc Social Digital
DJ12015 - Intro Social Digital 1 Yr
16/17
100 h (35 h)
10 credits (3,5 credits)

University of Dundee - School of Design
BSc Social Digital
DJ31035 - Interaction design 3 Yr
13/14
120 h (40 h)
12 credits (4 credits)

University of Dundee - School of Design
BSc Social Digital
DJ40009 - Communication Futures (facoltative) 2 Yr
12/13
90 h (30 h)
8 credits (3 credits)

University of Siena - School of Communication Science
MSc in Interaction and Design

Visual Perception 2 Yr
10/11
120 h (80 h)
8 CFU (8 CFU)

University of Siena - School of Communication Science
MSc in Interaction and Design
Physical Computing 1 Yr
09/10, 08/09, 07/08
120 h (40 h)
12 CFU (4 CFU)

University of Siena - School of Communication Science
MSc in Interaction and Design
Prototyping and Product Design 1 Yr
07/08, 06/07
100 h (50 h)
10 CFU (5 CFU)

RESEARCH CONFERENCES PRESENTATIONS

Research Conferences Presentations

- *International Conference on Interaction Design and Children, Association for Computing Machinery (ACM) Special Interest Group on Computer–Human Interaction (SIGCHI)*, Manchester, 2016, United Kingdom;
- *Human-Computer Interaction International Conference*, 2015, Los Angeles, United States;
- *FabLearn Europe, Annual Conference on Maker Education*, 2014, Aahrus, Denmark;
- *British Human Computer Interaction Conference*, 2013, London, United Kingdom;
- *ACM Conference on Human Factors in Computing Systems (CHI), 2013*, Paris, France;
- *International conference on human-computer interaction (INTERACT'11)*, 2011, Lisbon, Portugal;
- *ACM SIGCHI Italian Chapter International Conference on Computer-Human Interaction: Facing Complexity (CHItaly)*, 2011, Alghero, Italy;
- *Symposium on End-User Development (IS-EUD), 2011*, Torre Canne, (Brindisi), Italy;
- *ACM Conference on Human Factors in Computing Systems (CHI)*, 2010, Atlanta, United States;
- *Congresso nazionale della Società Italiana di Ergonomia*, 2010, Roma, Italy;
- *International Conference on Interaction Design and Children*, ACM SIGCHI, 2009, Como, Italy;

RECENT ACADEMIC PRESENTATIONS

Recent Academic Presentations

Designing Interactions for Education
Department of Applied Information Technology
University of Gothenburg
Gothenburg
26th May 2022

Usability Evaluations with Users
Department of Design
Norwegian University of Science and Technology
Trondheim, Norway
11th December 2020

Materiality of Interaction Design
School of Arts and Communication
Faculty of Culture and Society
Malmo University
Malmo, Sweden
16th May 2019

RECENT PUBLIC DISSEMINATION EVENTS

Recent Public Dissemination Events

Vaxjo Science Festival
STEAM activities with primary schools
Vaxjo, Sweden
March 2018

Joensuu Science Festival
STEAM Educational Workshops
Joensuu, Finland
May 2017

SICSA DEMO Festival
Presentation of prototypes of assistive technology
Glasgow, Scotland
October 2016

Dundee Science Festival
Presentation of prototypes of assistive technology
Dundee, Scotland
November 2016

SCHOLARSHIPS AND GRANTS

Scholarships and Grants

2022 Research Grant (€1.500.000) Horizon Europe (Under Evaluation).
2017 Travel Grant (SEK 15.000) from the Linnaeus University - Sweden.
2016 Research Grant (£5.000) from the Scottish Funding Council Innovation Voucher Scheme - United Kingdom.
2016 Research Grant (€2.000.000) Horizon 2020 ICT-22 Grant Agreement No 731345. (Principal Investigator)
2016 Travel Grant (£828) from the Scottish Informatics and Computer Science Alliance - United Kingdom.
2015 Early Career Researcher Exchanges Grant (£5750) from the Scottish Informatics and Computer Science Alliance - United Kingdom.
2015 Travel Grant (£938) from the Scottish Informatics and Computer Science Alliance - United Kingdom.
2015 Research Grant (£5.000) from the Scottish Funding Council Innovation Voucher Scheme - United Kingdom.
2015 Travel Grant (£2.700) from the University of Dundee - United Kingdom.
2014 Travel Grant (£500) from the University of Dundee - United Kingdom.
2014 Research Grant (£5.000) from the Scottish Funding Council Innovation Voucher Scheme - United Kingdom.
2013 Travel Grant (£1.900) from the University of Dundee - United Kingdom.
2011 Research Grant (€20.000) from the Province of Siena - Italy. (Principal Investigator)

ACADEMIC ROLES

Academic Roles

Member of the external examiners committee for doctoral education at the Politecnico di Milano.

