

CURRICULUM VITAE

**AMON RAPP, PH.D.**

RESEARCH FELLOW – POST DOC  
DEPARTMENT OF COMPUTER SCIENCE  
UNIVERSITY OF TORINO

## **SUMMARY**

1. **PERSONAL INFORMATION**

2. **CURRENT POSITION**

3. **EDUCATION**

3.1 **QUALIFICATIONS**

3.2 **DOCTORAL SCHOOLS**

3.3 **FOREIGN LANGUAGES**

4. **RESERCH EXPERIENCE**

5. **SCIENTIFIC ACTIVITY**

5.1 **SUMMARY OF THE RESEARCH**

5.2 **RESEARCH GROUPS AND AFFILIATIONS**

5.3 **RESEARCH PROJECTS**

5.4 **CONFERENCE ORGANIZATION**

5.5 **CONFERENCE PARTICIPATION AS SPEAKER**

5.6 **EDITORIAL ACTIVITIES, PROGRAM COMMITTEES, PEER REVIEWING**

6. **TEACHING ACTIVITY**

6.1 **UNIVERSITARY COURSES**

6.2 **TEACHING ABROAD**

6.3 **OTHER TEACHING ACTIVITIES**

6.4 **ACADEMIC TUTORING**

7. **AWARDS**

8. **PUBLICATIONS**

## **1. PERSONAL INFORMATION**

Name: Amon  
Surname: Rapp  
Birthplace and birthdate: Tubingen (GERMANY), 25 November 1979  
Nationality: Italian  
Address: Via Parisio, 4, 28921, Verbania (VB), Italia  
Ph.: +393462142386  
Email: amon.rapp@gmail.com

## **2. CURRENT POSITION**

**Post Doc Research Fellow**, Computer Science Department, University of Torino, C.so Svizzera 185, 10149 Torino, Italy.

**Adjunct Professor**, Psychology Department, Department of Law, and Department of Humanities, University of Torino.

Member of SIOS (Smart Interactive Objects and Systems) Group, Computer Science Department, University of Torino.

Member of ICxT (Interdepartmental Center "ICT for the Territory"), University of Torino.

Partner of CIRMA (Interdepartmental Center for Research on Media and Audiovideo), University of Torino.

## **3. EDUCATION**

### **3.1 QUALIFICATIONS**

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 LINGUE STRANIERE**

English: Excellent

French: Elementary

## **4. RESEARCH EXPERIENCES**

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

Research fields: Human-Computer Interaction.

Research topics: Investigation of psychological, behavioral and social impacts of self-tracking.

*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 and Ergonomist 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 and Ergonomist 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 to the methodological research, Amon Rapp deals with three main topics:

- Study of the opportunities offered by the ethnographic technique for the exploration of the impacts of technology in situated practices
- Study of the phenomenological and constructivist approach for grounding the design of interactive technologies
- 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 to the empirical research, Amon Rapp shows interest mainly in the study of behavior change technologies, personal informatics systems, and techniques for employing video game elements in the design of interactive systems in order to increase users' motivation and performance. More in detail, he investigates how personal data collection may affect the perception of the self, the appraisal on individual change, and the sport performance. 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 environments, such as at work, in organizations, and for health purposes.

## **5.2 RESEARCH GROUPS**

*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** (Interdepartmental Center "ICT for the Territory"), 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 PROJECT**

Amon Rapp had an active role in the following research projects. The activity in these projects is coherent with the research interests highlighted in Section 5.1.

### **PROGETTI DI RICERCA NAZIONALI**

**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:* **Task Leader**. Design 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 within urban environments. Project funded by ICxT.

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

*Period:* 15-05-2016 - current.

**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:* **Responsible** for the design activities and evaluation activities.

*Period:* 01-01-2015 - 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 different personal data to self-knowledge and give means for the exploration of the self. Project funded by Telecom Italia.

*Responsibilities:* **Responsible** for design activities and evaluation activities.

*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 studies and experiments Internet of Data and Internet of Things tools to collect subjective information and objective data from individuals, and merge them with sensor data, 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:* **Manager** of the Living Lab and responsible for 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 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' information needs and the design of a new information service addressed to them.

