

CURRICULUM VITAE

AMON RAPP, PH.D.

ASSISTANT PROFESSOR
DEPARTMENT OF COMPUTER SCIENCE
UNIVERSITY OF TORINO

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1. PERSONAL INFORMATION

Name: Amon
Surname: Rapp
Nationality: Italian
Address: Via Parisio, 4, 28921, Verbania (VB), Italy
Via Goito, 2, 10125, Torino, Italy
Ph.: +393462142386
Email: amon.rapp@gmail.com

2. CURRENT POSITION

Assistant Professor (Tenure Track Position), Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

Head of Smart Personal Technology Lab at the Interdepartmental Center ICxT - ICT and Innovation for Society and Territory, University of Torino.

3. EDUCATION

3.1 QUALIFICATIONS

06/5/2019 **National Scientific Habilitation** for **Associate Professorship** in Information Engineering.

07/8/2018 **National Scientific Habilitation** for **Associate Professorship** in Computer Science.

24/7/2018 **National Scientific Habilitation** for **Associate Professorship** in Social, Work and Organizational Psychology.

5/02/2015: **Ph.D. in Science of Language and Communication** (XXVII cycle). University of Torino.

8/03/2006: **Degree (5 years - Bachelor's + Master's Degree) in Communication Sciences**. University of Torino. 110 cum Laude (out of 110).

July 1998: **Senior High School specializing in Classical Studies**, Liceo Classico "E. Galois", Verbania. Votazione 58 (out of 60).

3.2 DOCTORAL SCHOOLS

September 2014: **ISWC** (International Symposium on Wearable Computers) Doctoral School, Seattle (US).

August 2013: **Social Human Robot Interaction Doctoral School**, Christ's College, Cambridge (UK).

July 2013: **Virtual Prototyping Doctoral School**, Politecnico di Milano, Milano (IT).

3.3 FOREIGN LANGUAGES

English: Excellent

French: Elementary

4. RESEARCH EXPERIENCES

*September 2018 - March 2019: **Visiting Scholar.*** Cultural Communication and Computing Research Institute (C3RI), Art and Design Research Centre, Sheffield Hallam University, Cantor Building, 153 Arundel Street, Sheffield, S1 2NU, UK. Ref. Prof. Daniela Petrelli.

*September 2018 - March 2019: **Visiting Scholar.*** Information School, The University of Sheffield, Regent Court, 211 Portobello, Sheffield, S1 4DP, UK. Ref. Dott. Frank Hopfgartner.

*June 2014 – October 2019: **Post Doc Research Fellow.*** Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

Research fields: Human-Computer Interaction.

Research topics: Self-tracking, gamification and behavior change systems.

*February 2014 – May 2014: **Research Fellow.*** Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

Research fields: Human-Computer Interaction.

Research topics: Technologies for learning and for assessing students' performance.

*March 2013 – December 2013: **Research Fellow.*** Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

Research fields: Human-Computer Interaction.

Research topics: Usability evaluation and design of web interfaces.

*January 2012 – December 2012: **Research Fellow.*** Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy, and Department of Humanities, Via S. Ottavio, 20 – 10124 Torino – CIRMA.

Research fields: Human-Computer Interaction.

Research topics: Exploration of effects of 3D virtual environments on training, task performance and perception.

*September 2011 – November 2011: **Research contract.*** Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

Research fields: Human-Computer Interaction.

Research topics: Exploration of new methods for evaluating technologies “in the wild”.

*September 2009 – August 2011: **Human-Computer Interaction Researcher.*** Research grant “Progetto Lagrange” Telecom Italia - Research & Trends - via Reiss Romoli, 274 Torino.

Research fields: Human-Computer Interaction.

Research topics: Investigation of psychological, social and organizational impacts of Internet of Things technologies.

*September 2007 – August 2009: **Human-Computer Interaction Researcher.*** Research grant “Progetto Lagrange” Telecom Italia - Research & Trends - via Reiss Romoli, 274 Torino.

Research fields: Human-Computer Interaction.

Research topics: Exploration of new interaction modalities for multimedia and design of 3D interfaces.

*May 2006 – May 2007: **Intern.*** Telecom Italia - Research & Trends - via Reiss Romoli, 274 Torino.

Research fields: Human-Computer Interaction.

Research topics: Exploration of new interaction modalities for mobile interfaces.

5. SCIENTIFIC ACTIVITY

5.1 LINES OF RESEARCH

Amon Rapp's scientific research is situated within the area of human-computer interaction. It focuses mainly on the investigation of the effects of interactive and intelligent technologies on people's everyday

lives.

As for the methodological research, Amon Rapp deals with two main topics:

- Study of the opportunities offered by ethnographic techniques for the exploration of the impacts of technology in situated practices
- Study of “oppositional design” methods, such as critical design and design fictions, to enhance the individuals’ awareness on the long-term and systemic consequences of technology

As for the empirical research, Amon Rapp shows interest mainly in the study of wearable technologies, behavior change technologies, personal informatics systems, and gamification designs. More precisely, he investigates how personal data collection may affect the perception of the self, the appraisal on personal change, and the individual’s performance (e.g. in sports practices). Moreover, he is interested in how video games are able to drive behavior, emotional states, and social interactions during the game experience, and how their design techniques can be employed in non-ludic contexts (e.g., at work, in organizations, and for health purposes).

5.2 RESEARCH GROUPS

2015 – current: Head of Smart Personal Technology Lab at the Interdepartmental Center ICxT - ICT and Innovation for Society and Territory, University of Torino.

2012 - current: Member of **SIOS** (Smart Interactive Objects and Systems) Research Group, Computer Science Department, University of Torino
(<http://beta.di.unito.it/index.php/english/research/groups/smart-interactive-objects-and-systems/about>)

2014 - current: Member of **ICxT Innovation Center**, University of Torino
<http://www.icxt.unito.it/>

2013 - current: Partner of **CIRMA** (Interdepartmental Center for Research on Media and Audiovideo), University of Torino
(<http://www.cirma.unito.it/>).

2006 - 2011: Member of **Continuous Cross Ambient Communication** Research Group, Telecom Italia, Torino.

2006 - 2009: Member of **DynamicTv** Research Group, Telecom Italia, Torino.

5.3 RESEARCH PROJECTS

NATIONAL RESEARCH PROJECTS

Social4School (University of Torino).

The project aims at designing ICT tools for increasing the students’ awareness of privacy issues in social media. Project funded by CRT.

Responsibilities: **Task Leader**. Test/Usability/Evaluation.

Period: 01-01-2018 - current.

Personalized Interactive Urban Maps for Autism (University of Torino, ASL 2 Torino, Consoft Sistemi S.p.A.).

The project aims at creating an interactive and personalized map-based support to allow people with autism to autonomously move across their city. Project funded by Compagnia di San Paolo.

Responsibilities: **WP Leader**. User requirements and evaluation.

Period: 01-05-2017 - current.

La città per tutti: incrementare l’accessibilità degli spazi urbani per una maggiore inclusione sociale (City for all: enhancing accessibility of urban environments for a greater social inclusion) (University of Torino, ASL 2 Torino, Consoft Sistemi S.p.A.).

The project has the aim of creating interactive maps to support people with mental disabilities in moving

across urban environments. Project funded by ICxT.

