


PERSONAL INFORMATION

Catia Prandi, PhD

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Sex Female | Date of birth 19/12/1986 | Nationality Italian

WORK EXPERIENCE

July 2018 – present

Assistant professor

University of Bologna

- My main research interests are related to HCI, Pervasive system, Mobile HCI, Urban Data Science.

Jan 2017 – present

Post-doc fellow

Madeira Interactive Technologies Institute (M-ITI), LARSYS
Funchal, Madeira, Portugal

- I'm part of the Sense & Tell research group aimed to "Making Sense of Complex Data through Storytelling and Interactive Media"
- In particular, my main research interests are related to: geographic technologies and HCI; urban data collection exploiting crowdsensing, crowdsourcing, and pervasive sensing platform; interfaces and information visualizations design and implementation to improve personalization, accessibility and users' awareness about relevant topic, such as sustainability and biodiversity.

Jan 2017 – June 2018

Post-doc Research

ARDITI - Agência Regional para o Desenvolvimento da Investigação, Tecnologia e Inovação.
Funchal, Madeira, Portugal

- I worked as Researcher and Technical Contributor in CIVITAS-DESTINATIONS European Project, in the field of Urban Mobility with knowledge and experience on behavioral change in the context of Urban Mobility.
- CIVITAS DESTINATIONS is a project submitted and approved for the call "MOBILITY for GROWTH 2014-2015 - MG-5.5a-2015 - Demonstrating and testing innovative solutions for cleaner and better urban transport and mobility". It is funded by the European Commission under H2020-EU.3.4. SOCIETAL CHALLENGES - Smart, Green and Integrated Transport.
- In particular, my research is related to two main research topics: (i) Gamification as a tool to induce behavior changes in mobility where we are investigating how to design and implement gameful experiences to engage citizens and tourists in using more sustainable means of transportation, exploiting wireless short-range communication technologies (such as iBeacons, RFID, NFC); (ii) designing and developing pervasive smart sensing/metering and user-generated content to collect urban data, (i) improving mobility planning and services, and (ii) making citizens and tourists more aware and informed about variables affecting the sustainability of the island.

Sept 2016 – March 2017

Adjunct Professor

University of Bologna, Italy

- I worked as adjunct professor of the “**Web technologies**” course, in the Computer science and engineering Bachelor degree, Campus of Cesena, University of Bologna.
- My lectures were related to design and develop responsive web-based applications, implementing the more actual design principles.
- During the course I conducted a participatory design involving all students (above 200) with the aim at designing and prototyping a new platform to provide students services.

July 2016

Adjunct Professor

Bologna Business School (BBS), University of Bologna, Italy

- I worked as adjunct professor of the “**Web Technologies**” course, in the Executive Master in Digital Business BBS.
- My lectures were related to HCI design and methodologies and user-center design.

May 2016 – Dec 2016

Research assistant

University of Bologna, Italy

- The research was related to the project **TIME (Integrated Technology for Electric Mobility)**, a project funded by the Emilia Romagna region and that involves different departments of the University of Bologna.
- In particular, my research was devoted to investigate the use of **gamification** and machine learning in **automotive interfaces** to improve the user's awareness about the energy consumption while she/he is driving (**eco-driving behavior**).

Feb 2016 – Sept 2016

Adjunct Professor

University of Bologna, Italy

- I worked as adjunct professor of the “**Web applications and systems**” course, in the Computer science and engineering Master degree, Campus of Cesena, University of Bologna.
- My lectures were related to design and implement web applications and systems, taking into account new ways to experience web content (for instance using **wearable devices** or interacting with **Bluetooth Smart proximity devices**), investigating new design paradigms.

Feb 2016 – May 2016

Research assistant

University of Bologna, Italy

- The research activity was related to the project called “**Crowdsourcing and gamification in smart city applications**” carried out in the Smart City Lab of the Department of Computer Science and Engineering, University of Bologna.
- The main goal of my research activity was to investigate how to involve and engage citizens in crowdsourcing data in smart city contexts using gamification and gameplay elements, leveraging on the intrinsic and the extrinsic motivation.