*Responsibilities:* **Responsible** for collection of users' requirements and the user evaluations.

*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. 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 connecting them in a social web of things, by using semantic web techniques and artificial intelligence in the gastronomic domain.

*Responsibilities:* **Member of the operative unit of** Telecom Italia and responsible for gathering user requirements and conducting user evaluations.

*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 with television contents, by creating 3D interfaces and novel recommender systems.

*Responsibilities:* **Member of the operative unit of** Telecom Italia and design of 3D interface,

participatory design activities.

*Period:* 2006 - 2009

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

The project has the goal of creating personalized systems on the basis of personal information collected through a variety of sources.

*Responsibilities:* Interaction design and exploration of users' needs and requirements.

*Period:* 2006 - 2011

**Telco@car** (Telecom Italia, Magneti Marelli)

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

*Responsibilities:* Interaction design and exploration of users' needs and requirements.

*Period:* 2008 - 2009

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

The project aims at creating an intelligent home environment able to transfer media through different devices.

*Responsibilities:* Interface design and user evaluations.

*Period:* 2006 - 2007

## 5.4 CONFERENCE ORGANIZATION

### INTERNATIONAL CONFERENCE ORGANIZATION

**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 DDGD '17: First International Workshop on Data-Driven Gamification Design,** at Academic Mindtrek 2017 (Academic Mindtrek '17, 20 Settembre 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 Settembre 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**

**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 (6-11 May, Denver, CO, US).

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

**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**

**I-Cities 2016**, ICT for Smart Cities & Communities (29-30 September 2016, Benevento, Italy)

**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 (16-19 September 2013, Trento, Italy)

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

#### **EDITORIAL ACTIVITY**

**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>

**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](http://www.umuai.org/news_on_journal.html)

**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/>

**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\\_HCI2017](http://www.mdpi.com/journal/computers/special_issues/session_HCI2017)

#### **PROGRAM COMMITTEE MEMBERSHIP**

##### *INTERNATIONAL CONFERENCES*

**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, Unghery)

**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 WORKSHOP*

**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 AND INTERNATIONAL AGENCIES**

Interacting with Computers, Oxford University Press

International Journal of Human-Computer Studies, Elsevier

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 2018, Conference on Human Factors in Computing Systems

CHI PLAY 2017, The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play

ACM CHI 2017, Conference on Human Factors in Computing Systems

UMAP 2017, 25th Conference on User Modeling, Adaptation and Personalization

CSCW 2017, The 20th ACM Conference on Computer-Supported Cooperative Work and Social Computing

IUI 2017, ACM International Conference on Intelligent User Interfaces.

UMAP 2016, 24th Conference on User Modeling, Adaptation and Personalization

CHI PLAY 2016, The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play

ISWC 2016, The International Symposium on Wearable Computers

UbiComp 2016, ACM International Joint Conference on Pervasive and Ubiquitous Computing

ACM CHI 2016, Conference on Human Factors in Computing Systems

CSCW 2016, The 19th ACM Conference on Computer-Supported Cooperative Work and Social Computing

ACM Hypertext 2015

CHI PLAY 2015, The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play

UbiComp 2015, ACM International Joint Conference on Pervasive and Ubiquitous Computing

UMAP 2015, 23th Conference on User Modeling, Adaptation and Personalization

UMAP 2014, 22th Conference on User Modeling, Adaptation and Personalization

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**

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

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

[http://dott-informatica.campusnet.unito.it/do/avvisi.pl/Show?\\_id=5x8o](http://dott-informatica.campusnet.unito.it/do/avvisi.pl/Show?_id=5x8o)

#### **BACHELOR’S AND MASTER’S DEGREE COURSES**

*2017/2018* Exercise cycle (Art. 76) “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 (3 CFU – INF/01).

*2016/2017* “Lab of informatics” Class H, Bachelor’s degree in Humanities, University of Torino (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**

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**

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 TALK**

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 for the scientific meeting Il percorso socio-sanitario della persona con disturbo dello spettro autistico in età adulta, Torino, Italy.

