

FRANCA GARZOTTO

Curriculum Vitae and Publications

I3Lab web site: <http://i3lab.polimi.it/>

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PERSONAL DATA

Date of Birth: Dec 17, 1959 in Schio (VI) – Italy
Residence: Via M. Melloni 73 – 2019 Milan (Italy)
Civil Status: Married, 2 children
email: franca.garzotto@polimi.it

Current Position:

- Associate Professor in Information Systems (ING INF/05 – Sistemi di Elaborazione delle Informazioni) at Politecnico di Milano (since 1998)
- Full professorship “abilitation” (Dec. 2013)
- Head of I3Lab (Innovative Interactive Interfaces Lab <http://i3lab.polimi.it/>) at the Department of Electronics, Information and Bioengineering of Politecnico di Milano. The multidisciplinary research at the lab focuses on innovative interactive technologies, particularly Virtual and Augmented Reality, Smart Objects and Smart Spaces, and Conversational Technology, and their applications in various domains, particularly for education and support to cognitive disability. At the moment, I3lab members include: 1 post-doc, 6 PhD students, 3 research assistants (a computer engineer, a designer, and a psychologist), 2 master students under “150 ore” contract, and 6 master thesis students.

EDUCATION

- June 1978: High School Diploma (Maturita' Classica) - Schio (VI)
- February 1985: Master Degree in Mathematics - University of Padua
- July-August 1987: Summer classes at Stanford University: "Building Expert Systems" (proff. M. Genesereth & D. Lenat); Knowledge Engineering (prof. J. McCarthy)
- May 1989: PhD in Information and Systems Engineering - Politecnico di Milano (A)

RESEARCH

As witnessed by the publications track, my research trajectory is variegated, in terms of research fields, topics, and application domains. My work started in the field of "Hypertext & Hypermedia", expanded to "Web Engineering", and then has progressively moved towards HCI (Human-Computer Interaction). Research achievements have been applied to diverse sectors: cultural heritage, tourism, education, learning, entertainment, commerce, and health. In the last years, interactive technology for children's learning and play has been one of my main interest, focusing in particular on children with cognitive disability.

In spite of the apparent diversification of my activities, some key concepts underlie my whole research, as a common thread that binds my efforts across time, regardless the specific technologies and application domains addressed:

- the focus on "conceptual modeling" and, more generally, an attitude towards abstraction (probably derived from my early studies in mathematics)
- a multidisciplinary approach, attempting to bridge different disciplines and areas
- the curiosity towards "real world" problems and needs, regarded as contexts for inspiration and stimuli for new research
- the collaboration with “external” stakeholders (e.g., companies, learning and cultural institutions, therapeutic centers)
- the attempt to create technology that would have some societal impact and would bring concrete benefits to society at large

Bibliometric data (source: Google Scholar - last inspected July 25, 2019)

<https://scholar.google.it/citations?user=P6ullrAAAAAJ&hl=it>:

H-index = 35; i10-index = 93; Number of citations= 5296

Most cited paper: 1056 citations

Hypertext, Hypermedia, and Web Engineering

In early nineties P. Paolini, D. Schwabe and myself defined HDM, the first conceptual model for Hypertext and Hypermedia and the first attempt to promote a systematic, engineering approach to this class of system. HDM provides some key modeling abstractions for hypertext/hypermedia systems, and is the ancestor of most models and design approaches for (multichannel) web applications that were later developed by the original HDM authors and by other researchers in the field of web engineering. My following research steps in this area focused on i) the refinement of HDM modeling primitives; ii) the identification of design patterns for the web, iii) the development of model based tools (enterprise frameworks) for web design and development in the domains of e-learning, e-culture, and e-tourism; iv) the creation of authoring tools for multimedia hyper-storytelling.

Most relevant publication:

- F. Garzotto, P. Paolini, D. Schwabe (1993). HDM - A Model Based Approach to Hypermedia Application Design. ACM Trans. on Inf. Sys. (1042 citations)

Human Computer Interaction: Usability Evaluation

I have applied the idea of "going model based" to domains outside web design, particularly to usability evaluation. Two model-based inspection methods have been defined - SUE (Systematic Usability Evaluation, with M.F. Costabile, M. Matera, and P. Paolini) and MILE (Milano-Lugano Evaluation method with D. Bolchini and P. Paolini) - which support an engineered approach to the detection of usability defects. This work led to a number of publications in top-level HCI journals. MILE method has been exploited for usability assessments in various industrial contexts (e-commerce, e-business, e-banking, e-tourism).

Most relevant publication:

- M. Costabile, F. Garzotto, M. Matera, P. Paolini (2002). The SUE Inspection: A Systematic and Effective Method for Usability Evaluation of Hypermedia. IEEE TRANSACTIONS ON SYSTEMS MAN AND CYBERNETICS PART B-CYBERNETICS, vol. 32, p. 93-103

Human Computer Interaction: Persuasion and Recommendation

I have explored the persuasive power of web technology from two perspectives: e-branding and Recommender Systems (RSs). I have tackled e-branding from an HCI perspective, addressing the relationship between design qualities and branding impact of web sites. A number of empirical studies (with hundreds of subjects tested) have been carried on that provide empirical evidence of statistically significant correlations between brand perception and two design factors - usability and aesthetics.

In addition, I have applied a model based approach to e-branding that exploits concepts inspired to communication science, marketing theories, and web engineering, defining a conceptual framework for analysis and representation of web communication requirements.

The research on Recommender Systems (RSs) focuses on the relationship between the design quality of these systems and the user's perceived quality of recommendations, bridging "algorithmic", "machine learning" perspectives (typical of most research in RS evaluation) with HCI user centric approaches to quality assessment. This research represented the first systematic attempt to address these issues. A set of wide empirical studies have been carried on that provided for the first time a significant empirical evidence of the correlation between user's perceived quality of recommendations and two design factors - recommender algorithms and number of ratings (profile length).

Most relevant publications:

- D. Bolchini, F. Garzotto, P. Paolini (2008). Value-Driven Design for "Infosuasive" Web Applications. In: Proceedings International World Wide Web Conference 2008 – WWW2008. Beijing, CHINA, APRIL 2008, p. 745-754, ACM
- P. Cremonesi, F. Garzotto, R. Turrin (2012). Investigating the Persuasion Potential of Recommender Systems from a Quality Perspective: an Empirical Study. ACM Trans. on Interactive Intelligent Systems, vol. 2, p. 1-41.
- Yashar Deldjoo, Mehdi Elahi, Paolo Cremonesi, and Franca Garzotto. Content-Based Video Recommendation System Based on Stylistic Visual Features. Journal on Data Semantic (2016) 5: 99 - Springer

Human Computer Interaction: Interactive Technology for children and persons with special needs

In the last 10 years, my research has focused on interactive technology for children's learning and play, particularly addressing children with special needs (intellectual and motor disability) and more recently the elderly.

In this research, I have been cooperating with research institutions in EU (TU Eindhoven-NL, University of Aalto - FI, University Pompei Fabra (ES) and US (Georgia Tech – Ubiquitous Computing Lab, and MIT Media Lab – Social Robots Group) and with educational and therapeutic centers in Italy, EU, and US:

- Centro Benedetta D'Intino (Milano);
- San Raffaele Hospital (Milano);
- Fraternita' ed Amicizia Onlus (Milano);
- L'Abilita' Onlus (Milano);
- Don Orione Center (Genova);
- Centro Autismo CRR (Roma);
- Ass. Astrolabio (Firenze);
- Hospital Sant Joan de Déu - Barcelona;
- CARD (Center for Autism and Related Disorders) (Los Angeles)
- SAM Foundation (Amsterdam)

Motion Based Interaction

The research activity on motion based touchless interaction aims at exploring the potential of this paradigm for education and therapy of children with intellectual and motor disability. I have been the project coordinator of 2 large EC funded research projects on these topics: M4ALL (Awarded as “**Success Story**” by the European Commission – LLL Program) and PLC- Playfull Learning on the Cloud (see section “Projects”). On these topics I was recipient of the **IBM Faculty Award in 2013**. For a project on this topic (“The Fifth Element Project”), a PhD candidate I supervised (M. Valoriani) won the **Health Awareness Award at the Worldwide Finals of Microsoft Imagine Cup Student Competition** (Sidney, Australia, 2012). A student’s paper on this research was **finalist at the ACM CHI 2018 Master Students Design Competition** (see Awards Section).

Most relevant publication:

- Laura Bartoli, Clara Corradi, Franca Garzotto, and Matteo Valoriani. 2013. Exploring motion-based touchless games for autistic children's learning. In Proc. 12th Int. Conf. on Interaction Design and Children (IDC '13). ACM

Tangible Interaction and Smart Objects

In tangible interaction, physical objects are used as interaction and control devices. My research in this area investigate the customization requirements for of this mode of interaction, and resulted in the development of a software framework that enable educators or therapists to easily customize the multimedia effects of tangible interaction to the specific characteristics of children with special needs. In addition, over 10 smart objects (physical objects enriched with sensors and actuators) have been designed, developed and evaluated in cooperation with care-centers in Italy and abroad. They offer a variety of stimuli (e.g., light, vibration, and sound) when manipulated and can be used as innovative learning and play materials at school, home, or therapeutic centers.

Most relevant publications:

- F. Garzotto, M. Bordogna "Paper Based Multimedia Interaction as Learning Tool for Disabled Children". Proc. ACM Interaction Design and Children Conf. 2010, Barcelona (Spain) - **Best Full Paper Award**
- F. Garzotto, R. Gonella "Children's co-design and inclusive education. Proc. ACM Interaction Design and Children Conf. 2011 – **Best Workshop Paper Award**
- F. Garzotto, M. Gelsomini, V. Tam. Polipo - a Tangible Toy for Children with Neurodevelopmental Disorders. Proc. ACM TEI 2017 – 11th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '17)

Social Robots

This research line explores interactive robots as learning and play companions in interventions for children with Neurodevelopmental Disorders. Two social robots (named Teo and Puffy) have been designed, developed, and evaluated in cooperation with care-centers in Italy and abroad. This research has been partially supported by Polimi thorough the **POLISOCIAL Award in 2013**. The extension of this research for elderly with cognitive decline received the **IBM Faculty Awards in 2016** (see Awards Section).