May 2015 – Sept 2015

Visiting PhD Student

Knowledge Media Institute (KMi), Open University, Milton Keynes, UK

- The research I carried out at Knowledge Media Institute (KMi), The Open University, together with Prof. Dr. Enrico Motta and his research group is related to the **MK:Smart project** (<http://kmi.open.ac.uk/projects/name/mk:smart>), a £16m initiative, which brings together a higher education and industry partnership with the aim of helping to secure the future economic growth of Milton Keynes.
- The main goal of my collaboration was to design and implement an application for a smart management of water consumption in home garden watering (that can be extended to other

scenarios, e.g. golf course), thanks to the use of data gathered from soil moisture sensors, personal and public weather station together with weather forecast data. More information are available at the following link: <http://www.mksmart.org/gardenmonitor/>

Feb 2015 – Jan 2016

Research assistant

University of Bologna

- The research activity was related to the project called “**Sensing Smart City**” carried out in the Smart City Lab of the Department of Computer Science and Engineering, University of Bologna.
- The main goal of my research activity was to investigate how to enhance well-being of citizens, by focusing on mobility, which can be considered as one of the more important and interesting aspect in a Smart City. In particular, the idea is to keep into account the user's preferences and needs in computing personalized and accessible path in term of health, urban accessibility, noise, happiness. Some of these features are measurable and quantifiable by exploiting ad-hoc sensors (e.g. noise, humidity, temperature, air quality); others information, can be derived by sensing physical elements using smartphones (e.g. barriers and facilities in the urban environment).
- The final aim of this research was to provide citizens with a prototype platform which can compute personalized paths by exploiting heterogeneous data obtained by citizens' smartphones (through crowdsensing and crowdsourcing) and several ad-hoc sensors with the aim of improving urban mobility.

May 2014 – Aug 2014

Visiting PhD Student

Interactive Technologies Institute (M-ITI), Madeira, PT

- Together with Dr. Valentina Nisi and her research team, with the supervision of Prof. Dr. Nuno Jardim Nunes, I investigated how to improve the user interaction and the user experience of mPASS (Mobile Pervasive Accessibility Social Sensing), a prototype system design and develop as case study of my PhD research project, using gamification. In particular, I focused my research on “**Game with a purpose**” (GWAP) with the aim of involving and motivating people to collect updated data via crowdsourcing and crowdsensing related to the accessibility of the urban environment.
- I investigated GWAP in the specific context of mPASS and we decided to design different games by exploiting different aspects and targets.
- We evaluated and validated our approach using HCI techniques such as focus groups and experience prototyping.

Marc 2014 – Sept 2014

Google Summer of Code Mentor

- I mentored one student of the University of IIIT-Hyderabad (India) on the implementation of new features of the “AContent” authoring tool developed at the Inclusive Design Institute (Canada).
- The project was related to implement Collaborative Editing for AContent, integrating wiki-like editing features. The aim was to allow multiple authors to collaboratively create, write, add, and edit e-learning contents.

Marc 2013 – Sept 2013

Google Summer of Code Mentor

- I mentored one student of the University of Moratuwa (Sri Lanka) on the implementation of new features in the “AContent” authoring tool developed at the Inclusive Design Institute (Canada).
- The project was related to implement Admin Tools into AContent with the aim of supporting the creation of custom templates in a very simple and intuitive way, just using drag and drop interaction. These custom templates can be used to create e-learning contents to be packaged in conformance to well-known standards.

Jan 2013 – Jan 2015

Research assistant

University of Bologna

- The research activity was related to the project called “Accessible Smart City” carried out in the Smart City Lab of the University of Bologna.
- The main goal of my research activity was to investigate how to support users with disability

and elderly people in their everyday life mobility, with a particular focus on urban accessibility (barriers and facilities). In particular, I researched on how to gather data from different and heterogeneous sources (such as crowdsourcing, crowdsensing and experts) and how to integrate data in order to create an updated and trusted map of the urban accessibility. The research activity was related to the project called “Accessible Smart City” carried out in the Smart City Lab of the University of Bologna.