#### **TEACHING ASSISTANT**

For scientific sector INF/01 at Communication, ICT e Media Master’s degree – University of Torino.

#### **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**

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

Dott. Rapp tutored a number of students: he has been the supervisor of 2 master’s thesis, and co-supervisor of 9 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

2014 Invited paper at HCI International 2014, Session on Quantified Self and Personal Informatics.

2014 UbiComp & ISWC Travel Grant.

2013 Foundation of Digital Games Travel Grant.

2007 Borsa di ricerca Lagrange, Fondazione C.R.T., Fondazione ISI, Torino – Telecom Italia – University of Torino, Computer Science Department.

2009 Borsa di ricerca Lagrange, Fondazione C.R.T., Fondazione ISI, Torino – Telecom Italia – University of Torino, Computer Science Department.

## **PUBLICATIONS**

Dott. Rapp authored 69 publications:

- n. 1 Doctoral thesis
- n. 1 Curatorships
- n. 12 Articles in International journals
- n. 1 Article National journals
- n. 2 Book chapters
- n. 32 Papers in International conference proceedings
- n. 2 Papers in National conference proceedings
- n. 18 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., 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.

### **INTERNATIONAL JOURNALS (PEER REVIEWED).**

- j1. Rapp, A. (Accepted). Social game elements in World of Warcraft: Interpersonal relations, groups and organizations for gamification design. *International Journal of Human-Computer Interaction*. Print ISSN: 1044-7318 Online ISSN: 1532-7590. IF 2016: 1.118.
- j2. 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.
- j3. 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 2016: 1.388.
- j4. 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

- j5. 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 2016: 1.410.
- j6. 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 2016: 4.667.
- j7. 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 2016: 3.435.
- j8. 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.
- j9. 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.
- j10. 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.
- j11. 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.
- j12. 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 2016: 1.530.

#### **NATIONAL JOURNALS (PEER REVIEWED).**

- j13. 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. 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
- b2. Rapp, A. (2015). A Qualitative Investigation of Gamification: Motivational Factors in Online Gamified Services and Applications. In Information Resources Management Association (ed.), *Gamification: Concepts, Methodologies, Tools, and Applications*. Hershey, PA: IGI Global, 32-48. doi:10.4018/978-1-4666-8200-9.ch003. ISBN: 9781466682009.

#### **INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).**

- c1. Meder, M., Rapp, A., Plumbaum, T. and Hopfgartner, F. (2017). Data-driven gamification design. In Proceedings of the 21st International Academic Mindtrek Conference (AcademicMindtrek '17). New York: ACM, 255-258. DOI: <https://doi.org/10.1145/3131085.3131116>. ISBN: 978-1-4503-5426-4
- c2. Rapp, A., Cena, F., Kay, J., Kummerfeld, B., Hopfgartner, F., Plumbaum, T., Larsen, J. E. Epstein, D. A., Gouveia, R. (2017). New frontiers of quantified self 3: exploring understudied categories of users. In Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2017 ACM International Symposium on Wearable Computers (UbiComp '17). New