Responsibilities: **WP Leader.** User requirements, design and evaluation.

Period: 15-05-2016 – 15-05-2017.

Supporto per raccolta e elaborazione di dati in ambito Quantified Self (Collection and analysis of data for Quantified Self) (University of Torino, Telecom Italia).

The project studies new modalities for collecting personal data through wearable devices and tangible interfaces, in order to change people's behavior. Project funded by Telecom Italia.

Responsibilities: **Task leader:** study of impacts of Quantified Self solutions on users.

Period: 01-06-2015 - 31-12-2015.

Supporto per raccolta e elaborazione di dati in ambito di information visualization e quantified self (Collection and analysis of data for information visualization and quantified self) (University of Torino, Telecom Italia).

The project explores new opportunities for collecting, integrating and visualizing personal data to increase the user's self-knowledge. Project funded by Telecom Italia.

Responsibilities: **Task leader:** Design of devices for data collection.

Period: 01-06-2014 - 31-12-2014.

ComfortSense (University of Torino, Pro Logic Informatica s.r.l., Environment Park S.p.A., CSP s.c.a.r.l., Modelway, Screen 99, Sinbit s.r.l., Enhancers s.r.l., Politecnico of Torino, Telecom Italia).

The project aims at designing Internet of Things tools to collect subjective information and objective data about indoor environments, with the aim of changing behaviors toward a greater environmental sustainability. Project funded by POR-FESR - Asse 1, linea d'azione I13 Innovazione PMI.

Responsibilities: **Responsible** for the Living Lab and the participatory design activities.

Period: 01-10-2014 - 31-09-2015.

Ontologie, folksonomie e interoperabilità nel web 3.0 (Ontologies, folksonomies and interoperability in the web 3.0) (University of Torino).

The project aims at designing, implementing and evaluating new interaction design solutions for the web 3.0.

Responsibilities: **Responsible** for the ontology design and information architecture design.

Period: 01-02-2014 - 31-05-2014.

Torino città universitaria – Progetto StudyinTorino (Torino university city – Project StudyinTorino) (University of Torino, Municipality of Torino).

The project deals with the gathering of university students' needs and the design of a new service addressed to them.

Responsibilities: **Responsible** for the collection of user requirements and evaluation activities.

Period: 15-03-2013 - 31-12-2013.

3D VRS Suite (University of Torino, e.MAGINE, Virtual Reality & MultiMedia Park, Annoluce).

The project is aimed at prototyping a 3D virtual environment for oil & gas plants and its interface. The project is funded by Fondazione Torino Wireless "Bando Tecnologie Smart".

Responsibilities: **Responsible** for the interface design and evaluation.

Period: 01-01-2012 - 31-12-2012.

Tecniche di ragionamento per sistemi basati su conoscenza (Reasoning techniques for knowledge-based systems) (University of Torino).

Responsibilities: Responsible for user evaluations.

Period: 14-09-2011 - 13-11-2011.

PIEMONTE (People Interaction with Enhanced Multimodal Object for a New Territory

Experience) (Telecom Italia, University of Torino, University of Scienze Gastronomiche, Slow Food).

Goal of the project is to create an Internet of Things framework that merges physical and virtual objects, by using semantic web and artificial intelligence techniques.

Responsibilities: **WP leader:** User requirements and evaluation with users.
Period: 01-01-2010 - 31-08-2011.

Dynamic TV (Telecom Italia, University of Torino, University of Modena and Reggio Emilia, University of Brescia).

The project explores new interaction modalities for television contents, by creating 3D interfaces and novel recommender systems.

Responsibilities: **Member of the operative unit of Telecom Italia:** design of the 3D interface, participatory design activities.

Period: 02-09-2007 - 01-09-2009

Telco@me (Telecom Italia, Politecnico of Torino, University of Firenze)

The project has the goal of creating personalized systems.

Responsibilities: Design and exploration of users' needs.

Period: 15-06-2006 - 31-08-2011

Telco@car (Telecom Italia, Magneti Marelli)

The project aims at defining new internet-based car services.

Responsibilities: Design and exploration of users' needs.

Period: 01-01-2008 - 15-05-2009

Telco@home (Telecom Italia, Politecnico of Torino, University of Firenze)

The project aims at creating an intelligent home environment.

Responsibilities: Interface design and user evaluations.

Period: 15-06-2006 - 31-12-2007

5.4 CONFERENCE ORGANIZATION

INTERNATIONAL CONFERENCE ORGANIZATION

Conference and Program Co-Chair at the 3rd International GamiFIN Conference, 8-10 April, Levi, Finland. <http://ceur-ws.org/Vol-2359/preface.pdf>

Track Co-Chair (Track n. 6 - Designing Smart Organizations. Novel theories, methods, and applications) at The 13th Mediterranean Conference on Information Systems and The 16th Conference of the Italian Chapter of AIS (Association for Information Systems), 27-28 September, Napoli, Italy.
<http://www.itais.org/conference/2019/tracks/>

Session Chair and organizer @ HCI International 2017. "Quantified Self & Personal Informatics" - Parallel Session, 9-14 July 2017, Vancouver, Canada.

Session Chair and organizer @ HCI International 2016. "Quantified Self & Personal Informatics" - Parallel Session, 17-22 July 2016, Toronto, Canada.

Session Chair @ CIVEMSA 2014 IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications - Session EEG and BCI, 5-7 May 2014, Ottawa, Canada.

NATIONAL CONFERENCE ORGANIZATION

Session Chair and organizer @ AISC 2016 13th Annual Conference of the Italian Association for Cognitive Sciences – Symposium "Mente, computazione, interazione" ("Mind, computation, interaction"), 24-26 November 2016, Torino, Italia.

INTERNATIONAL WORKSHOP ORGANIZATION

Organizer and Program Co-chair of *ExHUM 2019: Explainable and Holistic User Modeling* at ACM UMAP 2019, 27th Conference on User Modeling, Adaptation and Personalization (9 June 2019, Larnaca, Cyprus). <https://hum18.wordpress.com/>

Organizer and Program Co-chair of *Ubiquitous Chatbots: Workshop on Wearable and Embodied Conversational Agents* at 2018 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2018, 12 October 2018, Singapore). <https://sites.google.com/view/ubiquitous-chatbots/>

Organizer and Program Co-chair of *HUM 2018: Holistic User Modeling*, at ACM UMAP 2018, 26th Conference on User Modeling, Adaptation and Personalization (8 July 2018, Singapore). <https://hum18.wordpress.com/>

Organizer and Program Co-chair of *DDGD '17: First International Workshop on Data-Driven Gamification Design*, at Academic Mindtrek 2017 (Academic Mindtrek '17, 20 September 2017, Tampere, Finlandia). <http://data-driven-gamification.com/2017/07/19/call-for-papers-ddgd-2017/>

Organizer and Program Co-chair of *New frontiers of Quantified Self 3 Exploring understudied categories of users*, at 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2017, 12 September 2017, Maui, Hawaii, USA). <https://newfrontiersqs3.wordpress.com/>