- In order to better investigate these topics, I designed and partially developed a prototype system, called mPASS (mobile Pervasive Accessibility Social Sensing). Using the mPASS app (a context-aware and location-aware Android application), users can collect data voluntarily via crowdsourcing or automatically via crowdsensing. The information obtained can be combined, integrated and fused with external sources in order to improve the quantity and quality of data.

Sept 2012 – July 2015

Teaching Assistant

University of Bologna, Italy

- For three years, I worked as teaching assistant for the **Operating Systems** course in the Computer science and engineering bachelor degree, Campus of Cesena, University of Bologna.
- My lectures were related to manage processes, concurrent programming using pthread and bash scripting in the Linux environment.

Marc 2012 – Sept 2012

Google Summer of Code Mentor

• I mentored one student of the University of Long Beach (California) on the implementation of new features of the “AContent” authoring tool developed at the Inclusive Design Institute (Canada).

- The project was related to implement a template system into AContent made by: Theme Template (CSS based); Page Layout Template (HTML based) and Structure Template (XML based). These templates can be used to create e-learning contents to be packaged in conformance to well-known standards.

Jan 2012 – Dec 2012

Research assistant

University of Bologna

- The research activity was related to the “Testing Open Educational Resources in Europe” (OERTest), a two-years (Oct. 2010 - Sept. 2012) project funded by the Lifelong Learning Programme of European Commission.
- I created an extension of the “AContent” authoring tool developed at the Inclusive Design Institute (Canada) with the aim of making the tool simpler, more usable and complete. In particular, the main goal of the project was to design and develop BEAT (Bologna E-learning Authoring Tool), an authoring tool based on “AContent”, to support authors with the creation of MOOC (Massive Open Online Course) respecting pedagogical and didactic constraints.
- Since the beginning of the project I coordinated and managed few working groups with different skills created to address various issues involved in the project.

Sept 2010 – July 2011

Tutor for students with disabilities

University of Bologna, Italy

- I assisted students with disabilities by providing help students prioritize and schedule their assignments, developing ways to commit facts and information, and understand and recall subject matter material.

EDUCATION AND TRAINING

Jan 2013 – May 2016

PhD in Computer Science

University of Bologna, Italy

- Thesis: Participatory crowdsourcing and crowdsensing in urban environment. Supervisor: Prof. Dario Maio, Department in Computer science and engineering. Advisor: Prof. Paola Salomoni, Department in Computer science and engineering
- Courses I loved more: Data Mining, Data Warehousing and Beyond: Advances and Challenges in Business Intelligence, Multimedia Databases: Fundamentals, Retrieval Techniques, and Applications, Heuristics in the real world.

Sept 2014 **Academy participant**
Rome, Italy

- V-MusT Project, Network of Excellency for Virtual Museum, FP7 EU funded project
- The aim of the Academy was to provide participants with an overview of the technologies that can be used in order to create a new and personalized experiences. Some analysed topics were: Travelling into the space and time; Playing with heritage; Interactive exploration of landscapes and cityscapes; Augmenting Heritage; Serious game; Multimedia Touchable applications; Augmented Realities; Tangible Interfaces; Interactive projections.

Sept 2013 **Summer School participant**
Trento, Italy

- Intelligent services for digital cities (ISDC 2013), EIT ICT Labs, Trento Rise
- The summer school aimed at bringing students, researchers, industrial partners as well as municipalities together to explore and experiment on novel technologies for digital cities.
- The main goal of the summer school was to use technologies developed by the partner institutions in creating ideas and proposals for new innovative service for digital cities (supported by partners from academia, research and industry).
- Participating municipalities has provided the background information from real world problems. Team used advanced tools and technologies to integrate data from real cities, exploit Service Oriented Architectures to create new services, implement mobile multimodal applications and experiment with advanced mixed reality interfaces.