Most relevant publications

- Andrea Bonarini, Franca Garzotto, Mirko Gelsomini, Francesco Clasadonte, Massimiliano Romero “A Huggable, Mobile Robot for Developmental Disorder Interventions in a Multi-Modal Interaction Space”. Proc. IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN) **2016 – BEST FULL PAPER AWARD/Kazuo Tanie Award**
- Alessandro Ubaldi, Mirko Gelsomini, Marzia Degiorgi, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Franca Garzotto. 2018. Puffy, a Friendly Inflatable Social Robot. In Proc. 2018 CHI Conference on

Human Factors in Computing Systems (CHI EA '18). ACM. **Nomination for ACM CHI 2018 GOLDEN MOUSE AWARD (Best CHI 2018 video)**

Interactive Smart Spaces

This research explores interactive IoT (Internet of Things) technology to transform everyday spaces into smart multisensory spaces for children. These are physical spaces - equipped with projections, motion sensors, smart appliances (e.g., aroma emitters, bubble makers), and smart objects (objects enriched with sensors and actuators) - offer unique multisensory play and learning experiences. I coordinated a large international project on this topic - EIT 2015 P3S: "Playful Supervised Smart Spaces" Activity 15257, involving Telecom Italia, Philips (NL), ST Microelectronics Italia, and Imec (NL), and 4 therapeutic centers in Italy and The Netherlands. This project was selected among 200 projects in the EIT (European Institute of Technology) program as one of the **10 European finalists of EIT Innovator Awards 2016**. This research is currently supported by Polimi through **POLISOCIAL Award 2018** (see Awards Section).

Most relevant publication:

- Franca Garzotto and Mirko Gelsomini. "Magic Room: A Smart Space for Children with Neurodevelopmental Disorders". IEEE Pervasive Computing, Vol. 1, Issue 1 Jan.-Mar. 2018

Wearable Virtual and Augmented Reality

This research explores the use of low-cost wearable head-mounted devices to experience immersive virtual reality applications designed to improve attention and behavioral skills of children with Neurodevelopmental Disorders. For research on this topic, one of the PhD students I supervised received the **first prize in the ACM Students Research Competition at ACM ASSETS 2016**, the most important conference on Assistive technology (see section "Awards") and the **Best Poster Paper Award** at Heri-Tech International Conference. This research received attention the press attention (see section "Press" section).

Current direction of this research include the **integration of Wearable VR with Bio-sensors** (partially funded by EIT Digital 2018 – Project TWB) and the exploration of **HoloLens**, the most advanced Wearable Augmented Reality technology in the market, to improve memory skills in the elderly. This research has led to several conference publications and **1 best poster paper**; 2 journal papers and 1 ACM conference paper are currently under review.

Most relevant publication:

- F. Garzotto, M. Gelsomini, D. Occhiuto. Wildcard: A Wearable Virtual Reality Storytelling Tool for Children with Intellectual Developmental Disability. Proc. Annual Int. Conf. IEEE Engineering in Medicine and Biology Society (*EMBC'16*), IEEE
- B. Aruanno, F. Garzotto, M. Covarrubias Rodriguez. 2017. HoloLens-based Mixed Reality Experiences for Subjects with Alzheimer's Disease. In Proc. Italian SIGCHI Chapter Conference (CHIItaly '17). ACM

Human Computer Interaction: Multimodal Interaction for retail and industry

This research is performed in collaboration with industrial partners (Candy-Hoover, TIM, Philips, IMEC, Reply, Philips). Gesture based interaction for home appliances was carried on in cooperation with Candy-Hoover, and presented at the Salone del Mobile during the Milano Design Week in 2014. Innovative multimodal applications, based on mobile interaction with smart phone and motion-based interaction with large displays, was developed for fashion retail environments in cooperation with Telecom Italia – Joint Open Lab, in the context of the international project EIT 2015 "StreetSmartRetail" – EC Program EIT ICT Lab 2015: Task "Fashion&Design". An interactive system based on motion-based interaction with smart lights was created for a fashion store in Milan and evaluated for 3 months, in cooperation with Philips Lighting Division (The Netherlands).

The most recent research in multimedia interaction for retail and industry focuses on the analysis of interaction data extracted from smart products (i.e., products enriched with sensors and actuators) in order to provide highlights on customers' behavior that product manufacturers can exploit to better understand their customers and to improve product design and marketing processes (partially funded by EIT Digital – Projects PLET 2018 and CAB 2018).

Most relevant publications:

- P. Cremonesi, A. Di Rienzo, F. Garzotto, L. Oliveto, P. Piazzolla. 2016. Smart Lighting for Fashion Store Windows. In Proc. ACM AVI '16
- Di Rienzo, F. Garzotto, P. Cremonesi, C. Frà, M. Valla. 2015. Towards a smart retail environment. Proc. 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing, ACM

INTERNATIONAL RESEARCH PROJECTS

PROJECT COORDINATOR OF:

- EIT 2013 PLC “Playful Learning on the Cloud” – Activity #49 – Action Line Smart Spaces – EC Program EIT ICT Lab 2013
- M4ALL ((Motion-based adaptable playful learning experiences for children with motor and mental disabilities) Project # 531219- LLP-1-2012-1-IT-KA3-KA3MP – EC Long Life Learning KA3-ICT Program – 2012 -2014
- EIT 2015 P3S: “Playful Supervised Smart Spaces” Activity 15257 – Action Line Smart Spaces – EC Program EIT ICT Lab 2015

TASK COORDINATION – RESPONSIBLE FOR POLITECNICO DI MILANO UNIT OF:

- MEDINA (MEDiterranean by Internet Access) – Project #314 – EC EUMEDIS Program – 2000-2003 (Scientific Coordinator)
- OPENDRAMA (The Digital Heritage of Opera in the Open Network Environment)- Project # IST-2000-28197 – EC FP5 Program – 2001-2003
- EPOCH (European Research Network on Excellence in Processing Open Cultural Heritage) – Project # 507382 –EC Program FP6-IST 2004-2007
- E-LEN (A Network of E-LearNing Centers) Project # 101421-CP-1-2002-1-CYEC SOCRATES/MINERVA Program (OCL and ICT in Education) – 2002-2004
- ADAPT (Adaptivity and adaptability in ODL based on ICT) – Project #101144-CP-1-2002-1-NL- EC SOCRATES – MINERVA Program (OCL and ICT in Education) – 2002-2004
- TELL (Towards Effective network supported 6pprox.6tiona learning activities) – Project #EAC/61/03/GR009 – EC e-learning Programme – 2004-2005
- MAPS (Marketing Activities for the Promotion of Syrian Cultural Heritage) Project # 119756 – EC Program EUROPE AID – 2005-2006
- EDUCOMICS (Using Web Comics in Education) Project #142424-2008 – EC Lifelong Learning Programme (Sub-programme: Multilateral Projects) 2008-2010
- PREATY (Proposing modern E-Assessment approaches and Tools to Young and experienced in-service teachers) – Project # 526965- LLP-1-2012-1-GR-COMENIUS-CMP) EC Lifelong Learning Programme (Sub-programme: Multilateral Projects) – 2012-2014
- EIT 2014 “StreetSmart” – EC Program EIT ICT Lab 2014: Task Leader of “ Content & Personalization; Task Leader of “Service Pilots”; Task Leader of “Service and Application Transfer”
- EIT 2014 “3cixty” – EC Program EIT ICT Lab 2014: Task Leader of “3cixty App Challenge”
- EIT 2014 “3cixty” – EC Program EIT ICT Lab 2014: Task Leader of “3cixty Evaluation”
- EIT 2015 “StreetSmartRetail” – EC Program EIT ICT Lab 2015: Task “ Fashion&Design”
- EIT 2017 - “CAB – Connected Products Analytics for Brands” - EC Program EIT Digital 2017– Tasks “UX investigation”, “CAB Software Platform Architecture”, “Customer needs elicitations”

- EIT 2017 “TWB – Therapeutic Services based on Wearable Virtual Reality and Bio-sensors” - - EC Program EIT Digital 2017 Tasks “TWB platform: first integration of Data Services and WIVR Apps”, “Wearable Immersive Virtual Reality (WIVR)”
- EIT 2018 “CAB – Connected Products Analytics for Brands” - EC Program EIT Digital 2018-Tasks “Connect and Capture”, “Learn And Recommend”
- EIT 2018 – PLET – Product Life Cycle Management for e-Toys. EC Program EIT Digital 2018- Tasks “T4 - Gateway and Data acquisition from e-toys”, “T6 - T6 - Empirical Evaluation”
- EIT 2018 – 2019 “TWB – Therapeutic Services based on Wearable Virtual Reality and Bio-sensors” - EC Program EIT Digital 2018 – Tasks “TWB as a Service”, “Go-to-Market”, “On-the-field experimentation”
- EIT 2019 – VOXANA - Voice Analytics for Brands - EC Program EIT Digital 2019- Tasks “Service Design and Integration” and “Field Studies”
- EIT 2019-20: LETSSAY - Conversational Technology for Speech and Language Therapy. Task “Service Development and Integration” and “Empirical Study”

TEAM MEMBER OF:

- INDOC (Intelligent DOCument Generation) – Project # 1542 – EC ESPRIT 1 Program – 1987-89
- SUPERDOC (SUPER DOCument) – Project # 2170 – EC ESPRIT 2 Program 1991-93:
- HYTEA (Hypertext Authoring) – Project # 5252- EC ESPRIT 3 Program 1992-94
- HIFI (Hypertext Interface For Information: multimedia and relational databases) – Project # 1060 – EC ESPRIT 2 Program 1992-94
-
- MINERS (Editorial Platform for Cultural Heritage and Ancient Manuscripts) Project #1168 – EC ESPRIT 3 Program -1993-96
- SIMOS (Supporting Interactive Multimedia On-line Services) – Project # 20979 – EC FP4-ESPRIT 4 Program – 1997-99
- SIT-MOON (System of integrated tools for the creation of multimedia contents delivered off-line and on-line) – Project #25652 – EC FP4-ESPRIT 4 Program – 1997-99
- HYPERTOUR (A HYPERmedia platform for the exploitation and promotion of TOURism in Europe of 2000) - # Project 17214 – EC FP5-IST – 2000-2002
- UVA (Ubiquitous Web Applications) – Project #25131IST-2000-25131 – EC FP5-IST Program – 2001- 2003

NATIONAL RESEARCH PROJECTS

- 2018-2021: Proposal co-author and participant to PRIN: “EMPATHY - Empowering People in Dealing with Internet of Things Ecosystems” (coordinated by ISTI-CNR)

PhD GRANTS FROM INDUSTRY

- 2013: PhD grant from TELECOM ITALIA “Smart Retail Environments”

- 2016: PhD grant from TIM/TELECOM ITALIA “Internet of Products”
- 2017: Inter-departmental PhD Grant on “Multisensory multimodal interaction technology and design for people with Neurodevelopmental Disorder (joint PhD with the Department of Design)
- 2018: EIT Digital/IBM Italia PhD Grant on “Cognitive Computing for Cognitive Disability)
- 2019: EIT Digital/Reply PhD Grant on “Augmented and Mixed Reality Multiuser Applications for persons with mental, emotional, and relational disability”

AWARDS

POLISOCIAL Award 2017

I coordinate the research project: “LUDOMI: Smart Multisensory Play Space for children with intellectual disability in the suburbs of Milan. (*Ludomi: Ludoteca Smart Multisensoriale per bambini con disabilita' intellettiva nella periferia Milanese*)” which received the Polisocial Award 2017. This award is given by Politecnico di Milano to support outstanding research that addresses socially relevant topics.