- York: ACM, 861-864. DOI: <https://doi.org/10.1145/3123024.3124456>. ISBN: 978-1-4503-5190-4.
- c3. Cena, F., Rapp, A., Tirassa, M., Boella, G., Calafiore, A., and Keller, R. (2017). Personalized interactive urban maps for autism: enhancing accessibility to urban environments for people with autism spectrum disorder. In Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2017 ACM International Symposium on Wearable Computers (UbiComp '17). New York: ACM, 9-12. DOI: <https://doi.org/10.1145/3123024.3123148>. ISBN: 978-1-4503-5190-4
- c4. Musto, C., Rapp, A., Bogina, V., Cena, F., Hopfgartner, F., Kay, J., Konopnicki, D., Kuflik, T., Mobasher, B., and Semeraro, G. (2017). UMAP 2017 THUM Workshop Chairs' Welcome & Organization. In Adjunct Publication of the 25th Conference on User Modeling, Adaptation and Personalization (UMAP '17). New York: ACM, 368-369. DOI: <https://doi.org/10.1145/3099023.3099100>. ISBN: 978-1-4503-5067-9.
- c5. Rapp, A., Cena, F., Boella, G., Antonini, A., Calafiore, A., Buccoliero, S., Tirassa, M., Keller, R., Castaldo, R., Brighenti, S. (2017). Interactive Urban Maps for People with Autism Spectrum Disorder. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). New York: ACM, 1987-1992. doi: <https://doi.org/10.1145/3027063.3053145>. ISBN: 978-1-4503-4656-6.
- c6. Rapp, A. (2016). The Value of Rewards: Exploring World of Warcraft for Gamification Design. In Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (CHI PLAY Companion '16). New York: ACM, 253-259. doi:10.1145/2968120.2987721. ISBN: 978-1-4503-4458-6.
- c7. Rapp, A., Cena, F., Hopfgartner, F., Hamari, J., Linehan, C. (2016). Fictional game elements: Critical perspectives on gamification design. In Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (CHI PLAY Companion '16). New York: ACM, 373-377. doi:10.1145/2968120.2968125. ISBN: 978-1-4503-4458-6.
- c8. Marcengo, A., Rapp, A., Cena, F., Geymonat, M. (2016). The Falsified Self: Complexities in Personal Data Collection. In Proceedings of the HCI International Conference. In Universal Access in Human-Computer Interaction. Methods, Techniques, and Best Practices, Lecture Notes in Computer Science, vol. 9737, 351-358. Springer. doi:10.1007/978-3-319-40250-5\_34. ISBN: 978-3-319-40249-9.
- c9. Rapp, A., Cena, F., Kay, J., Kummerfeld, B., Hopfgartner, F., Plumbaum, T., Larsen, J. E. Epstein, D. A., Gouveia, R. (2016). New frontiers of quantified self 2: going beyond numbers. In Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct (UbiComp '16). New York: ACM, 506-509. doi:10.1145/2968219.2968331 ISBN: 978-1-4503-4462-3.
- c10. Rapp, A., Cena, F., Kay, J., Kummerfeld, B., Hopfgartner, F., Plumbaum, T., Larsen, J. E. (2015). New frontiers of Quantified Self: finding new ways for engaging users in collecting and using personal data. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (UbiComp/ISWC'15 Adjunct). New York: ACM, 969-972. doi:10.1145/2800835.2807947 ISBN: 978-1-4503-3575-1.
- c11. Rapp A., Cena F. (2015). Affordances for Self-tracking Wearable Devices. In Proceedings of International Symposium on Wearable Computers, ISWC 2015. New York: ACM, 141-142. doi: 10.1145/2802083.2802090 ISBN: 978-1-4503-3578-2.
- c12. Cena, F., Rapp, A., Marcengo, A., Brizio, B., Hilviu, D., Tirassa, M. (2015). The Role of Affordance in Cyber-Physical Systems for Behavioral Change. In Proceedings of COIOTE '14, The First International Conference on Cognitive Internet of Things Technologies. Internet of Things. User-Centric IoT. Revised Selected Papers, Part I. Giaffreda, R. et al. (Eds). Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol. 150-151, 82-86. Berlin: Springer. doi:10.1007/978-3-319-19656-5\_13 ISBN 978-3-319-19655-8.
- c13. Sarzotti, F., Lombardi, I., Rapp, A., Marcengo, A., Cena, F. (2015). Engaging Users in Self-Reporting Their Data: A Tangible Interface for Quantified Self. In Proceedings of HCI International 2015, Universal Access in Human-Computer Interaction. Access to Interaction, Lecture Notes in Computer Science, vol. 9176, 518-527. Springer. doi:10.1007/978-3-319-20681-3\_49 ISBN: 978-3-319-20680-6.
- c14. Rapp, A. (2014). Meaningful game elements for personal informatics. In Proceedings of the 2014 ACM



International Symposium on Wearable Computers: Adjunct Program (ISWC '14 Adjunct). New York: ACM, 125-130. doi:10.1145/2641248.2642734 ISBN: 978-1-4503-3048-0.