Organizer and Program Co-chair of THUM 2017: Temporal and Holistic User Modeling, at the ACM UMAP 2017, 25th Conference on User Modeling, Adaptation and Personalization (9 July 2017, Bratislava, Slovakia). <https://hum17.wordpress.com/>

Organizer and Program Co-chair of *Fictional Game Elements 2016*, at the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '16, 16 October 2016, Austin, TX, US). <https://fge2016.wordpress.com/organizers/>

Organizer and Program Co-chair of *New frontiers of Quantified Self 2: going beyond numbers*, at the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2016, 12 September 2016, Heidelberg, Germany). <https://newfrontiersqs2.wordpress.com/organizers/>

Organizer and Program Co-chair of *FuturePD: The future of personal data: envisioning new personalized services enabled by Quantified Self technologies* at ACM UMAP 2016, 24th Conference on User Modeling, Adaptation and Personalization (16 July 2016, Halifax, Canada) <https://futurepd.wordpress.com/organizers/>

Organizer and Program Co-chair of *New frontiers of Quantified Self: finding new ways for engaging users in collecting and using personal data*, at the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2015) (7 September 2015, Osaka, Japan) <https://frontiersqs.wordpress.com/>

Organizer and Program Co-chair of *Linking the Quantified Self (LQS 2014)* at ACM Hypertext Conference 2014, Pontifical Catholic University of Chile (1 September 2014, Santiago, Chile). <https://linkqsws.wordpress.com/>

5.5 CONFERENCE PARTICIPATION AS A SPEAKER

INTERNATIONAL CONFERENCES

MobileHCI 2019, the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services, Taipei, Taiwan, 1-4 October 2019.

CHI 2019, The ACM SIGCHI Conference on Human Factors in Computing Systems, Glasgow, UK, 4-9 May 2019.

Persuasive 2019, The 14th International Conference on Persuasive Technology, Limassol, Cyprus, 9-11 April 2019.

UMAP 2018, 26th Conference on User Modeling, Adaptation and Personalization, Singapore, 8-11 July 2018.

CHI 2018, The ACM SIGCHI Conference on Human Factors in Computing Systems, Montréal, Canada, 21-26 April.

UbiComp/ISWC 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp), and the International Symposium on Wearable Computers (ISWC), Maui, Hawaii, USA, 11-15 September, 2017.

CHI 2017, The ACM SIGCHI Conference on Human Factors in Computing Systems, Denver, CO, US, 6-11 May.

CHI PLAY 2016, Annual Symposium on Computer-Human Interaction in Play, Austin, Texas, US, 16-19 October 2016.

UbiComp/ISWC 2016, ACM International Joint Conference on Pervasive and Ubiquitous Computing and The International Symposium on Wearable Computers (Workshop), Heidelberg, Germany, 12-16 September, 2016.

HCI International 2016, International Conference on Human-Computer Interaction, Toronto, Canada, 17-22 July 2016.

UMAP 2016, 24th Conference on User Modeling, Adaptation and Personalization, Halifax, Canada, 13-16 July 2016.

UbiComp/ISWC 2015, ACM International Joint Conference on Pervasive and Ubiquitous Computing and The International Symposium on Wearable Computers, Osaka, Japan, 7-11 September 2015.

UbiComp/ISWC 2014, ACM International Joint Conference on Pervasive and Ubiquitous Computing and The International Symposium on Wearable Computers, Seattle, US, 13-17 September 2014.

AHFE 2014, 5th International Conference on Applied Human Factors and Ergonomics, Cracow, Poland, 19-23 July 2014.

Hypertext 2014, 25th ACM Conference on Hypertext and Social Media (Workshop), Santiago, Chile, 1-4 September 2014.

HCI International 2014, International Conference on Human-Computer Interaction, Heraklion, Greece, 22-27 June 2014.

CIVEMSA 2014, IEEE International Conference on Computational Intelligence and Virtual Environments for Measurement Systems and Applications, Ottawa, Canada, 5-7 May 2014.

UbiComp 2013, ACM International Joint Conference on Pervasive and Ubiquitous Computing (Workshop), Zurich, Switzerland, 8-12 September 2013.

FDG 2013, International Conference on the Foundations of Digital Games, Chania, Greece, 14-17 May 2013.

CHI 2013, The ACM SIGCHI Conference on Human Factors in Computing Systems (Workshop), Paris, France, 27 April – 2 May, 2013.

DIS 2012, The ACM conference on Designing Interactive Systems (Workshop), Newcastle, UK, 11-15 June 2012.

Mindtrek 2012, 16th International Academic MindTrek Conference, Tampere, Finland, 3-5 October 2012.

NATIONAL CONFERENCES

AISC 2017, Annual Conference of the Italian Association for Cognitive Sciences, Bologna, Italy, 14-16 December 2017.

AISC 2016, Annual Conference of the Italian Association for Cognitive Sciences, Torino, Italy, 24-26 November 2016.

I-Cities 2016, ICT for Smart Cities & Communities, Benevento, Italy, 29-30 September 2016.

AISC-CODISCO 2014, Annual Conference of the Italian Association for Cognitive Sciences, Roma, Italy, 2-5 December 2014.

CHIItaly 2013, biannual Conference of the Italian SIGCHI Chapter, Trento, Italy, 16-19 September 2013.

5.6 EDITORIAL ACTIVITY, PROGRAM COMMITTEES, PEER REVIEWING, AND AFFILIATIONS

EDITORIAL ACTIVITY

Editorial board member of Mobile Information Systems journal. ISSN: 1574-017X (Print) ISSN: 1875-905X (Online).

Editorial board member as **Review editor** of Frontiers in Artificial Intelligence AI for Human Learning and Behavior Change journal. ISSN 2624-8212.

<https://www.frontiersin.org/journals/artificial-intelligence/sections/ai-for-human-learning-and-behavior-change#editorial-board>

Managing guest editor of the Special Issue on *HCI and Time* at Human-Computer Interaction Journal. Print ISSN: 0737-0024 Online ISSN: 1532-7051. <https://www.tandfonline.com/toc/hhci20/current>

Managing guest editor of the Special Issue on *Strengthening gamification studies: Critical challenges and new opportunities* at International Journal of Human-Computer Studies. ISSN: 1071-5819 <https://www.journals.elsevier.com/international-journal-of-human-computer-studies/call-for-papers/strengthening-gamification-studies-critical-challenges-and-n>

Co-Guest editor of the Special Issue on *Harnessing personal tracking data for personalization and sense-making* at User Modeling And User-Adapted Interaction. The Journal of Personalization Research. ISSN: 0924-1868 (Print) 1573-1391 (Online). http://www.umuai.org/news_on_journal.html

Co-Guest editor of the Special Issue on *Cognitive Aspects of Interactive Technology Use: From Computers to Smart Objects and Autonomous Agents* at Frontiers in Psychology. ISSN: 1664-1078 <http://journal.frontiersin.org/researchtopic/5739/>

Co-Guest editor of the Special Issue on *Quantified Self and Personal Informatics* at Computers. ISSN: 2073-431X http://www.mdpi.com/journal/computers/special_issues/session_HCII2017

PROGRAM COMMITTEE MEMBERSHIPS

INTERNATIONAL CONFERENCES

Associate Chair of the Program Committee

CSCW 2020 The 23rd ACM Conference on Computer-Supported Cooperative Work and Social Computing, 17-21 Ottobre, 2020, Miami, Florida, USA.