IBM Faculty Award 2016

This award is given annually by IBM to researchers who stand out worldwide for the quality, the innovation and the industrial relevance of their research. The award has been assigned for the research titled: “*Socially Assistive Cognitive Robotics for the Elderly (SACRE)*”.

EIT Innovators Awards 2016 – Finalist

I coordinated the EIT DIGITAL project P3S (“Playful Supervised Smart Spaces”) which was selected as one of the 10 finalists (among 200 EIT projects) for EIT Innovators Award. This award recognises innovation teams for projects funded by the EIT (European Institute of Technology) that have developed a product, service or process with a high potential.

“Success Story Project 2015” of the Directorate-General for Education and Culture of the European Commission.

I coordinated the project M4ALL – Motion-based adaptable playful learning experiences for children with motor and intellectual disabilities, which was selected as a “success story” by the Directorate-General for Education and Culture of the European Commission. “Success stories” are finalized projects that have distinguished themselves by their impact, contribution to policy-making, innovative results and/or creative approach and can be a source of inspiration for others.

IBM Faculty Award 2013

The award has been assigned for the research titled: “*Bodily Interaction on the cloud for Remote Therapy of Motor and Intellectual Disability*”

POLISOCIAL Award 2013

I coordinated the research project “*Interazione gestuale multicanale per attività educativo-terapeutiche per l'autismo infantile*” (*Multichannel gestural interaction to support therapy and education of autistic children*) which received the Polisocial Award 2013.

Awards at International Conferences

- **IEEE HICSS 2019 BEST FULL PAPER AWARD – IBM AWARD 2019**
Fabio Catania, Franca Garzotto, Daniele Occhiuto Emoty: an Emotionally Sensitive Conversational Agent for People with Neurodevelopmental Disorder. Proceedings IEEE Hawaii International Conference on System Sciences (HICSS) 2019 (to appear)
- **ACM IUI 2019 (International Conference on Intelligent User Interfaces 2019: Best Poster Award)**
Giulia Cosentino, Giulia Leonardi, Mirko Gelsomini, Micol Spitale, Mattia Gianotti, Franca Garzotto, and Venanzio Arquilla. 2019. GENIEL: an auto-generative intelligent interface to empower learning in a multi-sensory environment. In Proceedings of the 24th International Conference on Intelligent User Interfaces (IUI '19). ACM, New York, NY, USA, 27-28. DOI: <https://doi.org/10.1145/3308557.3308685>
- **NOMINATION FOR ACM CHI 2018 GOLDEN MOUSE AWARD (Best video)**
Alessandro Ubaldi, Mirko Gelsomini, Marzia Degiorgi, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Franca Garzotto. 2018. Puffy, a Friendly Inflatable Social Robot. In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM

- **Heri-Tech BEST POSTER AWARD**
Juan Carlos Jaramillo, Daniele Occhiuto, Franca Garzotto, Artworks' Features Discovery Through Engaging Conversations for Children. In Proc. International Conference Florence Heri-tech 2018 IOP Conference Series: Materials Science and Engineering (to appear)
- **IEEE ROMAN 2016 BEST FULL PAPER AWARD/KAZUO TANIE AWARD** - 25th IEEE International Symposium on Robot and Human Interactive Communication.
Andrea Bonarini, Franca Garzotto, Mirko Gelsomini, Maximiliano Romero, Francesco Clasadonte, Ayse Celebi Yilmaz. A huggable, mobile robot for developmental disorder interventions in a multi-modal interaction space, 2016. Proc. IEEE RO-MAN 2016– (award motivation: “award for practical use, therapeutic potential, marketability, physical interaction, and presentation“ Prize: the robot Paro (commercial value approx. 8.000 US \$)
- **ACM IDC 2010 BEST FULL PAPER AWARD**
F. Garzotto, M. Bordogna “Paper Based Multimedia Interaction as Learning Tool for Disabled Children” . Proc. ACM IDC 2010 - – 10th ACM International Conference on Interaction Design and Children. Barcelona (Spain) 77-88, ACM
- **ACM IDC 2012 BEST WORKSHOP PAPER AWARD**
F. Garzotto, R. Gonella “Children’s co-design and inclusive education. Proc.ACM IDC 2011 Interaction Design and Children 2011”. Ann Arbor (USA)- June 2011. ACM 260-263.

Best CD-ROM Award at Grand Prix RAI 1992

For “ENCICLOPEDIA IPERMEDIALE DELLE SCIENZE FILOSOFICHE CD-ROM”

Demo Awards

- *Best EIT ICT Labs 2014 Demo @ CEBIT 2014* (Hannover, March 2014)
I coordinated EIC ICT Labs project “Playful Learning on the Cloud”, selected by the EIT Management Board as one of the 5 EIT projects to be demonstrated at the EICT ICT Labs Stand at CEBIT 2014 – one of the world’s leading ICT business events
- *Best LLP demo @ Online Educa 2013* (Berlin, Dec. 2013):
I coordinated the M4ALL project, selected by AACEA – EC Life Long Learning Program, as one of the 7 projects (out of 50) to be demonstrated at the EC Stand at Online Educa 2013 – the largest global E-Learning conference in EU for the corporate, education and public service sector (3000 participants from 200 countries)

Awards by Supervised Students (Master or PhD)

- **Smau Best Thesis Prize 1992** for the Master thesis “Enciclopedia delle Scienze Filosofiche Multimediale interattiva: studio e sviluppo di un prototipo di sistema ipermediale complesso” (Claudio Buffo):
- **Health Awareness Award At The Worldwide Finals Of Microsoft Imagine Cup Student Competition** (Sidney, Australia, 2012 - the largest ICT student competition worldwide) for project “The Fifth Element Project” (Matteo Valoriani)
- **Best Student Paper Award (First prize) at ACM ASSETS 2016** – ACM SIGACCESS Conference on Computers and Accessibility – and finalist at **Grand Final Candidate For The ACM Student Research Competition** <http://src.acm.org/winners/2017> for the paper “An Affordable Virtual Reality Learning Framework for Children with Neuro-Developmental Disorder” (Mirko Gelsomini). In Proceedings of the 18th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '16). ACM, New York, NY, USA, 343-344. DOI: <https://doi.org/10.1145/2982142.2982143> -
- **MIT-Politecnico di Milano Rocca Program PhD Fellowship 2016** for Mirko Gelsomini: 1 year research grant at MIT MEDIA LAB – Social Robotics Group
- **3rd PLACE AT ACM CHI 2018 PhD Student Best Paper Award** for the paper “Reflex: Learning Beyond the Screen in a Simple, Fun, and Affordable Way” (Mirko Gelsomini). In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper SRC08, 6 pages. DOI: <https://doi.org/10.1145/3170427.3180302>;

- **Nomination for ACM CHI 2018 Master Student(S) Best Design Paper Award** for the paper “GenPlay: Generative Playscape. In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper SDC01, 6 pages. DOI: <https://doi.org/10.1145/3170427.3180653> (Ciera Crowell, Batuhan Sayis, Andrea Bravo, and Andrea Paramithiotti)

TEACHING

Courses at Politecnico di Milano

- 2005- present :
 - Course “Interaction Design-Applied Informatics” (5 CFU – Master Degree in Communication Design);
 - Course “Hypermedia and Web Applications” (5 CFU – Master Degree in Computer Engineering);
 - Course “Human-Computer Interaction” (5 CFU – Master Degree in Computer Engineering; renamed “Advanced User Interfaces” since 2013
 - Course “Usability of Interactive Applications (PhD in Computer Engineering) (till 2008)
- 2004-2009:
 - Course “Technology and Instruments for Visual Communication” (5 CFU – Master Degree in Industrial Design)
- 2001-2005:
 - Course “Technology and Instruments for Visual Communication” (5 CFU – Master Degree in Industrial Design);
 - Course “Multimedia Systems” (5 CFU – Joint Master in Computer Science Politecnico di Milano/University of Illinois Chicago).
 - Course “Design of Multichannel Web Applications” (5 CFU – Master Degree in Computer Engineering);
 - “ECDL – European Computing Driving Licence” (2.5 CFU – Degree in Industrial Design) – till 2004
- 1998- 2003:
 - Course “Informatics A (Computer Graphics)” (10 CFU-Degree in Civil Engineering);
 - Course “Technology and Prototyping 1-2” (10 CFU-Degree in Industrial Design);
- 1997-1998:
 - Course “Fundamentals of Computer Science” (10 CFU – Degree in Civil Engineering);
 - Course “Technology and Prototyping 2” (10 CFU – Degree in Industrial Design)
- 1994-1998:
 - Course “Fundamentals of Computer Science” (10 CFU-Degree in Management Engineering)
- 1987-1994:
 - “Fundamentals of Computer Science” (Degree in Computer Engineering);
 - “Fundamentals of Computer Science” (Degree in Civil Engineering)
- 1989-1991:
 - Course “Hypertext and Hypermedia” (5 CFU – PhD in Computer Engineering)

Other teaching activities at Politecnico di Milano

Coordinator of EIT Master in Human-Computer Interaction and Design (started in 2017): 6 students per year

Supervision of ASP (Alta Scuola Politecnica) students

- 2007-2010: ASP –Supervision of two projects: ADMIRE 1 and ADMIRE 2
- 2018 – Supervision of one project (i-Chat 2)

Supervision of master and PHD students @Polimi

- Supervision of 7 master thesis (in average) per year.
- Supervision of PhD students: currently 6

Supervision of master and PHD students abroad

- 20018: Supervision of Master Thesis “Behavior understanding from wearable sensor and smartphone data” (Pietro Crovari) at Georgia Tech (Atlanta) – School of Interactive Computing

- 2017: Supervision of 2 master thesis on Human Computer interaction resp. at University Pompeu Fabra (Barcelona) and at University of Lisbon.
- 2012-2018: Supervision of 9 master theses on Human-Computer Interaction at University of Illinois in Chicago (UIC) – Politecnico di Milano
- 2013: Supervision of Master Thesis “Gesture Based Storytelling for Autistic Children” (Mirko Gelsomini) at Georgia Tech (Atlanta) – School of Interactive Computing
- 2003: Supervision of PhD Thesis “Heuristic Methods and Criteria for Hypermedia Usability”, Ph.D in Human Computer Interaction, at Univ. Ramon-Llull-La Salle, Barcelona, Spain (student: Francisco Cipolla Ficarra).