- c15. Rapp, A. (2014). A SWOT analysis of the gamification practices: Challenges, open issues and future perspectives. In Proceedings of the 5th International Conference on Applied Human Factors and Ergonomics (AHFE 2014). In Advances in Affective and Pleasurable Design a cura di Yong Gu Ji, Sooshin Choi, 476-487. Danvers, MA: AHFE Conference. ISBN: 978-1-4951-2109-8.
- c16. Rapp, A., Cena, F. Self-monitoring and Technology: Challenges and Open Issues in Personal Informatics. (2014). In Proceedings of the HCI International Conference. In Universal Access in Human-Computer Interaction. Design for All and Accessibility Practice Lecture Notes in Computer Science, vol. 8516, 613-622. Springer. doi:10.1007/978-3-319-07509-9\_58 ISBN: 978-3-319-07508-2.
- c17. Rapp, A., Gena, C. (2014). Immersion and involvement in a 3D training environment: Experimenting different points of view. In Proceedings of IEEE International Conference Computational Intelligence and Virtual Environments for Measurement Systems and Applications (CIVEMSA), 18-23. IEEE. doi:10.1109/CIVEMSA.2014.6841432 ISBN: 978-1-4799-2613-8.
- c18. Rapp, A. (2013). Beyond Gamification: Enhancing User Engagement through Meaningful Game Elements. In Proceedings of Foundation of Digital Games 2013. ISBN: 978-0-9913982-0-1.
- c19. Rapp, A., Marcengo, A., Geymonat, M., Simeoni, R., Console, L. (2013). E-inclusion as the next challenge for sustainable consumption. In Stephanidis, C. and Antona, M. (Eds.) Universal Access in Human-Computer Interaction. Design Methods, Tools, and Interaction Techniques for eInclusion. Lecture Notes in Computer Science, vol. 8009, 224-232, Berlin: Springer. doi:10.1007/978-3-642-39188-0\_24 ISBN: 978-3-642-39187-3.
- c20. Rapp, A., Marcengo, M., Console, L., Simeoni, R. (2012). Playing in the wild: enhancing user engagement in field evaluation methods. In Proceeding of the 16th International Academic MindTrek Conference (MindTrek '12). New York: ACM, 227-228. doi:10.1145/2393132.2393180 ISBN: 978-1-4503-1637-8.
- c21. Console, L., Biamino, G., Carmagnola, F., Cena, F., Chiabrando, E., Furnari, R., Gena, C., Grillo, P., Likavec, S., Lombardi, I., Mioli, M., Picardi, C., Theseider Dupré, D., Venero, F., Simeoni, R., Antonelli, F., Cuciti, V., Demichelis, M., Franceschi, F., Geymonat, M., Marcengo, A., Mana, D., Mirabelli, M., Perrero, M., Rapp, A., Fassio, F., Grimaldi, P., Torta, F. (2012). WantEat: interacting with social networks of smart objects for sharing cultural heritage and supporting sustainability. In Proceedings of the 20th European Conference on Artificial Intelligence (ECAI2012). Montpellier: IOS Press Inc., 1005-1006. doi:10.3233/978-1-61499-098-7-1005 ISBN 978-1-61499-097-0.
- c22. Marcengo, A. Rapp, A., Console, L., Simeoni, R. (2012). Evaluating WantEat: A social network of people and objects. In Proceedings of AHFE 2012. In Rebelo, F., Soares, M. Advances in Usability Evaluations. Part 2. Boca Raton: CRC Press, 493-502. doi:10.1201/b12324-56 ISBN: 978-1-4665-6055-0.
- c23. Antonelli, F., Biamino, B., Carmagnola, F., Cena, F., Chiabrando, E., Console, L., Cuciti, V., Demichelis, M., Fassio, F., Franceschi, F., Furnari, R., Gena, C., Geymonat, M., Grimaldi, P., Grillo, P., Guercio, E., Likavec, S., Lombardi, I., Mana, D., Marcengo, A., Mioli, M., Mirabelli, M., Perrero, M., Picardi, C., Protti, F., Rapp, A., Sandon, R., Simeoni, R., Theseider Dupré, D., Torre, I., Toso, A., Torta, F., Venero, F. (2012). Wheeling around with Wanteat: Exploring Mixed Social Networks in the Gastronomy Domain.. In Proceedings of the 2012 ACM international conference on Intelligent User Interfaces (IUI '12). New York: ACM, 321-322. doi:10.1145/2166966.2167033 ISBN: 9781450310482.
- c24. Cena, F., Antonelli, F., Biamino, B., Carmagnola, F., Chiabrando, E., Console, L., Cuciti, V., Demichelis, M., Fassio, F., Franceschi, F., Furnari, R., Gena, C., Geymonat, M., Grimaldi, P., Grillo, P., Guercio, E., Likavec, S., Lombardi, I., Mana, D., Marcengo, A., Mioli, M., Mirabelli, M., Perrero, M., Picardi, C., Protti, F., Rapp, A., Sandon, R., Simeoni, R., Theseider Dupré, D., Torre, I., Toso, A., Torta, F., Venero, F. (2012). Interacting with a Social Web of Smart Objects for Enhancing Tourist Experiences. In proceedings of ENTER2012, eTourism Present and Future Services and Applications. WIEN: Springer Wien, 179-190. doi:10.1007/978-3-7091-1142-0\_16 ISBN: 9783709111413.
- c25. Marcengo, A., Rapp, A. (2011). GeoDrinking: how to extract value from an extended social wine drinking experience. In Proceedings of HCI International 2011. In Stephanidis, C. (Ed.). Universal Access in Human Computer Interaction. Context Diversity. Lecture Notes in Computer Science, vol. 6767, 56-65, Berlin: Springer. doi:10.1007/978-3-642-21666-4\_7 ISBN: 978-3-642-21665-7.