CHI 2020 The ACM CHI Conference on Human Factors in Computing Systems, 25-30 Aprile, 2020, Honolulu, Hawaii, USA. <https://chi2020.acm.org/authors/papers/selecting-a-subcommittee/>

CSCW 2019 The 22nd ACM Conference on Computer-Supported Cooperative Work and Social Computing, 9-13 Novembre, 2019, Austin, Texas, USA. <https://cscw.acm.org/2019/submit-papers.html>

Program Committee Member

ACM IUI 2020 the 25th annual meeting of the Intelligent User Interfaces community (17-20 March, 2020, Cagliari, Italy)

MMM 2020 the 26th International Conference on MultiMedia Modeling (5-8 January, 2020, Daejeon, Korea).

ICT4AWE 2020 6th International Conference on Information and Communication Technologies for Ageing Well and e-Health (3-5 May 2020, Prague, Czech Republic).
<http://www.ict4ageingwell.org/ProgramCommittee.aspx>

ACM IUI 2019 the 24th annual meeting of the Intelligent User Interfaces community (17-20 March, 2019, Los Angeles, USA)

ACM UMAP 2019 the 27th Conference on User Modeling, Adaptation and Personalization (9-12 June, 2019, Larnaca, Cyprus)

MMM 2019 the 25th International Conference on MultiMedia Modeling (8-11 January, 2019, Thessaloniki, Greece)

COINS 2019 International Conference on Omni-layer Intelligent Systems (5-7 May, 2019, Crete, Greece)

ICT4AWE 2019 5th International Conference on Information and Communication Technologies for Ageing Well and e-Health (2-4 May, 2019, Heraklion, Crete, Greece)

GamiFIN Conference 2019 the 3rd International GamiFIN Conference (8-10 April, 2019, Levi, Finland).

IEEE AIVR 2018 The First IEEE International Conference on Artificial Intelligence and Virtual Reality (10-18, December, 2018, Taichung, Taiwan).

IOT 2018 8th International Conference on the Internet of Things (15–18 October, 2018, Santa Barbara, California, USA)

GamiFIN Conference 2018 the 2nd International GamiFIN Conference (21-23 May, 2018, Pori, Finland)

ACM UMAP 2018 the User Modeling, Adaptation, and Personalization 2018 Conference (8-11 July, 2018, Singapore)

ACM IUI 2018 the 23rd annual meeting of the Intelligent User Interfaces community (7-11 March, 2018, Tokyo, Japan)

ICT4AWE 2018 4th International Conference on Information and Communication Technologies for Ageing Well and e-Health (22-23 March 2018, Funchal, Madeira, Portugal)

ACM IUI 2017 the 22nd annual meeting of the Intelligent User Interfaces community (13-16 March 2017, Limassol, Cyprus)

ICT4AWE 2017 3rd International Conference on Information and Communication Technologies for Ageing Well and e-Health (28-29 April 2017, Porto, Portugal)

MMM2017 23rd International Conference on Multimedia Modeling (4-6 January 2017, Reykjavik, Iceland)

IEEE Cyber Science and Technology Congress 2016 (CyberSciTech 2016) (8-12 August 2016, Auckland, New Zealand).

HealthWear 2016 - the First EAI International Conference on Wearables in Healthcare (14-16 June 2016, Budapest, Hungary)

iConference 2016 special session on "Interaction and Engagement for Information Research and Learning with Lifelogging Devices" (20-23 March 2016, Philadelphia, PA, US)

HCI International 2015, parallel session on Quantified Self & Personal Informatics (2-7 August, 2015, Los Angeles, CA, US)

ICT, Society and Human Beings 2015 (21-23 July 2015, Las Palmas de Gran Canaria, Spain)

INTERNATIONAL WORKSHOPS

Data Visualization on Mobile Devices, Workshop at CHI 2018, The ACM CHI Conference on Human Factors in Computing Systems (21 Aprile 2018, Montréal, Canada)

The Role of Quantified Self for Personal Healthcare (QSPH'15), Workshop held in conjunction with IEEE BIBM (9 November 2015, Washington, US)

BodySenseUX: 1st Workshop on Full-Body and Multisensory Experience in Ubiquitous Interaction at the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp 2015) (7 September 2015, Osaka, Japan)

The Role of Quantified Self for Personal Healthcare (QSPH'14), Workshop held in conjunction with IEEE BIBM (2 November 2014, Belfast, UK)

REVIEWER FOR INTERNATIONAL JOURNALS

Human-Computer Interaction, Taylor & Francis; Computers & Education, Elsevier; UMUAI, Springer; Behaviour & Information Technology, Taylor & Francis; Technology & People, Emerald Publishing; Interacting with Computers, Oxford University Press; International Journal of Human-Computer Studies, Taylor & Francis; Appetite, Elsevier; International Journal of Human-Computer Interaction, Taylor & Francis; Journal of Internet Medical Research, JMIR Publications; Computers & Education, Elsevier; IEEE Computer, IEEE.

REVIEWER FOR INTERNATIONAL CONFERENCES

ACM CHI 2019; ACM CHI 2018; CSCW 2018; CHI PLAY 2018; CHI PLAY 2017; ACM CHI 2017; UMAP 2017; CSCW 2017; IUI 2017; UMAP 2016; CHI PLAY 2016; ISWC 2016; UbiComp 2016; ACM CHI 2016; CSCW 2016; ACM Hypertext 2015; CHI PLAY 2015; UbiComp 2015; UMAP 2015; UMAP 2014; Gamification Conference 2013; New European Media Summit (NEM) 2012; 4th IEEE International Conference on Computer Science and Information Technology (ICCSIT) 2011

REVIEWER FOR INTERNATIONAL PROJECTS

State Education Development Agency (SEDA), “Post-doctoral Research Support”, 1 Valnu street, Riga, LV-1050, Latvia

AFFILIATIONS

Member of ACM SIGCHI (Special Interest Group on Computer-Human Interaction)

Member of ACM SIGCHI Italy (Special Interest Group on Computer-Human Interaction)

Member of AISC (Associazione Italiana di Scienze Cognitive)

6. TEACHING ACTIVITY

6.1 UNIVERSITARY COURSES (ADJUNCT PROFESSOR)

DOCTORAL COURSES

2017/2018 “**Designing personalized games and gamified systems**”, Doctoral Program in Computer Science, University of Torino (9 hours – INF/01)

2017/2018 “**Technologies, interaction, organizations**”, Doctoral Program in Psychological, Anthropological and Educational Sciences, University of Torino (M-PSI/01).

2016/2017 “**Human-Computer Interaction: Intelligent systems**”, Doctoral Program in Psychological, Anthropological and Educational Sciences, University of Torino (1 CFU – M-PSI/06).

BACHELOR’S AND MASTER’S DEGREE COURSES

2019/2020 “Computer science basics”, Bachelor’s degree in Mathematics, University of Torino (48 hours, 6 CFU – INF/01).

2019/2020 “Introduction to programming”, Bachelor’s degree in Physics, University of Torino (30 hours, 3 CFU – INF/01).