External supervisor for a doctoral student at the Politecnico di Milano.

Member of the scientific board of the project "Interactive sensory objects developed for and by people with learning disabilities" (AH/J004987/1).

Member of the Teaching and Learning Committee at the University of Dundee.

Member of the School Board at the University of Dundee.

Erasmus and Global Exchange coordinator at the University of Dundee.

Guest Editor for the *International Journal* of *Child-Computer Interaction,* Elsevier.

Associate Fellow of the Higher Education Academy.

Featured articles and papers reviewer for:
- *Personal and Ubiquitous Computing* Journal, Springer;
- *International Journal* of *Child-Computer Interaction,* Elsevier;
- *Conference on Human Factors in Computing Systems (CHI),* ACM;
- *Interaction Design and Children (IDC),* ACM;

CERTIFICATIONS

Certifications

- Diversity in Learning & Teaching Training, University of Dundee, Dundee (United Kingdom)
- Stress for Managers Certificate, University of Dundee, Dundee (United Kingdom)
- Stress in the Workplace Certificate, University of Dundee, Dundee (United Kingdom)
- Disability Certificate, University of Dundee, Dundee (United Kingdom)
- Diversity in the Workplace Certificate, University of Dundee, Dundee (United Kingdom)

PROJECTS

2021 – CURRENT
ProBe: Prototype Well

The project aims to design new prototyping tools for early users of creative technologies. The project focuses on designing novel interactive hardware technologies that support the planning, designing, understanding, and troubleshooting electronic circuits for formal and informal educational contexts. Umeå University, Sweden.
Position: Principal Investigator (P.I.) and coordinator of the international research team.

2016 – 2018
eCraft2Learn - Digital Fabrication and Maker Movement in Education: Making Computer-supported Artefacts from Scratch

eCraft2Learn (EU) *Digital Fabrication and Maker Movement in Education: Making Computer-supported Artefacts from Scratch. (€ 2M)*
H2020 - ICT-22-2016: Technologies for Learning and Skills. (call success rate less than 5%).
The eCraft2Learn project will research, design, pilot and validate an ecosystem based on digital fabrication and making technologies for creating computer-supported artefacts. The project aims at reinforcing personalised learning and teaching in science, technology, engineering, arts and math (STEAM) education and to assist the development of 21st century skills that promote inclusion and employability for youth in the EU. The eCraft2Learn ecosystem will support both formal and informal learning by providing the appropriate digital fabrication, making technologies, and programming tools. It will also incorporate mechanisms for personalised and adaptive learning. University of Dundee, United Kingdom and Linnaeus University, Sweden.
Position: Principal Investigator (P.I.) and coordinator of the University of Dundee and Linnaeus University international research team composed of a Post Doc, and one Research Assistant.

2014 – 2016
Beyond the Conversational User Interface (CUI)

The objective of the research project is to design interactive interfaces and services solutions for children with special educational needs. University of Dundee and Microsoft Research Cambridge, United Kingdom.

Position: Principal Investigator (P.I.) and coordinator of the University of Dundee international research team composed of three Research Assistants.

2012 – 2015
Embed-IoT Project

The objective of the research project is to design novel tools and services for supporting designers without programming skills and electronic knowledge to rapidly construct interactive physical and digital prototypes. The system supports designers to easily understand how to connect component together and how to establish communication between components. Also, the system will easily support the designer to connect the system to data available online, enabling designers to easily prototype Internet of Things products. University of Dundee, United Kingdom and Linnaeus University, Sweden.
Position: Principal Investigator (P.I.) and coordinator of the international research team composed of two Research Assistants.

2013 – 2016
Littlevoice project.

The project aims at developing novel tangible and collaborative technologies designed to promote the learning of social competences by Autistic Spectrum Disorders (ASD). University of Dundee, United Kingdom.
Position: Principal Investigator (P.I.) and coordinator of the international research team composed of three Research Assistants.