March 2013 **Bertinoro International Spring school participant**
Bertinoro, Italy

- Courses attended: Shape and Visual Appearance Acquisition for Photo-realistic Visualization, Foundations of Security: Cryptography, Protocols, Trust; Stochastic Process Algebras for Quantitative Analysis.

Sept 2008 – November 2011 **Computer Science Master’s Degree**
University of Bologna, Italy

- Final Mark: 110/110 **Summa cum Laude**
- Thesis: Design and development an augment browsing system for accessibility. Advisor: Dr. Silvia Mirri, Department in Computer science and engineering.
- Courses I loved more: HCI, Distributed systems, Middleware systems, Complex systems, Software engineering, Multi-agent simulation.

Sept 2005 – December 2008 **Computer Science Bachelor’s Degree**
University of Bologna, Italy

- Final Mark: 107/110
- Thesis: Firefox extension to manage a collection of images. Advisor: Dr. Davide Rossi, Department in Computer science and engineering
- Courses I loved more: Web technologies and Semantic Web, Programming languages, Algorithm, Java language, Computer Security.

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	

English	C1	C2	C1	C1	C1
Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user Common European Framework of Reference for Languages					

ICT professional competences

- Operating Systems: Linux (Debian based), Android.
- Technologies: MySQL, apache, HTTP, SSH, FTP, gimp, git, SVN.
- Programming languages: Java, C++, Bash.
- Web: HTML5, CSS3, jQuery, SQL, XML, XSLT, XMLSchema, XPath, DTD, RELAX NG, XUL, RDF, JSON, AJAX, AngularJS
- Standard: WCAG 2.0, IMS CC, IMC QTI, IMC CP, IMS ACCLIP

ADDITIONAL INFORMATION

Publications Honours and awards

Journals

- Smart Campus: Fostering the Community Awareness Through an Intelligent Environment. C Prandi, L Monti, C Ceccarini, P Salomoni. *Mobile Networks and Applications* (2019): 1-8.
- Gamifying cultural experiences across the urban environment. C Prandi, A Melis, M Prandini, G Delnevo, L Monti, S Mirri, P Salomoni. *Multimedia Tools and Applications*, 1-24
- On the Need of Trustworthy Sensing and Crowdsourcing for Urban Accessibility in Smart City, C Prandi, S Mirri, S Ferretti, P Salomoni, *ACM Transactions on Internet Technology (TOIT)* 18 (1), 4
- On the interpretation of the effects of the Infliximab treatment on Crohn's disease patients from Facebook posts: a human vs. machine comparison, M Roccetti, P Salomoni, C Prandi, G Marfia, S Mirri, *Network Modeling Analysis in Health Informatics and Bioinformatics* 6 (1), 11
- Handmade Narrations: Handling Digital Narrations on Food and Gastronomic Culture, S Mirri, C Prandi, M Roccetti, P Salomoni, *Journal on Computing and Cultural Heritage (JOCCH)* 10 (4), 20
- On personalizing Web content through reinforcement learning, S Ferretti, S Mirri, C Prandi, P Salomoni, *Universal Access in the Information Society* 16 (2), 395-410
- Walking under a Different Sky: Urban Colored Routes for Creative Engagement and Pleasure, S Mirri, C Prandi, M Roccetti, P Salomoni, *International Journal of Human-Computer Interaction*, 1-12
- Fighting exclusion: a multimedia mobile app with zombies and maps as a medium for civic engagement and design, C Prandi, M Roccetti, P Salomoni, V Nisi, NJ Nunes, *Multimedia Tools and Applications* 76 (4), 4951-4979
- Attitudes of Crohn's Disease Patients: Infodemiology Case Study and Sentiment Analysis of Facebook and Twitter Posts, M Roccetti, G Marfia, P Salomoni, C Prandi, RM Zagari, FLG Kengni, F Bazzoli, M Montagnani, *JMIR Public Health and Surveillance* 3 (3), e51
- Integrating Personalized and Accessible Itineraries in MaaS Ecosystems Through Microservices, A Melis, S Mirri, C Prandi, M Prandini, P Salomoni, F Callegati, *Mobile Networks and Applications*, 1-10
- Diegetic user interfaces for virtual environments with HMDs: a user experience study with oculus rift, P Salomoni, C Prandi, M Roccetti, L Casanova, L Marchetti, G Marfia, *Journal on Multimodal User Interfaces*, 1-12
- Unleashing the true potential of social networks: confirming infliximab medical trials through Facebook posts, M Roccetti, C Prandi, P Salomoni, G Marfia, *Network Modeling Analysis in Health Informatics and Bioinformatics* 5 (1), 15
- Automatic web content personalization through reinforcement learning, S Ferretti, S Mirri, C Prandi, P Salomoni, *Journal of Systems and Software* 121, 157-169
- A service-oriented approach to crowdsensing for accessible smart mobility scenarios, S Mirri, C Prandi, P Salomoni, F Callegati, A Melis, M Prandini, *Mobile Information Systems* 2016
- Mapping urban accessibility: gamifying the citizens' experience, C Prandi, V Nisi, P Salomoni, NJ Nunes, M Roccetti, *EAI Endorsed Transactions on Ambient Systems* 2 (8), 1-10
- GAPforAPE: an augmented browsing system to improve Web 2.0 accessibility, S Mirri, P