Coordination of 1 initiative for PEOPL@DEIB: Politecnico Experiences on Passionate Learning

(A Polimi’s initiative to innovate teaching activities and techniques - <http://www.peopleatdeib.polimi.it/?lang=en>)

- 1 day course “Interactive IoT and smart object Design” (with Prof. Matera)

Teaching at Other Universities

- University of Tampere –PhD Course on Smart Objects and Smart Spaces June 7-8, 2019)
- University Carlos III di Madrid (Spagna) – PhD Course “From design to usability evaluation of web applications” (Jan 2006)
- Scuola Normale Superiore di Pisa – Master in Nuove Tecnologie Applicate ai Beni Culturali (Feb 1999)
- Scuola Normale Superiore di Pisa – Master in Nuove Tecnologie Applicate ai Beni Culturali (April 2000)
- Scuola Normale Superiore di Pisa – Master in Nuove Tecnologie Applicate ai Beni Culturali (March 2001)
- Università degli Studi di Brescia – Master in Technologies for Disability (May 2016)
- Università di Torino – Corso di Formazione in Nuove Tecnologie Riabilitative per l’Autismo (January 2016)
- Università di Torino (sede di Mondovì) – Corso di Formazione in Riabilitazione e Realta’ Virtuale (March 2018)

Tutorials at International Conferences

- "Hypertext and Data Bases" - at EP'91 - International Conference on Electronic Publishing, Lausanne, Switzerland, 1991 (with P. Paolini)
- "Structured Design of Hypermedia Applications" - at ACM Multimedia'93 - ACM SIGGRAPH'93, Anaheim, CA, 1993 (with P. Paolini)
- "Systematic Analysis and Design of Hypermedia Applications" at ACM ECHT'94 - European Conference on Hypertext, Edinburgh, UK, Sept. 1994 (with P. Paolini)
- "Systematic Analysis and Design of Hypermedia Applications" at ACM Multimedia'94 - S. Francisco, CA, Oct. 1994 (with P. Paolini)
- "Systematic Analysis and Design of Museum Hypermedia" - at ICHIM'95 - International Cultural Heritage Informatics Meeting S. Diego, CA, Oct. 1995 (with P. Paolini)
- "Systematic Design of Multimedia Applications" - at ACM Multimedia'95 - S. Francisco, CA, Nov. 1995 (with P. Paolini)
- "How to read and evaluate Multimedia Applications" - at ACM Multimedia'95 - S. Francisco, CA, Nov. 1995 (with P. Paolini)
- "Reading and Evaluating Hypermedia Applications" at ACM Hypertext'96 - Washington D.C., March, 1996 (with P. Paolini)
- "Systematic Design of Multimedia Applications" at ACM Multimedia'96 - Boston, Nov. 1996
- "Systematic Design of Hypermedia Applications" - at ACM Hypertext'97- Southampton (UK), April 1997
- "Systematic Evaluation of Hypermedia Applications" - at ACM Hypertext'97- Southampton (UK), April 1997
- "Systematic Design of Hypermedia Applications" - at ICHIM'97 - International Cultural Heritage Informatics Meeting (Paris, France) (with P. Paolini)
- "Structured Hypermedia Evaluation" - at ACM Hypertext'99 - Darmstadt (G) (with M. Matera)
- "Design of Cultural Hypermedia" and ""Evaluation of Cultural Hypermedia" - at ICHIM'99 - International Cultural Heritage Informatics Meeting - Washington , USA (with Paolini P.)
- "Structured Design of Cultural Web Sites" - at ICHIM'01- International Cultural Heritage Informatics Meeting, Milano - Italy (with D. Bolchini)

- "Usability Evaluation of Cultural Web Sites" - at Museums and the Web 2002 (Boston, May 2002) (with P. Paolini e N. Di Blas)
- Design and Evaluation of Recommender Systems – Bridging the Gap between Algorithms and User Experience. International Conference on User Modeling, Adaptation, and Personalization (UMAP 2013) (Rome, June 2013) (with P. Cremonesi – Polimi and Pearl Pu, Echole Polytechnique Federale de Lausanne - EPFL)

INSTITUTIONAL RESPONSIBILITIES AT POLIMI

- 2014-present: **Rector's Representative** for Politecnico di Milano in the **Italian Node Steering Committee of EIT Digital** (European Institute of Innovation and Technology)
- 2016-present: **Coordinator of Internal Erasmus "IEDIE"** – joint internal Erasmus program between Polimi School of Industrial Engineering and Polimi School of Design - <http://hoc12.elet.polimi.it/erasmusinterno/>
- 2017-present: **Coordinator of the EIT Digital Master Program on Human Computer Interaction and Design** at Polimi
- 2016-present: DEIB representative at the **Inter-departmental Laboratory "ED-ME Lab"** - Laboratory for Environmental Design and Multisensory Experiences - joint lab among the departments of Design, DEIB, Chemical Engineering and Mechanical Engineering
- 2015-present: Member of the **Commission for Information Engineering Degree and Master Programs** at Polimi

OTHER SERVICES AT POLITECNICO DI MILANO

- 20016-19: Demos at
 - Meet-me-tonight (Notte dei Ricercatori)
 - DEIB Open Day
 - Polimi Open Day
- 2017-2019: Demos at Milan Digital Week
- 2017-18: Tutoring of 20 High School Students for "Alternanza Scuola-Lavoro"
- 2013-14 Polimi Presentation Seminars at High Schools in Milan
- 2009-15: Contribution to Policultura Competition Events

RESPONSIBILITIES AT NATIONAL AND INTERNATIONAL LEVEL

- October 2017-February 2018: **Member of the International Review Panel of SFI-the Science Foundation Ireland** for Insight Centre for Data Analytics" <https://www.insight-centre.org/> (assigning funding for 42 Million of euros)
- 2011- present: **Member of the International Review Panel of the EUROPEAN RESEARCH COUNCIL (ERC)** for Consolidator Grants - PE6 "Computer science and informatics"
- Nov. 2012-Nov. 2014: **CHAIR of the Italian Chapter of ACM SIGCHI** - ACM Special Interest Group on Computer Human Interaction
- 2010: Member of the **Evaluation Panel of Microsoft Imagine Cup 2010** - World Finals (Warsaw, Poland)
- 1997-99: **EUROPEAN Chair of ACM SIGWEB** - ACM Special Interest Group on Hypermedia and the Web
- 2004-2007: Member of the **Board of Directors of Epoch - EC Research Network of Excellence** in Processing Open Cultural Heritage (IST-2002- 507382)
- 2001-2003: Member of the **European Commission Working Group on "Quality of cultural heritage digital applications"** (appointed by the Italian Ministry of Cultural Heritage and the Presidency of EC)
- 1999- Member of **CERN** International Working Group on "The Future Web"
- 1995-1997: **Chair of the Working Group on "Hypertext and Hypermedia" of AICA** (Associazione Italiana per l'informatica ed il Calcolo Automatico)

SCIENTIFIC/ORGANIZATIONAL ROLE IN INTERNATIONAL EVENTS

Program (co-)chair of International Conferences

- ICHIM'01 (Milano, Italy, Sept 2001) 6th International Cultural Heritage Informatics Meeting (with D. Bearman, Archives & Museums US)

- ACM IDC 2009 (Como, Italy, June 2009)- 9th ACM International Conference on Interaction Design and Children
- ACM AVI 2014 (Como, Italy, May 2014) - 11th International Conference on Advanced Visual Interfaces
- ACM IDC 2014 (Aarhus, Denmark, June 2014) - 14th ACM International Conference on Interaction Design and Children (with Panos Markopoulos – Technical Univ, of Eindhoven)

Other Positions in International Conferences

- PANEL CO-CHAIR - ACM CHI 2016 (San Jose, CA, USA)
- ASSOCIATE PAPER CHAIR - ACM IDC 2018 (Norheim, Norway)
- ASSOCIATE PAPER CHAIR - ACM CHI 2008 (Florence, Italy)
- HCI PAPER TRACK CHAIR - ACM EUROITV 2013 (Como, Italy)
- SHORT PAPERS CHAIR: ACM IDC (Interaction Design and Children) 2012 (Bremen, Germany)
- TECHNICAL BRIEFING CHAIR - ACM Hypertext'97 (Southampton UK)
- TUTORIAL CHAIR: ACM ECHT'90 I- European Conference on Hypertext (Paris, France); ACM ECHT'92 European Conference on Hypertext (Milano, Italy); ACM Hypertext'99 (Darmstadt, Germany)

Organization (co-)Chair of International Workshops/SIGs

- "Evaluation Methods and Quality Criteria for Multimedia Applications", ACM Multimedia'95, S. Francisco (con M. Turing - University of Munich, Germany)
- "IWHD - International Workshop on Hypermedia Design", Montpellier (FR) 2004 (with M. Nanard - University of Montpellier - France)
- "Design Patterns for e-learning" - INTERACT 2007 (Rome, Sept 2009) (with S. Retalis, University of Piraeus, Greece)
- "Marginalized Young People - Inclusion Thorough ICT" ACM IDC 2008 (Chicago, June 2008) (with H. Schellowe - University of Bremen, Germany)
- "Interactive Storytelling for Children" - ACM IDC - Interaction Design and Children Conference 2010 Barcelona (Spain), June 2010 (with P. Paolini - Politecnico di Milano and A.Sabiescu - University of Lugano)
- "IDC 2011 Doctoral consortium" - ACM IDC - Interaction Design and Children Conference 2011 (Ann Arbor Michigan, US) (with A. Druin - University of Maryland)
- "Gestural Interaction for Children with Special Needs" - ACM IDC 2013 - Interaction Design and Children New York, June 2013 (with N. Pares, Univ. Pompeu Fabra, Spain, and T. Beker, Tech. Univ. Eindhoven - The Netherlands)
- "Rec-KIDS 2017" – ACM International Conference on Recommender Systems (with Sole Pera and Jerry Alan Fails - Boise State University, USA)
- "KIDS-Rec 2018" – ACM International Conference on Interaction Design and Children 2018 (with Sole Pera and Jerry Alan Fails - Boise State University, USA, and Natalia Kucirkova , University College London)

Invited Talks at International Conferences or Events

- IBM Academic Days 2018 – Cambridge (UK). Invited talk "Conversational Interaction for Inclusion" (April 2018)
- Autisms 2018 – International Conference on Autism (Rimini, May 2018). Invited talk "From Virtual Reality to Smart Objects for Children with Autism".
- World Usability Day 2018 (Milan, May 2018) – Invited Talk "Designing for Special Needs"
- ACM Grace Hopper Celebration of Women in Computing 2017 (Orlando, FL, Oct. 2017) – Invited talk "Smart Objects for People with Cognitive Impairment"
- Autisms 2016 – International Conference on Autism (Rimini, May 2016). Invited talk title "Smart Multisensory Spaces and Cognitive Disability"
- Autisms 2016 – International Conference on Autism (Rimini, May 2016). Invited talk title "Innovative Interactive Technologies for Autism"
- ACM IUI 2012 – Intelligent User Interface Conference 2012 (Lisbon, Portugal, Feb 2012) Invited talk "Investigating the Persuasion Potential of Recommender Systems: An Empirical Study" (with P. Cremonesi)
- UX'12 - User eXperience Conference 2012 (Lugano, CH, October 2012). Invited talk "Interactive technologies for children: new frontiers"
- "Culture & Internet" - international workshop organized by the Belgium Presidency of the European Union Mons (Belgium) - September 21, 2001. Invited talk: "Quality of Cultural Web Sites: A User Perspective"