- c26. Marcengo, A., Rapp, A., Guercio, E. (2010). The Personas Layering Framework applied to consumer service design for automotive market. In Proceedings of the 3th International Conference on Applied Human Factors and Ergonomics (AHFE 2010). In Karwowski, W., Salvendy, G. and Tsinghua University (Eds.) *Advances in Human Factors, Ergonomics, and Safety in Manufacturing and Service Industries*. Boca Raton: CRC Press, 310-319. doi:10.1201/EBK1439834992-33 ISBN: 978-1-4398-3499-2
- c27. Rapp, A., Cardillo, D., Simeoni, R. Console, L. (2009). Being a self-director: enhance user creativity with a video mash up tool. In Proceedings of the International Conference on Advances in Computer Entertainment Technology (ACE '09). New York: ACM, 358-361. doi:10.1145/1690388.1690459 ISBN: 978-1-60558-864-3.
- c28. Marcengo, A., Guercio, E., Rapp, A. (2009). Personas Layering: a cost effective model for service design in medium-long term Telco research projects. In Kurosu M. (Ed.) *Human Centered Design. Lecture Notes in Computer Science*, vol. 5619. Heidelberg: Springer, 256-265. doi:10.1007/978-3-642-02806-9\_30 ISBN 978-3-642-02805-2.
- c29. Castrogiovanni, P., Guercio, E., Marcengo, A., Martini, G., Rapp, A. (2009). Telco@Home: a seamless communication project with a user perspective. In *Ambient Intelligence and Smart Environments, Volume 2: Intelligent Environments 2009*. Amsterdam: IOS Press, 437-444. doi: 10.3233/978-1-60750-034-6-437 ISBN: 978-1-60750-034-6.
- c30. Simeoni, R., Geymonat, M., Guercio, E., Perrero, M., Rapp, A., Tesauri, F. Montanari, R. (2008). Where Have You Ended Up Today? Dynamic TV and the Inter-tainment Paradigm. In Proceedings of the 6th European conference on Changing Television Environments, *Lecture Notes in Computer Science*, vol. 5066. Heidelberg: Springer, 238-247. doi:10.1007/978-3-540-69478-6\_32 ISBN: 978-3-540-69477-9.
- c31. Vellar, A. Simeoni, R., Montanari, R. Rapp, A. (2008). A Parasocial Navigation Concept for Movie Discovery. In Proceedings of Interfaces and Human Computer Interaction (IHCI) 2008, 291-296. ISBN: 978-972-8924-59-1.
- c32. Simeoni, R. Etzler, L. Guercio, E., Perrero, M., Rapp, A. Montanari, R. Tesauri, F. (2007). Innovative TV: From an Old Standard to a New Concept of Interactive TV - An Italian Job. In Jacko, J. A. (Ed.) *Human-Computer Interaction. HCI Intelligent Multimodal Interaction Environments, Lecture Notes in Computer Science*, vol. 4552. Heidelberg: Springer, 971-980. doi:10.1007/978-3-540-73110-8\_107 ISBN: 978-3-540-73108-5.