Salomoni, C Prandi, LA Muratori, *New Review of Hypermedia and Multimedia* 18 (3), 205-229

Conference proceedings

- Citizen Science and Game with a Purpose to Foster Biodiversity Awareness and Bioacoustic Data Validation. P Loureiro, C Prandi, N Nunes, V Nisi. *Interactivity, Game Creation, Design, Learning, and Innovation*, 245-255
- IoT and Data Visualization to Enhance Hyperlocal Data in a Smart Campus Context. L Monti, C Prandi, S Mirri. *Proceedings of the 4th EAI International Conference on Smart Objects and Technologies for Social Good*
- On Assessing the Accuracy of Air Pollution Models Exploiting a Strategic Sensors Deployment. R Tse, L Monti, C Prandi, D Aguiari, G Pau, P Salomoni. *Proceedings of the 4th EAI International Conference on Smart Objects and Technologies for Social Good*
- On Exploring a Pervasive Infrastructure to Foster Citizens Participation and Sustainable Development. C Prandi, V Nisi, N Nunes. *Proceedings of British HCI 2018*
- Patients Reactions to Non-Invasive and Invasive Prenatal Tests: A Machine-Based Analysis from Reddit Posts. Delnevo, G., Mirri, S., Monti, L., Prandi, C., Putra, M., Roccetti, M., Salomoni, P. and Sokol, R.J., 2018, August. In *2018 IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (ASONAM)* (pp. 980-987). IEEE. **Best Paper Award**
- On designing a way-finding system to assist users with respiratory ailments and track symptoms. Prandi, C., Nisi, V., Villafior, R.J., Liao, S., Best, B., Gavina, V. and Nunes, N., 2018, September. In *Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct* (pp. 47-54). ACM.
- ViTFlow: a platform to visualize tourists flows in a rich interactive map-based interface, D Redin, D V Vilela, N Nunes, M Ribeiro, C Prandi, *Proceedings of The Fifth IFIP Conference on Sustainable Internet and ICT for Sustainability 2017*. **Best Demo Audience Award**
- Enhancing Sustainable Mobility Awareness by Exploiting Multi-sourced Data: the Case Study of the Madeira Islands, C Prandi, N Nunes, M Ribeiro, V Nisi, *Proceedings of The Fifth IFIP Conference on Sustainable Internet and ICT for Sustainability 2017*. **Best Paper Audience Award**
- The Madeira Touch: Encouraging Visual-Spatial Exploration using a Tactile Interactive Display, C Prandi, C Chiodo, R Villafior, N Autzen, J Schöning, *CHIItaly '17* 1910, 111-115
- Bus Stops as Interactive Touchpoints: Improving Engagement and Use of Public Transport, C Prandi, V Nisi, N Nunes, *Proceedings of the 12th Biannual Conference on Italian SIGCHI Chapter*, 20
- A blue Monday? Try walking on a yellow path, S Mirri, M Roccetti, P Salomoni, C Prandi, *Computers and Communications (ISCC), 2017 IEEE Symposium on*, 1-5
- In-vehicle Human Machine Interface: An Approach to Enhance Eco-Driving Behaviors, P Di Lena, S Mirri, C Prandi, P Salomoni, G Delnevo, *Proceedings of the 2017 ACM Workshop on Interacting with Smart Objects*, 7-12
- Fitting like a GlovePi: A wearable device for deaf-blind people, S Mirri, C Prandi, P Salomoni, L Monti, *Consumer Communications & Networking Conference (CCNC), 2017 14th IEEE Annual*
- Beanstalk: a community based passive wi-fi tracking system for analysing tourism dynamics, N Nunes, M Ribeiro, C Prandi, V Nisi, *Proceedings of the ACM SIGCHI Symposium on Engineering Interactive Computing Systems*
- Social Location Awareness: A Prototype of Altruistic IoT, S Mirri, C Prandi, P Salomoni, L Monti, *New Technologies, Mobility and Security (NTMS), 2016 8th IFIP International Conference on*
- A Microservice-based Architecture for the development of accessible, Crowdsensing-based Mobility Platforms, A Melis, S Mirri, C Prandi, M Prandini, P Salomoni, *Collaboration Technologies and Systems (CTS), 2016 International Conference on*
- Crowdsensing for smart mobility through a service-oriented architecture, A Melis, S Mirri, C Prandi, M Prandini, P Salomoni, F Callegati, *Smart Cities Conference (ISC2), 2016 IEEE International*, 1-2
- Understanding Crohn's disease patients reaction to infliximab from facebook: A medical