- ADBIS'01 - International Conference on Advanced Data Base Information Systems Conference 2001 (Vilnius, Lithuania), September 2001. Invited talk: "Ubiquitous Web Applications (a Design Perspective)"
- 1999: Cultural Heritage Management in the Digital Era. Workshop organized by the Embassy of France in Rome. Invited Talk "Web-based Communication in Museums"

Invited Seminars

- "HDM : A Data Model for Hypertext Applications" at "Institute fur Angewandte Informatik und System analyse, Technische Universitat, Vienna" , June 1990
- "Hypermedia Design" - New York University - USA (STERN School of Business, Department of Information Systems), May 1993
- "Hypermedia Activities at Politecnico di Milano" - University of Linz (Austria) – Dept. of Computer Science May 1996
- "Motion Based Interaction for Disabled Children - A Research Agenda. University of Iowa (USA) - Dept. of Computer Science - August 2012
- "Interactive Technology for Disabled Children: From Tangibles to Motion-Based Touchless Interaction. Georgia Tech (Georgia Institute of Technology), Laboratory of Ubiquitous Computing, October 2013
- "Advanced User Interfaces for Inclusion" University of Tampere (FI) , August 2018

Program Committee Membership

International Conferences

- ACM ECHT (European Conference on Hypertext): 1992 (Milano, Italy); 1994 (Edinburgh, UK)
- ACM HYPERTEXT (since 1991)
- ACM IDC (Interaction Design and Children): since 2006
- ACM MULTIMEDIA: 1995 - 2010
- ACM CHI - Human Factors in Computing Systems: since 2006
- ACM NORDICHI: since 2006
- ACM TEI - Tangible and Embedded Interaction: since 2010
- ACM AVI - INTERNATIONAL CONFERENCE ON ADVANCED VISUAL INTERFACES: since 1998
- ACM ICWE - International Conference on Web Engineering: 2002-2008
- ACM Mobile HCI: since 2010
- ACM Advances in Mobile Computing & Multimedia: since 2008
- ACM RecSys (Recommendation Systems Conference): since 2013
- ACM DIS (Designing Interactive Systems): since 2015
- WWW - International World Wide Web Conference: since 2002
- INTERACT - IFIP TC13 Conference on Human-Computer Interaction: since 2005
- IEEE AINA Advanced Information Networking and Applications: 2012
- IEEE VSMM - Virtual Systems and Multimedia: since 2012
- IEEE WSE - International Symposium on Web Site Evolution: 2005
- ICHIM (International Cultural Heritage Informatics Meeting): 1993 - 2007
- MUSEUMS AND THE WEB: 1997 -2010
- WEBNET - World Conference on the WWW and Internet: 1999 – 2000
- AMPS - International Conference on Multimedia Access to Cultural Heritage: 2001
- ITS - International Conference on Intelligent Tutoring Systems: 2012
- E-Learn - World Conference on E-Learning in Corporate, Government, Healthcare & Higher Education: 2002-2010
- ED-MEDIA World Conference on Educational Media and Technology: 2002 -2010
- VAST - International Symposium on Virtual Reality, Archaeology and Cultural Heritage: 2004
- AH - Adaptive Hypermedia and Adaptive Web Based Systems: 2004 -2008
- WEBIST - Web Information Systems and Technologies : 2007-2012
- WISE - Web Information Systems Engineering: 2008-2009

International Workshops

- IWWUA - International Workshop on Web Usability and Accessibility : 2008 (Auckland, New Zealand - in conjunction with WISE - Web Information Systems Engineering 2008)

- UMDR - International workshop on user modeling and adaptation for daily routines: 2010 (Big Island, Hawaii, US - in conjunction with UMAP - International Conference on User Modeling, Adaptation and Personalization)
- Interfaces for Recommender Systems Workshop: 2012 (Dublin, Ireland - in conjunction with ACM Recommendation Systems)
- WECU - International Educators' Day on Web Engineering Curricula. 2010 (Vienna, Austria - in conjunction with ICWE - International Conference on Web Engineering 2012)
- VLFP - Visual Formalisms for Patterns Workshop: 2010 (Madrid- Spain - in conjunction with IEEE Symposium on Visual Languages and Human-Centric Computing)

EDITORIAL ACTIVITIES

Reviewer for International Journals

- ACM Transactions on Information Systems (TOIS)
- ACM Transactions on Computer Human Interaction (TOCHI)
- ACM Transactions on Interactive Intelligent Systems (TIIS)
- ACM Transactions on the Web (TWEB)
- World Wide Web (Springer)
- International Journal of Web Engineering (Rinton Press)
- The New Review on Hypermedia and Multimedia (Taylor Graham Pub)
- Journal of Systems and Software (Elsevier)
- International Journal of Arts and Technology (Inderscience Publishers)
- International Journal of Child-Computer Interaction (Elsevier)
- Journal of Visual Languages and Computing (Elsevier)
- International Journal of Child-Computer Interaction (Elsevier)
- IEEE Transactions on Multimedia
- IEEE Multimedia
- IEEE Pervasive Computing
- Behaviour & Information Technology (Elsevier)
- Computers & Education (Elsevier)
- Multimedia Tools and Applications (Springer)

Editor

- Guest Editor - International Journal of Arts and Technology (Inderscience Publishers) - Special Issue on Interactive Storytelling and Children – 2016
- Associate Editor - International Journal of Child-Computer Interaction (Elsevier) 2013-17
- Advisory Board Member - ID&A - Interaction Design and Architecture (2013-16)

LIST OF PUBLICATIONS

2019

2019 (Journal Paper)

Juan Pablo Hourcade, Alissa N. Antle, Michail Giannakos, Janet C. Read, Panos Markopoulos, Franca Garzotto, and Andrea Palumbos

“Designing for Uprooted Children: Issues, Challenges and Opportunities”

In ACM Interactions (to appear)

2019 (Journal Paper)

Franca Garzotto.

“Interactive Smart Spaces: New directions for Inclusive Education?”

In Frontier in Psychology – section: Educational Psychology. Special Issue on “New Educational Technologies and Their Impact on Students' Well-being and Inclusion Process: Insights from Italy”

(Note: Frontiers ranks as the 5th most-cited publisher among the 20 largest publishers in 2019 (IEEE is the 10th). Frontiers in Psychology is the largest and most cited journal in its field, impact factor 2.129, 13.211 citations in 2019)

2019 (Journal Paper)

Beatrice Aruanno and Franca Garzotto.

“MemHolo: Mixed Reality Experiences for Subjects with Alzheimer’s Disease”

Multimedia Tools and Applications 78 (10), 13517-13537

2019 (Book Chapter)

Franca Garzotto

“Designing Interactive Multisensory Smart Spaces”

In “Environmental Design, Multisensory Experience, Innovative Interaction Technology and Sensorial Perception”

(eds. Bisson M. et al.) Springer Series in Design and Innovation (to appear)

2019 (Conference Paper)

Fabio Catania, Franca Garzotto, Daniele Occhiuto

Emoty: an Emotionally Sensitive Conversational Agent for People with Neurodevelopmental Disorder

In Proceedings IEEE Hawaii International Conference on System Sciences (HICSS) 2019 (to appear) – **BEST FULL PAPER AWARD –**

IBM FACULTY AWARD

2019 (Conference Paper)

Aurora Constantin, Jessica Korte, Jerry Alan Fails, Judith Good, Cristina Adriana Alexandru, Mihaela Dragomir, Helen Pain, Juan Pablo Hourcade, Eva Eriksson, Annalu Waller, and Franca Garzotto. 2019.

Pushing the Boundaries of Participatory Design with Children with Special Needs.

In Proceedings of the 18th ACM International Conference on Interaction Design and Children (IDC '19). ACM, New York, NY, USA, 697-705. DOI: <https://doi.org/10.1145/3311927.3325165>

2019 (Conference Paper)

Juan Pablo Hourcade, Alissa N. Antle, Michail Giannakos, Jerry Alan Fails, Janet C. Read, Panos Markopoulos, Franca Garzotto, and Andrea Palumbos. 2019.

Child-Computer Interaction SIG: Designing for Refugee Children.

In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). ACM, New York, NY, USA, Paper SIG10, 4 pages. DOI: <https://doi.org/10.1145/3290607.3311760>

2019 (Conference Paper)

Aurora Constantin, Jessica Korte, Jerry Alan Fails, Cristina Adriana Alexandru, Mihaela Dragomir, Helen Pain, Judith Good, Franca Garzotto, Eva Eriksson, and Annalu Waller. 2019.

Expecting the Unexpected in Participatory Design. In Extended Abstracts of the 2019 CHI Conference on Human Factors in

Computing Systems (CHI EA '19). ACM, New York, NY, USA, Paper SIG07, 4 pages. DOI: <https://doi.org/10.1145/3290607.3311758>

2019 (Conference Paper)

Mirko Gelsomini, Giulia Cosentino, Micol Spitale, Mattia Gianotti, Davide Fisicaro, Giulia Leonardi, Fabiano Riccardi, Agnese Piselli, Eleonora Beccaluva, Barbara Bonadies, Lucia Di Terlizzi, Martino Zinzone, Shanti Alberti, Christelle Rebourg, Marina Carulli, Franca Garzotto, Venanzio Arquilla, Mario Bisson, Barbara Del Curto, and Monica Bordegoni. 2019. Magika, a Multisensory Environment for Play, Education and Inclusion. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). ACM, New York, NY, USA, Paper LBW0277, 6 pages. DOI: <https://doi.org/10.1145/3290607.3312753>

2019 (Conference Paper)

Micol Spitale, Fabio Catania, Giulia Cosentino, Mirko Gelsomini, and Franca Garzotto. WIYE: building a corpus of children's audio and video recordings with a story-based app. In Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion (IUI '19). ACM, New York, NY, USA, 33-34. DOI: <https://doi.org/10.1145/3308557.3308684>

2019 (Conference Paper)

Giulia Cosentino, Giulia Leonardi, Mirko Gelsomini, Micol Spitale, Mattia Gianotti, Franca Garzotto, and Venanzio Arquilla. 2019. GENIEL: an auto-generative intelligent interface to empower learning in a multi-sensory environment. In Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion (IUI '19). ACM, New York, NY, USA, 27-28. DOI: <https://doi.org/10.1145/3308557.3308685> **BEST POSTER AWARD**

2019 (Conference Paper)

Mirko Gelsomini, Micol Spitale, Eleonora Beccaluva, Leonardo Viola, and Franca Garzotto. 2019. Reflex: adaptive learning beyond the screen. In Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion (IUI '19). ACM, New York, NY, USA, 29-30. DOI: <https://doi.org/10.1145/3308557.3308689>

2019 (Conference Paper)

Amirreza Rouhi, Micol Spitale, Fabio Catania, Giulia Cosentino, Mirko Gelsomini, and Franca Garzotto. 2019. Emotify: emotional game for children with autism spectrum disorder based-on machine learning. In Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion (IUI '19). ACM, New York, NY, USA, 31-32. DOI: <https://doi.org/10.1145/3308557.3308688>

2019 (Conference Paper)

Davide Fisicaro, Franca Garzotto, Mirko Gelsomini, and Francesco Pozzi
ELE - A Conversational Social Robot for Persons with Neuro-Developmental Disorders
In Proceedings of Human-Computer Interaction – INTERACT 2019 - 17th IFIP TC 13 International Conference, Springer Lecture Notes in Computer Science (full paper – to appear)

2019 (Conference Paper)

Micol Spitale, Mirko Gelsomini, Eleonora Beccaluva, Leonardo Viola, and Franca Garzotto. 2019. Meeting the needs of people with Neuro-Developmental Disorder through a phygital approach. In Proceedings of ACM CHIItaly '19, Padova, Italy, September 23–25, 2019. DOI: <https://doi.org/10.1145/3351995.3352055> (full paper - to appear)

2019 (Conference Paper)

Pietro Crovari, Mattia Gianotti, Fabiano Riccardi, Franca Garzotto. 2019. Designing a Smart Toy: guidelines from the experience with Smart Dolphin “SAM”. In Proceedings of ACM CHIItaly '19, Padova, Italy, September 23–25, 2019, 12 pages. DOI: <https://doi.org/10.1145/3351995.3352041> (full paper - to appear)

2018

2018 (Journal Paper)

Franca Garzotto and Mirko Gelsomini.