2019/2020 “Programming I”, Bachelor’s degree in Computer Science, University of Torino (12 hours – INF/01).

2018/2019 “Psychology of human-technology interaction”, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (40 hours, 4 CFU – M-PSI/06).

2017/2018 “Psychology of work and technology development”, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (40 hours, 4 CFU – M-PSI/06).

2017/2018 “Lab of informatics” Class G, Bachelor’s degree in Humanities, University of Torino (15 hours, 3 CFU – INF/01).

2017/2018 “Lab of informatics” Class H, Bachelor’s degree in Humanities, University of Torino (15 hours, 3 CFU – INF/01).

2017/2018 Exercise cycle “Introduction to IT and networks” (40 hours), Social Innovation, Communication and New Technologies degree, University of Torino, Department of Computer Science.

2016/2017 “Computer science”, Administration Science degree, University of Torino, Torino (42 hours, 6 CFU – INF/01)

2016/2017 “Computer science”, Administration Science degree, University of Torino, Cuneo (49 hours, 6 CFU – INF/01)

2016/2017 “Psychology of human-technology interaction”, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (40 hours, 4 CFU – M-PSI/06).

2015/2016 “Psychology of human-technology interaction”, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (40 hours, 4 CFU – M-PSI/06).

2016/2017 “Lab of informatics” Class G, Bachelor’s degree in Humanities, University of Torino (15 hours, 3 CFU – INF/01).

2016/2017 “Lab of informatics” Class H, Bachelor’s degree in Humanities, University of Torino (15 hours, 3 CFU – INF/01).

2015/2016 “Lab of informatics” Class B, Bachelor’s degree in Humanities, University of Torino (2 courses: 15 + 15 hours, 3 CFU – INF/01).

2015/2016 “Lab of informatics” Class C, Bachelor’s degree in Humanities, University of Torino (2 courses: 15 + 15 hours, 3 CFU – INF/01).

2014/2015 “Situated cognition and technology innovation”, I edition, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (4 CFU - M-PSI/06).

2014/2015 “Situated cognition and technology innovation”, II edition, Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino (4 CFU - M-PSI/06).

2014/2015 “New media for the promotion of local products”. First Level Master’s program in "Sostenibilità Socio Ambientale e delle reti Agroalimentari" University of Torino (8 hours - AGR/01).

2014/2015 “Networks engagement”. First Level Master’s program in "Sostenibilità Socio Ambientale e delle reti Agroalimentari" University of Torino (8 hours - SPS/08).

2013/2014 “New media for the promotion of local products " First Level Master’s program in

"Sostenibilità del territorio e della filiera agroalimentare", University of Torino (8 hours - AGR/01).

2012/2013 "Basic Informatics and HTML language" – I edition – Liberal-arts college - University of Torino (2 courses: 30+30 hours, 6 CFU – INF/01).

2012/2013 "Basic Informatics and HTML language" – II edition – Liberal-arts college - University of Torino (2 courses: 30+30 hours, 6 CFU – INF/01).

2011/2012 "Basic Informatics and HTML language" – I edition – Liberal-arts college - University of Torino (2 courses: 30+30 hours, 6 CFU – INF/01).

2011/2012 "Basic Informatics and HTML language" – II edition – Liberal-arts college - University of Torino (2 courses: 30+30 hours, 6 CFU – INF/01).

6.2 TEACHING ABROAD

28-29/10/19 **Visiting professor** at the University of Oulu. **Doctoral Course:** Designing gamified information systems (12 hours - 2 ECTS). University of Oulu Graduate School.

14/10/19 Personal data, self-knowledge and behavior change. **Seminar** at the University of Lausanne, Department of Information Systems (DESI).

4/3/19 Understanding personal data. **Seminar** at The University of Sheffield, Information School.

20/11/18 Making sense of personal data. **Seminar** at the Sheffield Hallam University, Cultural Communication and Computing Research Institute, Communication and Computing Research Centre. https://blogs.shu.ac.uk/c3riiimpact/lunchtime-seminar-amon-rapp/?doing_wp_cron=1547050060.9400320053100585937500

26/4/18 Reflexive Ethnographies in Human-Computer Interaction: Theory and Practice. Course at the ACM CHI Conference on Human Factors in Computing Systems (CHI '18, Montréal, Canada).

16/07/16 Games, gamification and personalization. Tutorial at the 24th Conference on User Modeling, Adaptation and Personalization (ACM UMAP '16 , Halifax, Canada).

6.3 OTHER TEACHING ACTIVITIES

SUPPORT TO UNIVERSITY LABS

2012/2013 Conduction of Laboratory "Research Methods for Service and User Experience Design" - Master's degree in Communication Science –Prof. Luca Console - University of Torino (6 CFU – INF/01).

2011/2012 Conduction of Laboratory "Research Methods for Service and User Experience Design" - Master's degree in Communication Science –Prof. Luca Console - University of Torino (6 CFU – INF/01).

2010/2011 Conduction of Laboratory "Experimental laboratory for mobile application" Master's degree in Communication Science - Prof. Luca Console - University of Torino (6 CFU – INF/01).

INVITED LESSONS AND SEMINARS

9.3.2 Lezioni e seminari su invito

26/3/2019 "Sistemi interattivi e dati personali: progettare tecnologie per la motivazione, l'autoconoscenza e il cambiamento". Seminar for the laboratory of Nuove tendenze dell'ICT - Master's degree in Comunicazione, ICT e Media - University of Torino.

13/3/2019 "Fictional design for human-computer interaction". Lesson for the Concept design studio course, Master's degree in Integrated product design - Politecnico di Milano.

09/06/2017 "Designing technologies for people with cognitive disabilities". Seminar for the Technologies for disabilities course, Degree in Computer Engineering – Politecnico di Torino.

11/04/2017 “User Research methods for Human-Computer Interaction”. For the Human-Machine Interaction course – Master’s degree in Production and Management of Knowledge - University of Torino

18/12/2016 “Behavior change technologies” for the Cognitive ergonomics course - Master’s degree in Psychology of Work and Well-being in Organizations, University of Torino.

12/04/2016 “User Research methods for Human-Computer Interaction”. For the Interaction Design course - Master’s degree in Communication, ICT and Media - University of Torino.

6/04/2016 “Self-tracking technologies: Collecting personal data in Internet of Things era” for the ICxT course - Master’s degree in Communication, ICT and Media - University of Torino.

9/06/2015 “Changing human behavior through design. Quantified Self, Gamification and Behavior Change Technologies”. For the New Trends of ICT course - Master’s degree in Communication, ICT and Media - University of Torino.

25/2/2015;3-4/3/2015;10-11/3/2015 “Living Lab design for ComfortSense”. For the Interaction Design course - Master’s degree in Communication, ICT and Media - University of Torino.

27/05/2014 “User Research methods for Human-Computer Interaction”. For the Interaction Design course – Master’s degree in Production and Management of Knowledge - University of Torino

28/05/2013 “User Research methods for Human-Computer Interaction”. For the Human-Machine Interaction course – Master’s degree in Production and Management of Knowledge - University of Torino

25/05/2012 “User Research methods for Human-Computer Interaction”. For the Human-Machine Interaction course – Master’s degree in Production and Management of Knowledge - University of Torino

INVITED TALKS

May 2019 “Personal Informatics for Sport: Meaning, Body, and Social Relations in Amateur and Elite Athletes”. Presentation at CHI ’19, Glasgow, UK.