- perspective, M Roccetti, P Salomoni, C Prandi, G Marfia, M Montagnani, L Gningaye, Advances in Social Networks Analysis and Mining (ASONAM), 2016 IEEE/ACM conference on
- Food and gastronomic heritage: telling a story of eyes and hands, S Mirri, C Prandi, M Roccetti, P Salomoni, Computers and Communication (ISCC), 2016 IEEE Symposium on, 6-9
 - MecWilly in your pocket: On evaluating a mobile serious game for kids, C Prandi, S Mirri, P Salomoni, E Mazzoni, Computers and Communication (ISCC), 2016 IEEE Symposium on, 185-189. **Best Creative Technology Award**
 - Walking with Geo-Zombie: A pervasive game to engage people in urban crowdsourcing, C Prandi, P Salomoni, M Roccetti, V Nisi, NJ Nunes, Computing, Networking and Communications (ICNC), 2016 International on
 - Assessing the efficacy of a diegetic game interface with Oculus Rift, P Salomoni, C Prandi, M Roccetti, L Casanova, L Marchetti, Consumer Communications & Networking Conference (CCNC), 2016 13th IEEE on
 - Personalizing Pedestrian Accessible way-finding with mPASS, S Mirri, C Prandi, P Salomoni Consumer Communications & Networking Conference (CCNC), 2016 13th IEEE on
 - A microservice architecture use case for persons with disabilities, A Melis, S Mirri, C Prandi, M Prandini, P Salomoni, F Callegati, 2nd EAI International Conference on Smart Objects and Technologies for Social Good, EAI
 - Crowdsourcing urban accessibility:: Some preliminary experiences with results, P Salomoni, C Prandi, M Roccetti, V Nisi, NJ Nunes, Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter, 130-133
 - From gamification to pervasive game in mapping urban accessibility, C Prandi, V Nisi, P Salomoni, NJ Nunes, Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter, 126-129
 - A Trustworthiness Model for Crowdsourced and Crowdsensed Data, C Prandi, S Ferretti, S Mirri, P Salomoni, Trustcom/BigDataSE/ISPA, 2015 IEEE 1, 1261-1266
 - Trustworthiness in Crowd-Sensed and Sourced Georeferenced Data, S Ferretti, S Mirri, C Prandi, P Salomoni, Proceedings of the 2nd International Workshop on Crowd Assisted Sensing Pervasive Systems and Communications (CASPer 2015)-in conjunction with IEEE PerCom
 - Trustworthiness assessment in mapping urban accessibility via sensing and crowdsourcing, C Prandi, S Mirri, P Salomoni, Proceedings of the First International Conference on IoT in Urban Space, 108-110
 - On combining crowdsourcing, sensing and open data for an accessible smart city, S Mirri, C Prandi, P Salomoni, F Callegati, A Campi, Next Generation Mobile Apps, Services and Technologies (NGMAST), 2014 Eighth International Conference on
 - Exploiting reinforcement learning to profile users and personalize web pages, S Ferretti, S Mirri, C Prandi, P Salomoni, Computer Software and Applications Conference Workshops (COMPSACW), 2014 IEEE 38th International
 - A context-aware system for personalized and accessible pedestrian paths, S Mirri, C Prandi, P Salomoni, High Performance Computing & Simulation (HPCS), 2014 International conference on
 - Accessibility and smart data: the case study of mPASS, C Prandi, Proceedings of the 11th Web for All Conference, 26. **Google Student Award**
 - User centered and context dependent personalization through experiential transcoding, S Ferretti, S Mirri, C Prandi, P Salomoni, Consumer Communications and Networking Conference (CCNC), 2014 IEEE 11th
 - mPASS: integrating people sensing and crowdsourcing to map urban accessibility, C Prandi, P Salomoni, S Mirri, Consumer Communications and Networking Conference (CCNC), 2014 IEEE 11th
 - Experiential adaptation to provide user-centered web content personalization, S Mirri, C Prandi, P Salomoni, Proc. IARIA Conference on Advances in Human oriented and Personalized Mechanisms, Technologies, and Services (CENTRIC2013)
 - BEAT: An AContent extension to support authors in developing learning pathways, P Salomoni, L Guerra, C Prandi, L Ferrari, S Mirri, S Lovece, Proceedings of the Conference