#### **NATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED)**

- c33. Rapp, A., Cena, F. (2016). *Mente, computazione, interazione*. In Proceedings of Mind the Gap: Brain, Cognition and Society - 13th Annual Conference of the Italian Association for Cognitive Sciences. ISBN 978-88-7590-104-2.
- c34. Cena, F., Rapp, A., Marcengo, A., Brizio, A., Hilviu, D. & Tirassa, M. (2014). Internet of Things e affordance per il cambiamento dei comportamenti. In Atti dell'undicesimo convegno annuale dell'Associazione Italiana di Scienze Cognitive. NEA-SCIENCE - Giornale Italiano di neuroscienze, psicologia e riabilitazione. ISSN 2282-6009.

#### **INTERNATIONAL WORKSHOP PROCEEDINGS (PEER REVIEWED).**

- c35. Rapp, A., Cena, F., Tirassa, M., Boella, G., Calafiore, A., and Keller, R. (2017). Tracking personal movements in urban environments: personalized maps for people with autism spectrum disorder. In Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2017 ACM International Symposium on Wearable Computers (UbiComp '17). New York: ACM, 883-886. DOI: <https://doi.org/10.1145/3123024.3125507>. ISBN: 978-1-4503-5190-4.
- c36. Rapp, A., Cena, F., Boella, G., Antonini, A., Calafiore, A., Buccoliero, S., Tirassa, M. (2017) Interactive Maps for Cognitive Disabilities. In Proceedings of CHI 2017 Workshop HCIXDementia. <https://openlab.ncl.ac.uk/dementiahci/organizers-and-community-partners/>
- c37. Rapp, A., Marcengo, A., Cena, F. (2016). Accuracy and Reliability of Personal Data Collection: An Autoethnographic Study. UMAP 2016 Extended Proceedings. CEUR Workshop Proceedings, vol. 1618. ISSN: 1613-0073.
- c38. Rapp, A., Cena, F., Console, L., Gena, C., Marcengo, A. (2016) A Field Evaluation of an Intelligent Interaction Between People and a Territory and its Cultural Heritage. AVI\*CH 2016. CEUR Workshop