"Magic Room: A Smart Space for Children with Neurodevelopmental Disorders".

IEEE Pervasive Computing, Vol. 1, Issue 1 Jan.-Mar. 2018 pp 28-38 - DOI: 10.1109/MPRV.2018.011591060 – IEEE

2018

2018 (Journal Paper)

Maria Soledad Pera, Jerry Alan Fails, Mirko Gelsomini, Franca Garzotto:

Building Community: Report on KidRec Workshop on Children and Recommender Systems at RecSys 2017.

ACM SIGIR Forum 52(1): 153-161(2018)

2018 (Book Chapter)

Paolo Cremonesi, Franca Garzotto and Maurizio Ferrari Dacrema.

"User Preference Sources: Explicit vs. Implicit Feedback"

In I. Candador and S. Berkovsky (eds.) "Collaborative Recommendations: Algorithms, Practical Challenges and Applications"

Springer

2018 (Book Chapter)

Franca Garzotto, Mirko Gelsomini, Mattia Gianotti, Fabiano Riccardi

"Engaging Children with Neurodevelopmental Disorder through IoT- enabled Multisensory Interactive Experiences".

In Alessandro Soro, Margot Brereton and Paul Roe (Eds.) "Social Internet of Things", Springer

2019 (Conference Paper)

Beatrice Aruanno, Franca Garzotto, Emanuele Torelli, and Francesco Vona. 2018.

HoloLearn: Wearable Mixed Reality for People with Neurodevelopmental Disorders (NDD).

In Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '18). ACM, New York, NY, USA, 40-51. DOI: <https://doi.org/10.1145/3234695.3236351>

2018 (Conference Paper)

Garzotto, Franca, Emanuele Torelli, Francesco Vona and Beatrice Aruanno.

"HoloLearn: Learning through Mixed Reality for People with Cognitive Disability."

In Proceedings of the 1st IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR) 2018: pp. 189-190

<http://doi.ieeecomputersociety.org/10.1109/AIVR.2018.00042>

2018 (Conference Paper)

Franca Garzotto, Vito Matarazzo, Nicolò Messina

Exploiting the integration of Wearable Virtual Reality and Bio-sensors for Persons with Neurodevelopmental Disorders (short paper)

In Proceedings of the 1st IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR) 2018: pp. 149-152

<https://doi.org/10.1109/AIVR.2018.00031>

2018 (Conference Paper)

Mirko Gelsomini, Annalisa Rotondaro, Giulia Cosentino, Mattia Gianotti, Fabiano Riccardi, and Franca Garzotto. 2018.

On the Effects of a Nomadic Multisensory Solution for Children's Playful Learning.

In Proceedings of the 2018 ACM International Conference on Interactive Surfaces and Spaces (ISS '18). ACM, New York, NY, USA, 189-201. DOI: <https://doi.org/10.1145/3279778.3279790>

2018 (Conference Paper)

Franca Garzotto, Nicolò Messina, Vito Matarazzo, Lukasz Moskwa, Gianluigi Oliva, and Riccardo Facchini. 2018.

Empowering Interventions for Persons with Neurodevelopmental Disorders through Wearable Virtual Reality and Bio-sensors.

In Proc.2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper LBW618, 6 pages. DOI: <https://doi.org/10.1145/3170427.3188636>

2018 (Conference Paper)

Tommaso Loiacono, Marco Trabucchi, Nicolò Messina, Vito Matarazzo, Franca Garzotto, and Eleonora Aida Beccaluva. 2018. Social MatchUP -: a Memory-like Virtual Reality Game for the Enhancement of Social Skills in Children with Neurodevelopmental Disorders.

In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper LBW619, 6 pages. DOI: <https://doi.org/10.1145/3170427.3188525>

2018 (Conference Paper and **Demo**)

Federica Carrozzo, Ruben Faccini, Angelo Falci, Beatrice Redaelli, Mirko Gelsomini, Giacomo Zannoni, and Franca Garzotto. 2018. IDROPO, A Hydroponic Planting System to Teach Gardening Through Play.

In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper D319, 4 pages. DOI: <https://doi.org/10.1145/3170427.3186489>

2018 (Conference Paper)

Mario Scrocca, Nicola Ruaro, Daniele Occhiuto, and Franca Garzotto. 2018. Jazzy: Leveraging Virtual Reality Layers for Hand-Eye Coordination in Users with Amblyopia.

In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, DOI: <https://doi.org/10.1145/3170427.3188618>

2018 (Conference Paper and Video)

Alessandro Ubaldi, Mirko Gelsomini, Marzia Degiorgi, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Franca Garzotto. 2018. Puffy, a Friendly Inflatable Social Robot. In Proc. 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper VS03, 1 pages. DOI: <https://doi.org/10.1145/3170427.3186595>

Nomination for CHI 2018 Best Video - Golden Mouse Award

2018 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Nicolò Messina, Vito Matarazzo, Daniele Occhiuto
Designing Wearable Immersive “Social Stories” for Persons with Neurodevelopmental Disorder”.

In Proc. HCI International – The 20th International Conference on Human Computer Interaction – pp. 517-529, Springer LNCS https://doi.org/10.1007/978-3-319-92049-8_37

2018 (Conference Paper)

Jerry Alan Fails, Maria Soledad Pera, Natalia Kucirkova, and Franca Garzotto. 2018. International and interdisciplinary perspectives on children & recommender systems (KidRec).

In Proceedings of the 17th ACM Conference on Interaction Design and Children (IDC '18). ACM, New York, NY, USA, 705-712. DOI: <https://doi.org/10.1145/3202185.3205866>

2018 (Conference Paper)

Franca Garzotto, Vito Matarazzo, Nicolò Messina, Mirko Gelsomini and Carlo Riva
Improving Museum Accessibility through Storytelling in Wearable Immersive Virtual Realit
In Proceedings of IEEE Digital Heritage (to appear)

2018 (Conference Paper)

Juan Carlos Jaramillo, Daniele Occhiuto, Franca Garzotto.

“Artworks’ Features Discovery Through Engaging Conversations for Children”.

In Proc. International Conference Florence Heri-tech 2018; IOP Conference Series: Materials Science and Engineering - Volume 364, conference (Full Paper and **Best Poster Award**)

Nicolò Messina, Vito Matarazzo, Daniele Occhiuto, Mirko Gelsomini and Franca Garzotto

“Museum for All: Wearable Immersive Virtual Tours in Museums for People with Neurodevelopmental Disorders”

Proc. International Conference Florence Heri-tech 2018; IOP Conference Series: Materials Science and Engineering Volume 364, conference 1

2017

2017 (Journal Paper)

Cremonesi, P., Elahi, M. & Garzotto, F.

User interface patterns in recommendation-empowered content intensive multimedia applications. *Multimedia Tools and Applications* (2017) 76: 5275. doi:10.1007/s11042-016-3946-5 -Springer

2017 (Conference Paper)

Beatrice Aruanno, Franca Garzotto, and Mario Covarrubias Rodriguez. 2017.

HoloLens-based Mixed Reality Experiences for Subjects with Alzheimer's Disease.

In Proceedings of the 12th Biannual Conference on Italian SIGCHI Chapter (CHIItaly '17). ACM, New York, NY, USA, Article 15, 9 pages. DOI: <https://doi.org/10.1145/3125571.3125589>

2017 (Conference Paper)

Alexis Rougnant, Mirko Gelsomini, Franca Garzotto

WAYZ: a co-designed touch-ready game for children with special needs to assess and improve visual perception skills. *IEEE 25th International Requirements Engineering Conference Workshops (REW)*, IEEE, pp. 160-163

2017 (Video in online IEEE journal)

Marzia De Giorgi, Franca Garzotto, Mirko Gelsomini, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Francesco Clasadonte.

Puffy - an Inflatable Mobile Interactive Companion for Children with Neurodevelopmental Disorders. In *IEEE Spectrum*

http://spectrum.ieee.org/automaton/robotics/industrial-robots/video-friday-morphing-wheels-soft-inflatable-robot-snipe-nano-quadrotor?bt_alias=eyJ1c2VySWQOiAiYTUyNjJkM2UtZjlkOS00NTVlThhZGQtNmQ1NmI0MWRINGE1In0%3D&utm_medium=Email&utm_source=Tech+Alert&utm_campaign=TechAlert_06-08

2017 (Conference Paper)

Eleonora Aida Beccaluva, Andrea Bonarini, Roberto Cerabolini, Francesco Clasadonte, Franca Garzotto, Mirko Gelsomini, Vito Antonio Iannelli, Francesco Monaco, Leonardo Viola

Exploring engagement with robots among persons with neurodevelopmental disorders

In Proceedings 26th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN 2017). 903-909
DOI: 10.1109/ROMAN.2017.8172410

2017 (Conference Paper)

Jerry Alan Fails, Maria Soledad Pera, Franca Garzotto, and Mirko Gelsomini. 2017.

KidRec: Children & Recommender Systems: Workshop Co-located with ACM Conference on Recommender Systems (RecSys 2017). In Proceedings of the Eleventh ACM Conference on Recommender Systems (RecSys '17). ACM, New York, NY, USA, 376-377. DOI: <https://doi.org/10.1145/3109859.3109956>

2017 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Daniele Occhiuto, Vito Matarazzo, and Nicolò Messina. 2017.

Wearable Immersive Virtual Reality for Children with Disability: a Case Study. In Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17). ACM, New York, NY, USA, 478-483. DOI: <https://doi.org/10.1145/3078072.3084312>

2017 (Conference Paper)

Mirko Gelsomini, Marzia Degiorgi, Franca Garzotto, Giulia Leonardi, Simone Penati, Noëlie Ramuzat, Jacopo Silvestri, and Francesco Clasadonte. 2017.