25/04/2018 “Know Thyself: A Theory of the Self for Personal Informatics”. Presentation at CHI ’18, Montréal, Canada.

09/11/2017 “Interactive maps to support people with Autism Spectrum Disorder”. Talk at World Usability Day, Torino.

27/10/2017 “Designing interactive maps for people with Autism Spectrum Disorder”. Talk at Festival dell’innovazione in sanità pubblica, Pisa, Italy.

17/10/2017 “Interactive maps for social inclusion”. Talk at the scientific meeting Il percorso socio-sanitario della persona con disturbo dello spettro autistico in età adulta, Torino, Italy.

OTHER COURSES (NON ACADEMIC)

2014/2015 “Architecture and design of software applications” Engim, Torino (12 hours)

2013/2014 “Multimedia for mobile devices” Engim, Torino (20 hours)

2013/2015, “Usability and multimedia communication” – ITS – ICT Piemonte, Torino –Mobile App Design Diploma (40 hours).

2013/2015, “Quality control for multimedia products” – ITS – ICT Piemonte, Torino –Video Making Diploma (20 hours).

2012/2014, “Quality control for multimedia products” – ITS – ICT Piemonte, Torino – Corso di Tecnico superiore per l’ideazione, la progettazione e lo sviluppo di applicazioni mobile (16 hours).

2012/2014, “Quality control for multimedia products” – ITS – ICT Piemonte, Torino – Corso di Tecnico superiore per la comunicazione audiovisiva (20 hours)

6.4 ACADEMIC TUTORING

Amon Rapp has been the co-supervisor of **1 Ph.D. Student**, for the Doctoral Program in Computer Science at the University of Torino. Federico Sarzotti. Doctoral Thesis: “Advanced interfaces for Quantified Self: Tangible Interaction and Data Visualizations”.

Amon Rapp has tutored a number of students: he has been the supervisor of 2 master’s thesis, and co-supervisor of 11 master’s thesis in the Master’s Degree courses in “Psychology of Work and Well-being in Organizations”, “Production and Organization of Communication and Knowledge”, “Communication ICT and Media”, “Communication and Media Culture” of Univeristy of Torino.

AWARDS

2017 Special recognition for reviewing ACM CHI 2017, Conference on Human Factors in Computing Systems

2019 Special recognition for reviewing ACM CHI 2019, Conference on Human Factors in Computing Systems

2014 UbiComp & ISWC Travel Grant.

2013 Foundation of Digital Games Travel Grant.

2007 Research grant from Lagrange, Fondazione C.R.T., Fondazione ISI, Torino – Telecom Italia – University of Torino, Computer Science Department.

2009 Research grant from Lagrange, Fondazione C.R.T., Fondazione ISI, Torino – Telecom Italia – University of Torino, Computer Science Department.

PUBLICATIONS

Dott. Rapp authored 102 publications:

- n. 1 Doctoral thesis
- n. 3 Curatorships
- n. 27 Articles in international journals
- n. 1 Article in national journals
- n. 3 Book chapters
- n. 43 Papers in international conference proceedings
- n. 3 Papers in national conference proceedings
- n. 21 Papers in international workshop proceedings

DOCTORAL THESIS

t1. Elementi di gioco per il design di sistemi interattivi: motivare, coinvolgere e promuovere il cambiamento dei comportamenti negli strumenti di Personal Informatics, University of Torino, 2015.

CURATORSHIPS

- e1. Rapp, A., Tirassa, M., Ziemke, T. (Eds.) (2019). Cognition and Interaction: From Computers to Smart Objects and Autonomous Agents. Lausanne: Frontiers Media. ISSN 1664-8714. ISBN 978-2-88963-002-8. doi: 10.3389/978-2-88963-002-8.
- e2. Rapp, A., Cena, F. Hopfgartner, F. Hamari, J., Linehan, C. (Eds.) (2016). FGE 201 Fictional Game Elements 2016. Proceedings of the Workshop on Fictional Game Elements 2016 co-located with The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2016), CEUR Workshop Proceedings, Vol. 1715, ISSN 1613-0073.
- e3. Meder, M., Rapp, A., Plumbaum, T., Hopfgartner, F. (Eds.) (2017). DDGD 2017 Data-Driven Gamification Design. Proceedings of the First International Workshop on Data-Driven Gamification Design co-located with 21st International Academic MindTrek Conference (AcademicMindtrek 2017), CEUR Workshop Proceedings, Vol. 1978, ISSN 1613-0073.

INTERNATIONAL JOURNALS (PEER REVIEWED).