Proceedings, vol. 1621, 11-14. ISSN: 1613-0073

- c39. Cena, F., Likavec, S., Rapp, A., Marcengo, A. (2016). An ontology for quantified self: capturing the concepts behind the numbers. In Proceedings of the 2016 ACM International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct (UbiComp '16). New York: ACM, 602-604. doi:10.1145/2968219.2968329 ISBN: 978-1-4503-4462-3.
- c40. Matassa, A., Rapp A. (2015). Map: making: designing a mobile application for enhancing memories' retrieval. In Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct (MobileHCI '15). New York: ACM, 994-1001. doi:10.1145/2786567.2794318 ISBN: 978-1-4503-3653-6.
- c41. Cena, F., Likavec, S., Rapp, A. (2015). Quantified Self and Modeling of Human Cognition. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (UbiComp/ISWC'15 Adjunct). New York: ACM, 1021-1026. doi:10.1145/2800835.2800954 ISBN: 978-1-4503-3575-1.
- c42. Rapp, A., Cena, F., Hilviu, D., Tirassa, M. (2015). Human Body and Smart Objects. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (UbiComp/ISWC'15 Adjunct). New York: ACM, 939-943. doi:10.1145/2800835.2806204 ISBN: 978-1-4503-3575-1.
- c43. Hilviu, D., Rapp, A. (2015). Narrating the Quantified Self. In Adjunct Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers (UbiComp/ISWC'15 Adjunct). New York: ACM, 1051-1056. doi:10.1145/2800835.2800959 ISBN: 978-1-4503-3575-1.
- c44. Cena, F., Likavec, S., Rapp, A., Deplano, M., Marcengo, A. (2014). Ontologies for Quantified Self: a Semantic Approach. In Workshop Proceedings of 25th ACM Conference on Hypertext and Social Media, HT '14. CEUR Workshop Proceedings, vol. 1210. ISSN:1613-0073.
- c45. Cena, F., Lombardi, I., Rapp, A., Sarzotti, F. (2014). Self-monitoring of Emotions: a novel Personal Informatics Solution for an Enhanced Self-Reporting. In Workshop Proceedings of the 22nd Conference on User Modeling, Adaptation and Personalization UMAP '14. CEUR Workshop Proceedings, vol. 1181. ISSN:1613-0073.
- c46. Matassa, A., Rapp, A., Simeoni, R. Wearable accessories for cycling: tracking memories in urban spaces. In Proceedings of the 2013 ACM conference on Pervasive and ubiquitous computing adjunct publication (UbiComp '13 Adjunct). New York: ACM, 415-424. doi:10.1145/2494091.2495973 ISBN: 978-1-4503-2215-7.
- c47. Matassa, A., Rapp, A., Simeoni, R. Designing for smart cities: connecting and binding citizens to urban spaces through a new wearable interactive system. In Proceedings of the 2013 ACM conference on Pervasive and ubiquitous computing adjunct publication (UbiComp '13 Adjunct). New York: ACM, 757-760. doi:10.1145/2494091.2496003 ISBN: 978-1-4503-2215-7.
- c48. Rapp, A., Marcengo, A., Simeoni, R., Console, L. (2013). Playing while Testing: How to Gamify a User Field Evaluation. In Proceedings of CHI 2013 Workshop Designing Gamification: Creating Gameful and Playful Experiences. <http://gamification-research.org/chi2013/papers/>
- c49. Simeoni R., Marino A., Rapp A., Venero F. (2012). WantEat and Reward: Slow Technologies for Food. In Proceedings of Workshop on Slow Technology: Critical Reflection and Future Directions, held in conjunction with DIS 2012. Newcastle, UK 2012. <http://www.willodom.com/slowtechnology/acceptedsubmissions/>
- c50. Console, L., Biamino, G., Carmagnola, F., Cena, F., Chiabrando, E., Furnari, R., Gena, C., Grillo, P., Likavec, S., Lombardi, I., Mioli, M., Picardi, C., Rapp, A., Venero, F., Simeoni, R., Antonelli, F., Cuciti, V., Demichelis, M., Franceschi, F., Marina, G., Marcengo, A., Mana, D., Mirabelli, M., Perrero, M., Protti, F., Fassio, F., Grimaldi, P., Torta, F. (2012). WantEat: interacting with social networks of smart objects for sharing and promoting cultural heritage. In Workshop and Poster Proceedings UMAP 2012. CEUR workshop proceedings, vol. 872. ISSN: 1613-0073.
- c51. Biamino, G., Grillo, P., Lombardi, I., Marcengo, A., Rapp, A., Simeoni, R., Venero, F. (2011). "The Wheel": an innovative visual model for interacting with a social web of things. In Workshop on Visual Interfaces to the Social and Semantic Web, held in conjunction with IUI 2011 (VISSW 2011). CEUR workshop proceedings, vol. 694. ISSN: 1613-0073.

Date

27/10/2017

Sign

A handwritten signature in blue ink, consisting of a stylized 'A' followed by a series of loops and a vertical stroke.

Si autorizza al trattamento dei dati personali quanto indicato nel D.Lgs 196/03 e s.m.i.  
In ottemperanza all'art. 10 della L. 31/12/1996 n. 675 (art. 48 DPR 445/00) il sottoscritto dichiara, sotto la propria ed esclusiva responsabilità, che quanto riportato nel presente curriculum corrisponde al vero.

I authorize the use of my personal data under the D.Lgs 196/2003.