on E-Learning in Corporate, Government Healthcare, and Higher Education

- Augment browsing and standard profiling for enhancing web accessibility, S Mirri, P Salomoni, C Prandi, Proceedings of the International Cross-Disciplinary Conference on Web Accessibility. **Best Paper Award**

Conference/workshop presentations

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- GoodTechs 2018 (Bologna, Italy)
 - ArtsIT 2018 (Braga, Portugal)
 - MobileHCI 2018 (Barcelona, Spain)
 - Participatory Design Conference 2018 (*Genk, Belgium*)
 - BritishHCI 2018 (Belfast, Northern Ireland)
 - SustainIT 2017 (Funchal, Portugal)
 - CHIPlay 2017 (Amsterdam, Netherland)
 - CHIItaly 2017 (Cagliari, Italy)
 - EICS 2017 (Lisbon, Portugal)
 - NTMS 2016 (Larnaca, Cyprus)
 - CHIItaly 2016 (Roma, Italy)
 - TrustCom 2015 (Helsinki, Finland)
 - PerCom (CASPer) 2015 (St. Louis, USA)
 - Urb-lot 2014 (Rome, Italy)
 - W4A 2014 (Seoul, Korea)
 - PCSC 2014 (Las Vegas, Nevada, USA)
 - NIME 2014 (Las Vegas, Nevada, USA)
 - Smart City Exhibition 2013 (Bologna, Italy)

Professional highlights

I love to work with new technologies and understand how ICT can be exploited to improve the everyday life.

On the job, I take my colleagues' opinions very seriously and I try to challenge my own one.

I really think that collaborating with different people, with diverse backgrounds and interests, is relevant in conducting research projects with a strong impact on the society.

I love to attend conferences where to meet interesting people and share ideas.

I am a passionate person, and that it is really visible while teaching or mentoring students during their thesis.

Bologna, 20/03/2019