2012 – 2015
Interactive sensory objects developed for and by people with learning disabilities (AH/J004987/1)

The project explores how to enhance the experience and understanding of cultural heritage in museums and heritage sites by creating interactive multisensory objects collaboratively with artists, technologists and people with learning disabilities. University of Dundee, United Kingdom.
Position: External Member of the international research team.

2011
meSch Project (EU)

meSch (Material EncounterS with digital Cultural Heritage) has the goal of designing, developing and deploying tools for the creation of tangible interactive experiences that will connect the physical experience of museums and exhibitions with relevant digital cross-media information in novel ways. The meSch envisioning and realisation approach is grounded on principles of co-design, the broad participation of designers, developers and stakeholders into the process, and on a Do-It-Yourself philosophy to making and experimentation. Bruno Kessler Foundation - Trento.
Position: Member of the international research team on the project proposal.

2011
PerTe Project

The objective of the 3-year project PerTe (Persuasive Technologies) is to design, implement and evaluate new technologies that are able to purposefully and implicitly influence the behavior of a co-located group of people. The project addresses specific research topics, such as: social signal processing, group behavior modelling and persuasive technologies. Bruno Kessler Foundation - Trento.
Position: Member of the international research team.

2010 – 2012
COSPATIAL Project (EU)

The project aims at developing collaborative technologies designed to promote the learning of social competence by children who are typically developing and those with Autistic Spectrum Disorders (ASD). Bruno Kessler Foundation - Trento.
Position: Member of the international research team.

2009 – 2011
Energy Monitoring Project

The project aims to propose the creation of tools for monitoring and management of energy flows into and out of the homes, neighborhoods and cities. The system is composed of modular architecture and constructible based on a centralized energy hub. CoDeco gives the ability to have a greater awareness in the production and consumption of clean energy, by involving users in the management of consumption and production of energy. University of Siena, Italy.
Position: Principal Investigator (P.I.) and coordinator of two national Research Assistants.

2009 – 2011
MELIGHT Project

MeLight extends the role of artificial lighting in everyday practices, offering a wide range of opportunities in creating the light experiences users want to live. MeLight is a light that takes user to a fantastic world where all the web and multimedia contents transform domestic environment: photos, videos, news, music and light-moods turn personal spaces into windows on different worlds, even magic or fantastic places. University of Siena, Italy.
Position: Member of the national research team.

2005 – 2007
DIDA Project

The national project DIDA partnership between Siena Communication Science Department and the University of Siena to design a system for the learning and knowledge management for University of Siena technical and administrative staff. University of Siena, Italy.
Position: Member of the national research team.

2009 – 2011
SOYOUNG Project

SoYoung project aims at creating a new end-to-end networked platform for active and experience-centric music listening, in an attempt to convert passive, non-interactive actors into active and engaged listening actors. This effort seeks to return to a more traditional listening and music making experience, in which the public is able to interact in many ways with performers to cooperate and construct expressive features of a music piece. University of Siena, Italy.
Position: Member of the national research Team.

2007 – 2011
WIRONI Project

Wironi project aims to develop design spaces and services for accessing and managing citizen services in public spaces that bridge people, interaction context, activities and their contents. University of Siena, Italy.
Position: Member of the international research team.

2007 – 2010
BODYWIG Project

The objective of BodyWig project is the creation of devices which allow users to monitor their movements so that they can obtain information on the proper execution of motor patterns, on their aerobic and

anaerobic conditions and well-being. The usefulness of this technology will consist mainly in providing simple and easy to interpret feedback from users about patterns of rehabilitation and physical exercises and preconfigured even compared to the many activities of daily living. University of Siena, Italy.
Position: Project coordinator and management of the international research team composed of one Research Assistant, and one Researcher.

2008 – 2010
BEYOND USER INTERFACE Project

ILook is a User Interface we designed to support everyday interaction between people and home appliances. Through a participatory design process that involved both end-users and stakeholders, we devised an information architecture to support people in scenarios of everyday activity. As a result of the process, iLook, a Zooming Interface that embodies some focus+context features and allows navigation for different devices. ILook allows a dual modality of interaction through touch navigation and through augmented reality according to the activity. University of Siena, Indesit SpA, Italy.
Position: Member of the national research team.

2006 – 2009
PUENTE (EU) Project - Design of Public Spaces for Intergenerational Learning

The PUENTE idea is to define a model for designing innovative learning environments specifically targeting intergenerational learning in informal learning contexts. University of Siena, Italy.
Position: Member of the international research team.

7.11.2022