- j1. Rapp, A., Cena, F., Schifanella, C., Boella, G. (Accepted). Finding a Secure Place: A Map-Based Crowdsourcing System for People with Autism. *IEEE Transactions on Human-Machine Systems*. ISSN: 2168-2291 EISSN: 2168-2305. IF 2018: 3.332.
- j2. Rapp, A. (2020). Design fictions for learning: A method for supporting students in reflecting on technology in Human-Computer Interaction courses. *Computers & Education*, 145, Article 103725, 1-18. ISSN: 0360-1315. IF 2018: 5.627. Scopus CiteScore 2018: 7.72. Computer Science/General Computer Science: 97th Percentile. Classe 1 ANVUR.
- j3. Mencarini, E., Rapp, A., Tirabeni, L., Zancanaro, M. (2019). Designing Wearable Systems for Sport: A Review of Trends and Opportunities in Human-Computer Interaction. *IEEE Transactions on Human-Machine Systems*, 49(4), 314-325. doi: 10.1109/THMS.2019.2919702. ISSN: 2168-2291 EISSN: 2168-2305. IF 2018: 3.332. Scopus CiteScore 2018: 4.56. Computer Science/ Computer Science Applications: 88th Percentile. Classe 1 ANVUR (precedente titolo della rivista: IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications and Reviews)).
- j4. Rapp, A., Tirassa, M., Tirabeni, L. (2019). Rethinking Technologies for Behavior Change: A View from the Inside of Human Change. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 26(4), Article 22, 33 pages. doi: 10.1145/3318142. ISSN: 1073-0516 EISSN: 1557-7325. IF 2018: 1.734. Scopus CiteScore 2018: 3.88. Computer Science/Human-Computer Interaction: 81st Percentile. Classe 1 ANVUR.
- j5. Cena, F., Likavec, S., Rapp, A. (2019). Real World User Model: Evolution of User Modeling Triggered by Advances in Wearable and Ubiquitous Computing: State of the Art and Future Directions. *Information Systems Frontiers*, 21(5), 1085–1110. doi: 10.1007/s10796-017-9818-3. ISSN: 1387-3326 (print version) ISSN: 1572-9419 (electronic version). IF 2018: 2.539. Scopus CiteScore 2018: 4.42. Computer Science/Software: 86th Percentile; Mathematics/Theoretical Computer Science: 91st Percentile. Classe 2 ANVUR.
- j6. Boella, G., Calafiore, A., Grassi, E., Rapp, A., Sanasi, L., Schifanella, C. (2019). FirstLife: Combining Social Networking and VGI to Create an Urban Coordination and Collaboration Platform. *IEEE Access*, 7, 63230-63246. doi: 10.1109/ACCESS.2019.2916578. ISSN: 2169-3536. IF 2018: 4.098. Scopus CiteScore 2018: 4.96. Computer Science/General Computer Science: 95th Percentile.
- j7. Rapp, A., Hopfgartner, F., Hamari, J., Linehan, C., Cena, F. (2019). Strengthening gamification studies: Current trends and future opportunities of gamification research. *International Journal of Human-Computer Studies*, 127, 1-6. doi: 10.1016/j.ijhcs.2018.11.007. ISSN: 1071-5819. IF 2018: 2.006; Scopus CiteScore 2018 4.36. Computer Science/Hardware and Architecture: 89th Percentile. Classe 1 ANVUR.
- j8. Rapp, A., Tirassa, M., Ziemke, T. (2019). Editorial: Cognitive Aspects of Interactive Technology Use: From Computers to Smart Objects and Autonomous Agents. *Frontiers in Psychology*, 10:1078. doi: 10.3389/fpsyg.2019.01078. ISSN: 1664-1078. IF 2018: 2.129. Scopus CiteScore 2018: 2.40. Psychology/General Psychology: 76th Percentile.
- j9. Cottafava, D., Magariello, S., Ariano, R., Arrobbio, O., Baricco, M., Barthelmes, V. M., Baruzzo, G., Bonansone, M., Consoleg, L., Contin, L., Corgnati, S. P., Dottai, S., Fabid, V., Gambino, P., Gerlero, I., Giovannoli, A., Grillo, P., Guaschino, G., Landolfo, P., Malanon, M., Mana, D., Matassa, A., Monterzino, L., Mosca, S., Nuciari, M., Olivetta, E., Padovan, D., Pantó, E., Rapp, A., Sanseverino, M., Sciallo, A., Sella, S., Simeoni, R., Tartaglino, A., Vernerio, F. (2019). Crowdsensing for a sustainable comfort and for energy saving. *Energy and Buildings*, 186, 208-220. doi: 10.1016/j.enbuild.2019.01.007. ISSN: 0378-7788. IF 2018: 4.495; Scopus CiteScore 2018: 5.36. Engineering/Electrical and Electronic Engineering: 91st Percentile.
- j10. Rapp, A. (2019). Design fictions for behaviour change: exploring the long-term impacts of technology through the creation of fictional future prototypes. *Behaviour & Information Technology*, 38(3), 244-272. doi: 10.1080/0144929X.2018.1526970. Print ISSN: 0144-929X Online ISSN: 1362-3001. IF 2018: 1.429; Scopus CiteScore 2018: 2.02. Computer Science/Human-Computer Interaction: 57th Percentile.
- j11. Rapp, A., Cena, F., Castaldo, R., Keller, R., Tirassa, M. (2018). Designing technology for spatial needs: Routines, control and social competences of people with autism. *International Journal of Human-Computer Studies*, 120, 49-65. <https://doi.org/10.1016/j.ijhcs.2018.07.005>. ISSN: 1071-5819. IF 2017: 2.300; Scopus CiteScore 2017 3.38.
- j12. Rapp, A., Tirabeni, L. (2018). Personal Informatics for Sport: Meaning, Body, and Social Relations in

- Amateur and Elite Athletes. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 25(3), Article 16 (June 2018), 30 pages. doi: 10.1145/3196829. ISSN:1073-0516 EISSN:1557-7325. IF 2017: 0.972. Scopus CiteScore 2017: 3.27.
- j13. Rapp, A. (2018). Social game elements in World of Warcraft: Interpersonal relations, groups and organizations for gamification design. *International Journal of Human-Computer Interaction*, 34(8), 759-773. <https://doi.org/10.1080/10447318.2018.1461760>. Print ISSN: 1044-7318 Online ISSN: 1532-7590. IF 2017: 1.259. Scopus CiteScore 2017: 1.87.
- j14. Rapp, A., Cena, F., Marcengo, A. (2018). Editorial of the Special Issue on Quantified Self and Personal Informatics. *Computers* 2018, 7(1), 14. doi: 10.3390/computers7010014. ISSN 2073-431X.
- j15. Rapp, A., Marcengo, A., Buriano, L., Ruffo, G., Lai, M., Cena, F. (2018). Designing a Personal Informatics System for Users without Experience in Self-tracking: A Case Study. *Behaviour & Information Technology*, 37(4), 335-366. doi: 10.1080/0144929X.2018.1436592. Print ISSN: 0144-929X Online ISSN: 1362-3001. IF 2017: 1.380. Scopus CiteScore 2017: 1.85.
- j16. Harviainen, J. T., Rapp, A. (2018). Multiplayer online role-playing as information retrieval and system use: An ethnographic study. *Journal of Documentation*, 74(3), 624-640. doi: 10.1108/JD-07-2017-0100. ISSN: 0022-0418. IF 2017: 1.157. Scopus CiteScore 2017: 1.44.
- j17. Cena, F., Rapp, A., Likavec, S., Marcengo, A. (2018). Envisioning the Future of Personalization through Personal Informatics: A User Study. *International Journal of Mobile Human Computer Interaction (IJMHCI)*, 10(1), 52-66. doi:10.4018/IJMHCI.2018010104. ISSN: 1942-390X EISSN: 1942-3918. Scopus CiteScore 2017: 0.62.
- j18. Rapp, A., Marino, A., Simeoni, R., Cena, F. (2017). An ethnographic study of packaging-free purchasing: designing an interactive system to support sustainable social practices. *Behaviour & Information Technology*, 36(11), 1193-1217, doi: 10.1080/0144929X.2017.1365170. Print ISSN: 0144-929X Online ISSN: 1362-3001. IF 2017: 1.380. Scopus CiteScore 2017: 1.85.
- j19. Rapp, A. (2017). From games to gamification: A classification of rewards in World of Warcraft for the design of gamified systems. *Simulation & Gaming*, 48(3), 381-401. doi:10.1177/1046878117697147. Print ISSN: 1046-8781 Online ISSN: 1552-826X. Scopus CiteScore 2017: 1.36.
- j20. Rapp, A. (2017). Drawing Inspiration from World of Warcraft: Gamification Design Elements for Behavior Change Technologies. *Interacting with computers*, 29(5), 648-678. doi:10.1093/iwc/iwx001. Online ISSN 1873-7951. Print ISSN 0953-5438. IF 2017: 0.809. Scopus CiteScore 2017: 1.35.
- j21. Rapp, A., Tirassa, M. (2017). Know Thyself: A theory of the self for Personal Informatics. *Human-Computer Interaction*, 32 (5-6), 335-380. doi:10.1080/07370024.2017.1285704. Print ISSN: 0737-0024. Online ISSN: 1532-7051. IF 2017: 3.379. Scopus CiteScore 2017: 3.63.
- j22. Rapp, A. (2017). Designing interactive systems through a game lens: An ethnographic approach. *Computers in human behavior*, 71, 455-468. doi:10.1016/j.chb.2015.02.048 ISSN: 0747-5632. IF 2017: 3.536. Scopus CiteScore 2017: 4.57.
- j23. Rapp, A., Cena, F. (2016). Personal Informatics for Everyday Life: How Users without Prior Self-Tracking Experience Engage with Personal Data. *International Journal of Human-Computer Studies*, 94, 1-17. doi:10.1016/j.ijhcs.2016.05.006. ISSN: 1071-5819. IF 2016: 2.863. Scopus CiteScore 2016: 3.14.
- j24. Rapp, A., Cena, F., Gena, C., Marcengo, A., Console, L. (2016). Using game mechanics for field evaluation of prototype social applications: a novel methodology. *Behaviour & Information Technology*, 35(3), 184-195. doi:10.1080/0144929X.2015.1046931. Print ISSN 0144-929X. Online ISSN: 1362-3001. IF 2016: 1.388. Scopus CiteScore 2016: 1.85.
- j25. Rapp, A. (2015). A Qualitative Investigation of Gamification: Motivational Factors in Online Gamified Services and Applications. *International Journal of Technology and Human Interaction* 11(1), 67-82. doi:10.4018/ijthi.2015010105 ISSN: 1548-3908. Scopus CiteScore 2015: 2.92.
- j26. Console, L., Antonelli, F., Biamino, G., Carmagnola, F., Cena, F., Chiabrando, E., Cuciti, V., Demichelis, M., Fassio, F., Franceschi, F., Furnari, R., Gena, C., Geymonat, M., Grimaldi, P., Grillo, P., Likavec, S., Lombardi, I., Mana, D., Marcengo, A., Mioli, M., Mirabelli, M., Perrero, M., Picardi, C., Protti, F., Rapp, A., Simeoni, R., Theseider Dupré, D., Torre, I., Toso, A., Torta, F., Vernerio, F. (2013). Interacting With Social Networks of Intelligent Things and People in the World of Gastronomy. *ACM Transactions On Interactive Intelligent Systems*, vol. 3 Issue 1 2013, 38 pages. doi:10.1145/2448116.2448120. ISSN: 2160-6455. Scopus CiteScore 2013: 0.92.