Designing a Robot Companion for Children with Neuro-Developmental Disorders.

In Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17). ACM, New York, NY, USA, 451-457. DOI: <https://doi.org/10.1145/3078072.3084308>

2017 (Conference Paper)

Mirko Gelsomini, Franca Garzotto, Vito Matarazzo, Nicolò Messina, and Daniele Occhiuto. 2017.

Creating Social Stories as Wearable Hyper-Immersive Virtual Reality Experiences for Children with Neurodevelopmental Disorders. In Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17). ACM, New York, NY, USA, 431-437. DOI: <https://doi.org/10.1145/3078072.3084305>

2017 (Conference Paper)

Garzotto F., Gelsomini M., Matarazzo V., Messina N., Occhiuto D. (2017)

XOOM: An End-User Development Tool for Web-Based Wearable Immersive Virtual Tours.

In: Cabot J., De Virgilio R., Torlone R. (eds) Web Engineering. ICWE 2017. Lecture Notes in Computer Science, vol 10360. Springer, Cham, 507-519. https://doi.org/10.1007/978-3-319-60131-1_36

2017 (Conference Paper)

Mirko Gelsomini, Giulia Leonardi, Marzia Degiorgi, Franca Garzotto, Simone Penati, Jacopo Silvestri, Noëlie Ramuzat, and Francesco Clasadonte. 2017.

Puffy - an Inflatable Mobile Interactive Companion for Children with Neurodevelopmental Disorders. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17). ACM, New York, NY, USA, 2599-2606.

DOI: <https://doi.org/10.1145/3027063.3053245>

2017 (Conference Paper)

Garzotto F., Gelsomini M., Kinoy Y. (2017)

Puffy: A Mobile Inflatable Interactive Companion for Children with Neurodevelopmental Disorder.

In: Bernhaupt R., Dalvi G., Joshi A., K. Balkrishan D., O'Neill J., Winckler M. (eds) Proceedings of Human-Computer Interaction - INTERACT 2017. Lecture Notes in Computer Science, vol 10514. Springer, Cham;

https://doi.org/10.1007/978-3-319-67684-5_29

2017 (Workshop Paper)

Mirko Gelsomini, Franca Garzotto, Carlo Riva.

Engaging Children with Neurodevelopmental Disorder through IoT-enabled Multisensory Interactive Experiences.

Online Proc. International Workshop "Designing the Social Internet of Things" – held at ACM CHI 2017

2017 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, and Victoria Tam.

Polipo - a Tangible Toy for Children with Neurodevelopmental Disorders.

In Proceedings of ACM TEI 2017 – 11th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '17). ACM, New York, NY, USA, 11-20. DOI: <https://doi.org/10.1145/3024969.3025006>

2016

2016 (Journal Paper)

Yashar Deldjoo, Mehdi Elahi, Paolo Cremonesi, and Franca Garzotto.

Content-Based Video Recommendation System Based on Stylistic Visual Features.

Journal on Data Semantic (2016) 5: 99. doi:10.1007/s13740-016-0060-9 - Springer

2016 (Conference Paper)

Tamas Motajcsek, Jean-Yves Le Moine, Martha Larson, Daniel Kohlsdorf, Andreas Lommatzsch, Domonkos Tikk, Omar Alonso, Paolo Cremonesi, Andrew Demetriou, Kristaps Dobrajs, Franca Garzotto, Ayşe Göker, Frank Hopfgartner, Davide Malagoli, Thuy Ngoc Nguyen, Jasminko Novak, Francesco Ricci, Mario Scriminaci, Marko Tkalcic, and Anna Zacchi. 2016.

Algorithms Aside: Recommendation As The Lens Of Life.

In Proceedings of the 10th ACM Conference on Recommender Systems (RecSys '16). ACM, New York, NY, USA, 215-219. DOI: <https://doi.org/10.1145/2959100.2959164>

2016 (Conference Paper)

Bonarini, F. Garzotto, M. Gelsomini, F. Clasadonte, M. Romero.

Playful interaction with Teo, a Mobile Robot for Children with Neurodevelopmental Disorders.

In Proceedings of the 7th International Conference on Software Development and Technologies for Enhancing Accessibility and Fighting Info-exclusion (DSAI 2016). ACM, New York, NY, USA, 223-231. DOI: <https://doi.org/10.1145/3019943.3019976>

2016 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, and Daniele Occhiuto

Wildcard: A Wearable Virtual Reality Storytelling Tool for Children with Intellectual Developmental Disability.

Proc. Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC'16), IEEE pp. 5188-5191

DOI: 10.1109/EMBC.2016.7591896

2016 (Conference Paper)

Andrea Bonarini, Franca Garzotto, Mirko Gelsomini, Francesco Clasadonte, Massimiliano Romero

“A Huggable, Mobile Robot for Developmental Disorder Interventions in a Multi-Modal Interaction Space”.

Proc. IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN) **2016 – BEST FULL PAPER**

AWARD

2016 (Conference Paper)

Paolo Cremonesi, Antonella Di Rienzo, Franca Garzotto, Luigi Oliveto, and Pietro Piazzolla. 2016.

Smart Lighting for Fashion Store Windows.

In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '16), Paolo Buono, Rosa Lanzilotti, and Maristella Matera (Eds.). ACM, New York, NY, USA, 13-20. DOI=<http://dx.doi.org/10.1145/2909132.2909259>

2016 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Francesco Clasadonte, Daniele Montesano, and Daniele Occhiuto. 2016.

Wearable Immersive Storytelling for Disabled Children.

In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '16), Paolo Buono, Rosa Lanzilotti, and Maristella Matera (Eds.). ACM, New York, NY, USA, 196-203. DOI=<http://dx.doi.org/10.1145/2909132.2909256>

2016 (Conference Paper)

Antonella Di Rienzo, Paolo Tagliaferri, Francesco Arenella, Franca Garzotto, Cristina Frà, Paolo Cremonesi, and Massimo Valla. 2016.

Bridging Physical Space and Digital Landscape to Drive Retail Innovation.

In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '16), Paolo Buono, Rosa Lanzilotti, and Maristella Matera (Eds.). ACM, New York, NY, USA, 356-357. DOI=<http://dx.doi.org/10.1145/2909132.2926087>

2016 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Alessandro Pappalardo, Claudio Sanna, Erica Stella, and Michele Zanella. 2016.

Monitoring and Adaptation in Smart Spaces for Disabled Children. In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '16), Paolo Buono, Rosa Lanzilotti, and Maristella Matera (Eds.). ACM, New York, NY, USA,

224-227. DOI=<http://dx.doi.org/10.1145/2909132.2909283>

2016 (Conference Paper)

Simone Colombo, Franca Garzotto, Mirko Gelsomini, Mattia Melli, and Francesco Clasadonte. 2016.

Dolphin Sam: A Smart Pet for Children with Intellectual Disability.

In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '16), Paolo Buono, Rosa Lanzilotti, and Maristella Matera (Eds.). ACM, New York, NY, USA, 352-353. DOI=<http://dx.doi.org/10.1145/2909132.2926090>

2016 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Alessandro Pappalardo, Claudio Sanna, Erica Stella, and Michele Zanella. 2016.

Using Brain Signals in Adaptive Smart Spaces for Disabled Children.

In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI EA '16). ACM, New York, NY, USA, 1684-1690. DOI: <http://dx.doi.org/10.1145/2851581.2892533>

2016 (Conference Paper)

Yashar Deldjoo, Mehdi Elahi, Paolo Cremonesi, Franca Garzotto, and Pietro Piazzolla. 2016.

Recommending Movies Based on Mise-en-Scene Design.

In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI EA '16). ACM, New York, NY, USA, 1540-1547. DOI: <http://dx.doi.org/10.1145/2851581.2892551>

2016 (Conference Paper)

Paolo Cremonesi, Antonella Di Rienzo, Franca Garzotto, Luigi Oliveto, and Pietro Piazzolla. 2016.

Dynamic and Interactive Lighting for Fashion Store Windows.

In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI EA '16). ACM, New York, NY, USA, 2257-2263. DOI: <http://dx.doi.org/10.1145/2851581.2892461>

2016 (Conference Paper)

Cremonesi P., Garzotto F., Gribaudo M., Piazzolla P., Iacono M. (2017)

Toward a New Fashion Concepts Design Tool: The vMannequin Framework.

Proc. 30th European Conference on Modelling and Simulation - ECMS 2016. Rinaldi R., Bandinelli R. (eds) Lecture Notes in Electrical Engineering, vol 413. Springer

2016 (Book Chapter)

Franca Garzotto, Mirko Gelsomini.

Integrating Virtual Worlds and Mobile Robots in game based treatment for autistic children.

In "Virtual Reality Enhanced Robotic Systems for Disability Rehabilitation" - Eds: Srikanta Patnaik and Priti Das, IGI Global, ISSN: 2327-9354

2015

2015 (Conference Paper)

Franca Garzotto, Antonella Di Rienzo, Ayse Naciye Celebi Yilmaz, Luigi Oliveto, Paolo Cremonesi, Cristina Frà, and Massimo Valla. 2015.

Making Fashion More Trendy through Touchless Interactive Displays Integrated with Mobile Devices.

In Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces (ITS '15). ACM, New York, NY, USA, 429-432. DOI=<http://dx.doi.org/10.1145/2817721.2823484>

2015 (Conference Paper)

Paolo Cremonesi, Mehdi Elahi, and Franca Garzotto. 2015.

Interaction Design Patterns in Recommender Systems.

In Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter (CHIItaly 2015). ACM, New York, NY, USA, 66-73. DOI=<http://dx.doi.org/10.1145/2808435.2808442>

2015 (Conference Paper)

Yashar Deldjoo, Mehdi Elahi, Massimo Quadrana, Paolo Cremonesi, and Franca Garzotto. 2015.

Toward Effective Movie Recommendations Based on Mise-en-Scène Film Styles.

In Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter (CHIItaly 2015). ACM, New York, NY, USA, 162-165. DOI=<http://dx.doi.org/10.1145/2808435.2808460>

2015 (Conference Paper)

Antonella Di Rienzo, Franca Garzotto, Paolo Cremonesi, Cristina Frà, and Massimo Valla. 2015.

Towards a smart retail environment.

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). ACM, New York, NY, USA, 779-782. DOI=<http://dx.doi.org/10.1145/2800835.2807955>

2015 (Conference Paper)

Antonella Di Rienzo, Franca Garzotto, Paolo Cremonesi, Cristina Frà, and Massimo Valla. 2015.

Integrated Interaction with Large and Small Devices.

In Proceedings of the 2015 Workshop on Future Mobile User Interfaces (FutureMobileUI '15). ACM, New York, NY, USA, 9-11. DOI=<http://dx.doi.org/10.1145/2754633.2754888>

2015 (Workshop Paper)

Franca Garzotto, Mirko Gelsomini.

Playful Learning in Smart Spaces for Children with Intellectual Disability.

Online Proceedings of Workshop "PALX - Player and Learner Experience" held at ACM CHIItaly Conference 2015

2015 (Conference Paper)

Giovanni Agosta, William Fornaciari, Franca Garzotto, Mirko Gelsomini

Playful Supervised Smart Spaces (P3S): A framework for designing, implementing and deploying multisensory play experiences for children with special needs.

In Proceedings EUROMICRO conference in Digital Systems Design (DSD), Madeira, IEEE 2015, pp. 60-72

2015 (Conference Paper)

Andrea Bonarini, Francesco Clasadonte, Franca Garzotto, and Mirko Gelsomini. 2015.

Blending robots and full-body interaction with large screens for children with intellectual disability.

In Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15). ACM, New York, NY, USA, 351-354. DOI=10.1145/2771839.2771914 <http://doi.acm.org/10.1145/2771839.2771914>

2014

2014 (Journal Paper)

Garzotto F. and A. Sabiescu "Editorial of the Special Issue on Interactive storytelling for children"

Int. Journal on Arts and Technology, Vol. 7, No. 1, 2014 p.1-4

2014 (Journal Paper)

Garzotto F. "Interactive storytelling for children: a survey"

Int. Journal on Arts and Technology, Vol. 7, No. 1, 2014 – p. 5-16 DOI: 10.1504/IJART.2014.058940

2014 (Conference Paper)

Laura Bartoli, Franca Garzotto, Mirko Gelsomini, Luigi Oliveto, and Matteo Valoriani. 2014.

Designing and evaluating touchless playful interaction for ASD children.

In Proceedings of the 2014 conference on Interaction design and children (IDC '14). ACM, New York, NY, USA, 17-26.

DOI=10.1145/2593968.2593976 <http://doi.acm.org/10.1145/2593968.2593976>

2014 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Roberto Mangano, Luigi Oliveto, and Matteo Valoriani.

From desktop to touchless interfaces: a model based approach.

In Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14). ACM, New York, NY, USA, 261-264. DOI=10.1145/2598153.2598194 <http://doi.acm.org/10.1145/2598153.2598194> 2014

2014 (Conference Paper)

Franca Garzotto, Mirko Gelsomini, Luigi Oliveto, and Matteo Valoriani. 2014.

Motion-based touchless interaction for ASD children: a case study.

In Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14). ACM, New York, NY, USA, 117-120. DOI=10.1145/2598153.2598197 <http://doi.acm.org/10.1145/2598153.2598197> (Best Short Paper)

2014 (Conference Paper)

Andrea Bonarini, Franca Garzotto, Mirko Gelsomini, and Matteo Valoriani. 2014.

Integrating human-robot and motion- based touchless interaction for children with intellectual disability.

In Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14). ACM, New York, NY, USA, 341-342. DOI=10.1145/2598153.2600054 <http://doi.acm.org/10.1145/2598153.2600054>

2014 (Workshop Paper)

Andrea Bonarini, Franca Garzotto, Mirko Gelsomini, Luigi Oliveto, Matteo Valoriani. 2014

Combining Touchless Interfaces, Robots, and Storytelling for ASD Children.

In Proceedings of the international Workshop: "Supporting Children with Complex Communication Needs" held at ACM International Conference of Human Factors in Computing Systems (CHI) 2014

2014 (Conference Paper)

Garzotto, M. Gelsomini, L. Oliveto, M. Valoriani

"Designing and Evaluating Touchless Playful Interaction for ASD Children".

In Proceedings of the 2014 conference on Interaction design and children (IDC '14). ACM, New York, NY, USA, 17-26. DOI: <https://doi.org/10.1145/2593968.2593976> Proc. ACM IDC 2014, pp. 17-26

2014 (Conference Paper)

Garzotto F., M. Gelsomini, R. Mangano, L. Oliveto, M. Valoriani

"From Desktop to Touchless Interfaces: A Model Based Approach"

In Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14). ACM, New York, NY, USA, 261-264. DOI: <https://doi.org/10.1145/2598153.2598194>

2014 (Conference Paper)

F. Garzotto, M. Gelsomini, L. Oliveto, M. Valoriani

"Motion-Based Touchless interaction for ASD children: a case study"

In Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (AVI '14). ACM, New York, NY, USA, 230-240. DOI: <https://doi.org/10.1145/2598153.2598194>

2014 (Conference Paper)

J.P. Hourcade; F. Garzotto; A. Rozga; M. Tentori; P. Markopoulos; N. Pares; J. Good; H. Pain; M. Alper

Supporting Children with Complex Communication Needs.

In Proc. ACM CHI Conf. on Human Factors in Computing Systems 2014 pp. 119-122, ACM New York, 2014

2014(Conference Paper)

P. Cremonesi, F. Garzotto, R. Pagano and M. Quadrana. "Recommending without Short Head".

In Proceedings of the 23rd International Conference on World Wide Web (WWW '14 Companion). ACM, New York, NY, USA, 245-246. DOI: <http://dx.doi.org/10.1145/2567948.2577286>

2014 (Book Chapter)

Garzotto F., M. Valoriani, L. Bartoli. "Touchless Motion-based Interaction for Therapy of Autistic Children"

In M. Ma, L. Jain, A. Whitehead, P. Anderson (eds) "Virtual and Augmented Reality in Healthcare", Springer-Verlag, UK

2013

2013 (Conference Paper)

Paolo Cremonesi, Franca Garzotto, and Massimo Quadrana. 2013. Evaluating top-n recommendations "when the best are gone".

In *Proceedings of the 7th ACM conference on Recommender systems (RecSys '13)*. ACM, New York, NY, USA, 339-342.

DOI=<http://dx.doi.org/10.1145/2507157.2507225>

2013 (Conference Paper)

P. Cremonesi, F. Garzotto, R. Turrin. User-Centric vs. System-Centric Evaluation of Recommender Systems

In: Proceeding INTERACT'13 the 14th IFIP TC 13 International conference on Human-computer Interaction. *Springer . Lecture Notes in Computer Science 8119* pp. 332-351

2013 (Conference Paper)

P. Cremonesi, F. Garzotto. Smoothly Extending e-Tourism Services with Personalized Recommendations: A Case Study.

Proc. 14th Int. Conf. on E-Commerce and Web Technologies - EC-Web 2013, Prague, Czech Republic, Aug. 27-28, 2013. Springer 2013 Lecture Notes in Business Information Processing ISBN 978-3-642-39877-3. pp 174-181

2013 (Conference Paper)

Franca Garzotto and Matteo Valoriani. 2013. Touchless gestural interaction with small displays: a case study. In Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI (CHIItaly '13). ACM, New York, NY, USA, Article 26, 10 pages. DOI: <https://doi.org/10.1145/2499149.2499154>

2013 (Conference Paper)

Laura Bartoli, Clara Corradi, Franca Garzotto, and Matteo Valoriani. 2013. Exploring motion-based touchless games for autistic children's learning. In Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13). ACM, New York, NY, USA, 102-111. DOI=<http://dx.doi.org/10.1145/2485760.2485774>

2012

2012 (Journal Paper)

Paolo Cremonesi, Franca Garzotto, Roberto Turrin (2012). Investigating the Persuasion Potential of Recommender Systems from a Quality Perspective: an Empirical Study. ACM TRANSACTIONS ON INTERACTIVE INTELLIGENT SYSTEMS, vol. 2, p. 1-41, ISSN: 2160-6455, doi:10.1145/2209310.2209314

2012 (Journal Paper)

Garzotto F., M. Bordogna (2012). Paper-based Multimedia Interaction and Disabled Children: From Experience to Learning-for-All. International Journal Of Arts And Technology, vol. 5, p.126-150 , ISSN: 1754-8853, doi: 10.1504/IJART. 2012.046271

2012 (Conference Paper)

Paolo Cremonesi, Francesco Epifania, and Franca Garzotto. 2012. User profiling vs. accuracy in recommender system user experience. In Proceedings of the International Working Conference on Advanced Visual Interfaces (AVI '12), Genny Tortora, Stefano Levialdi, and Maurizio Tucci (Eds.). ACM, New York, NY, USA, 717-720. DOI=<http://dx.doi.org/10.1145/2254556.2254692>

2012 (Conference Paper)

Franca Garzotto, Matteo Valoriani (2012). "Don't touch the oven". Proceedings of the ACM International Conference on Advanced Visual Interfaces - AVI '12. p. 721-724, ISBN: 9781450312875, doi: 10.1145/2254556.2254693

2012 (Conference Paper)

Paolo Cremonesi, Franca Garzotto, Roberto Turrin (2012). User effort vs. accuracy in rating-based elicitation. In: Proceedings of the 6th ACM conference on Recommender systems - RecSys '12. p. 27-34 , ACM, ISBN: 9781450312707, Dublin, doi : 10.1145/2365952.2365963

2012 (Conference Paper)

P Cremonesi, A Donatucci, F Garzotto, R Turrin (2012). Decision-Making in Recommender Systems: The Role of User's Goals and Bounded Resources. In: RecSys 2012 Workshop on Human Decision Making in Recommender Systems (Decisions@ RecSys' 12). p. 1-8, Dublin

2011

2011 (Conference Paper)

P. Cremonesi, F. Garzotto, S. Negro, A.V. Papadopoulos, R. Turrin (2011). Looking for "Good" Recommendations: A Comparative Evaluation of Recommender Systems. In: Proceeding INTERACT'11 Proceedings of the 13th IFIP TC 13 international conference on Human-computer interaction - Volume Part III . p. 152-168, Springer-Verlag Berlin, Heidelberg, Lisbon, Portugal, doi: 10.1007/978-3-642-23765-2_11

2011 (Conference Paper)

P. Cremonesi, F. Garzotto, S. Negro, A.V. Papadopoulos, R. Turrin (2011). Comparative evaluation of recommender system quality. In: Proceedings of CHI 2011-the 2011 annual on Human factors in computing systems. p. 1927-1932, doi: 10.1145/1979742.1979896

2011 (Journal Paper)

F. Garzotto (2011). Enterprise Frameworks for Data Intensive Web Applications: an End-User Development Model Based Approach.
JOURNAL OF WEB ENGINEERING, vol. 10, p. 87-108, ISSN: 1540-9589

2011 (Conference Paper)

F. Garzotto, R. Gonella (2011).
An open-ended tangible environment for disabled children's learning.
In: IDC 2011 - Proceedings of the 10th International Conference on Interaction Design and Children.
p. 52-61, ACM, ISBN: 9781450307512, Ann Arbor (USA), June 2011, doi: 10.1145/1999030.1999037

2011 (Conference Paper)

Garzotto, R. Gonella (2011).
Children's co-design and inclusive education. In: Proceedings of the 10 th International Conference on Interaction Design and Children. Ann Arbor (USA), June, p.260-263 , ACM, ISBN : 9781450307512, doi: 10.1145/1999030.1999077 **(BEST WORKSHOP PAPER)**

2010

2010 (Book Chapter)

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