j27. Cardillo, D., Rapp, A., Benini, S., Console, L., Simeoni, R., Guercio, E., Leonardi, R. (2011). The art of video MashUp: supporting creative users with an innovative and smart application. *Multimedia Tools and Applications*, Springer, 6-29. doi:10.1007/s11042-009-0449-7. ISSN: 1380-7501. IF 2011: 0.617. Scopus CiteScore 2011: 1.41.

NATIONAL JOURNALS (PEER REVIEWED).

j28. Rapp, A., Gena, C. (2016). Riprogettare StudyinTorino: Un approccio user-centered per favorire la comunicazione tra istituzioni e studenti. *Rivista italiana di ergonomia*, 11-12, 68-78. ISSN 2037-3910.

BOOK CHAPTERS (PEER REVIEWED).

b1. Cena, F., Rapp, A., Torre, I. (2019). Internet of Things: An Opportunity for Advancing Universal Access. In Y. Yesilada and S. Harper (eds.), *Web Accessibility, Human-Computer Interaction Series*, London: Springer, 777-790. doi: 10.1007/978-1-4471-7440-0_39. Print ISBN 978-1-4471-7440-0. Online ISBN 978-1-4471-7440-0.

b2. Rapp, A. (2018). Autoethnography in Human-Computer Interaction: Theory and Practice. In Filimowicz, M. and Tzankova, V. (eds.), *New Directions in Third Wave Human-Computer Interaction: Volume 2 - Methodologies, Human-Computer Interaction Series*, 25-42. Cham: Springer. doi: 10.1007/978-3-319-73374-6_3. Print ISBN 978-3-319-73373-9. Online ISBN 978-3-319-73374-6.

b3. Marcengo, A., Rapp, A. (2014). Visualization of Human Behavior data: the Quantified Self. In Huang, M. L. and Huang, W. (eds.), *Innovative Approaches of Data Visualization and Visual Analytics*. Hershey, PA: IGI Global, 236-265. doi: 10.4018/978-1-4666-4309-3.ch012. ISBN: 9781466643093

INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).

c1. Rapp, A., Cena, F., Mattutino, C., Boella, G., Schifanella, C., Keller, R., and Brighenti, S. (2019). Designing an Urban Support for Autism. In Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '19). ACM, New York, NY, USA, Article 43, 6 pages. doi: 10.1145/3338286.3344390. ISBN: 978-1-4503-6825-4.

c2. Rapp, A., Cena, F., Frauenberger, C., Hendriks, N., and Slegers, K. (2019). Designing Mobile Technologies for Neurodiversity: Challenges and Opportunities. In Proceedings of the 21st International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI '19). ACM, New York, NY, USA, Article 75, 5 pages. doi: 10.1145/3338286.3344427. ISBN: 978-1-4503-6825-4.

c3. Musto, C., Rapp, A., Cena, F., Hopfgartner, F., Kay, J., Lawlor, A., Lops, P., Semeraro, G., and Tintarev, N. (2019). UMAP 2019 Workshop on Explainable and Holistic User Modeling (ExHUM) Chairs' Welcome & Organization. In Adjunct Publication of the 27th Conference on User Modeling, Adaptation and Personalization (UMAP'19 Adjunct). ACM, New York, NY, USA, 225-227. doi: 10.1145/3314183.3323712. ISBN: 978-1-4503-6711-0.

c4. Rapp, A. (2018). Gamification for Self-Tracking: From World of Warcraft to the Design of Personal Informatics Systems. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18). ACM, New York, NY, USA, Paper 80, 15 pages. doi:10.1145/3173574.3173654.

c5. Cena, F., Rapp, A., Musto, C., Lops, P. (2018). Towards a Conceptual Model for Holistic Recommendations. In Adjunct Publication of the 26th Conference on User Modeling, Adaptation and Personalization (UMAP '18). ACM, New York, NY, USA, 207-210. doi: 10.1145/3213586.3225248. ISBN: 978-1-4503-5784-5.

c6. Cena, F., Rapp, A., Mattutino, C. (2018). Personalized Spatial Support for People with Autism Spectrum Disorder. In Adjunct Publication of the 26th Conference on User Modeling, Adaptation and Personalization (UMAP '18). ACM, New York, NY, USA, 233-238. doi: 10.1145/3213586.3225229. ISBN: 978-1-4503-5784-5.

c7. Musto, C., Rapp, A., Cena, F., Hopfgartner, F., Kay, J., and Semeraro, G. (2018). UMAP 2018 HUM (Holistic User Modeling) Workshop Chairs' Preface & Organization. In Adjunct Publication of the 26th Conference on User Modeling, Adaptation and Personalization (UMAP '18). ACM, New York, NY, USA, 87-89. doi:10.1145/3213586.3226201. ISBN: 978-1-4503-5784-5.

c8. Angelini, L., Caon, M., Casas, J., Cena, F., Rapp, A., Khaled, O. A., and Mugellini, E. (2018).

Ubiquitous Chatbots: Workshop on Wearable and Embodied Conversational Agents. In Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18). ACM, New York, NY, USA, 1652-1655. doi: 10.1145/3267305.3274146.

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Date

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