

# Barbara Rita Barricelli

## CURRICULUM VITAE

### PERSONAL INFORMATION

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FAMILY NAME	BARRICELLI
NAME	BARBARA RITA
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### CURRENT POSITION

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**Assistant Professor** at the Department of Computer Science of Università degli Studi di Milano, Italy.

**Secretary Officer** of IFIP TC13 Working Group 6 Human-Work Interaction Design (HWID).

**Community Development Chair** of EUSSET (European Society for Social Embedded Technologies).

### RESEARCH ACTIVITY AND INTERESTS

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My research activity is framed in the field of **Human-Computer Interaction** and specifically, the main research interest is the **socio-technical design, prototyping, development, and evaluation of interactive systems**. The socio-technical approach is based on the observation of the application domain from two different viewpoints: the one related to the specific use context in which the users operate and that requires an analysis of the social, relational, linguistic and interaction relations, and the technical one, focused on the use of the most suitable technologies for solving problems and suggesting solutions that are adequate from operational and development perspective.

The growing importance that interaction design is playing in the software lifecycle, binds strongly my research activity with the Software Engineering field.

Specifically, since 2005 I worked on case studies in several application domains: medical, wellness and health, cultural heritage, touristic, and building and constructions. In all cases, I followed the software lifecycle in most of its phases: requirements analysis, design, prototyping, development, evaluation, validation, and deployment. All the cases present as common characteristic the specific nature of the end user, who is typically a professional **domain expert** in one or more specific sectors (often a **knowledge worker**) and not necessarily expert in IT or willing to become one.

My research work is strongly motivated by the growing importance of making the end user active participant in the design process of support tools specialized to their activity and of the shared knowledge based that will be collaboratively managed by all the involved stakeholders.

The attention is therefore posed to specific application cases in which I pair **work analysis** activities, typical of the **Computer Supported Collaborative Work (CSCW)**, to interaction design, and therefore to **Human Work Interaction Design (HWID)**. My role as **Secretary Officer of IFIP TC13 WG6 HWID** allows me

to enter in touch with an International network of researchers and companies whose work is strongly focused on the study of **methods and techniques for the design and development of systems (even embedded ones) for the realization of smart and pervasive intelligent workplaces.**

The study and analysis of specific use contexts need a particular attention to the **languages**, especially the **visual ones**, adopted by the domain experts, and to their **interpretation by the various professionals who collaborate in the same context.**

The analysis of languages and of the interaction with existing devices/procedures is at the base of the understanding of the fundamental requirements for a correct design of new and innovative interactive systems, for the development of **visual languages** and for the implementation of **workflows** able at reflecting at best the original work procedures (the ones not supported by digital tools or eventually supported by obsolete tools).

For this reason, I put great attention in the **study of the user from the points of view of culture, social context, and ability** considering them both as **individual** and as **member of one or more communities - of practice** (those in which all members share the same professional practice, usually the same language, and conventions) or of **interest** (group of different communities of practice that share the same objects and goals). The design and development of **enabling tools** has to deal with the study and the analysis of the end user under different points of view: needs, expectations, culture, mother tongue and writing system, role played in the community/communities they belong, and devices and technologies at hand.

My research approach is linked to **Computer Semiotics**, a discipline that sees the design of interactive systems as the construction of messages sent by the designer to the user. I apply theories of Computer Semiotics and techniques of **Semiotic Engineering**, paired with the ones of Cognitive Engineering, to study the contexts of the case studies. I adopt different research methods in order to observe and evaluate the so called **User eXperience (UX)** in its entirety, **focusing the attention both on the attitudinal and the behavioural aspects and choosing between quantitative and qualitative methods to optimize the data analysis activity.** Great attention is in fact posed on **quantifiable data** (time of execution, committed errors, detected problems) and on the **interpretation of non-quantifiable data** - typically extrapolated by the transcription of interviews and focus groups - evaluation questionnaires, video recordings, and pictures.

## RESEARCH ACTIVITY

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- 11/2016 - ongoing** **Assistant Professor**, Department of Computer Science, Università degli Studi di Milano.
- 06/2014 - 10/2016** **Research Fellow**, Department of Computer Science, Università degli Studi di Milano. Supervisor: Dr. Stefano Valtolina
- 01/2014 - 05/2014** **Research Fellow**, Department of Computer Science, Università degli Studi di Milano. Supervisor: Prof. Alessandro Rizzi
- 01/2013 - 12/2013** **Leverhulme Trust Visiting Fellow**, University of West London, London, United Kingdom. Supervisor: Dr. Jose Abdelnour-Nocera. Funded for £39.420 (at 2013 exchange rate: €48.000).
- 01/2011 - 12/2012** **Research Fellow**, Department of Computer Science, Università degli Studi di Milano. Supervisor: Dr. Stefano Valtolina
- 02/2009 - 06/2009** **Visiting PhD Student** at the University of Siegen (Germany). LLP Erasmus grant. Supervisor: Prof. Volker Wulf.
- 11/2007 - 03/2011** **PhD in Computer Science**, Università degli Studi di Milano. Advisor: Prof. Piero Mussio, Prof. Ernesto Damiani. Co-advisor: Dr. Stefano Valtolina. National Ministry

grant (3 years).

- 04/2007 - 03/2008** **Research Assistant**, Consiglio Nazionale delle Ricerche (CNR), Istituto per le Tecnologie della Costruzione, Via Bassini 15, 20133 Milano. Supervisors: Marco Padula, Nicola Maiellaro.
- 02/2007 - 12/2007** **Research Assistant**, Consiglio Nazionale delle Ricerche (CNR), Istituto per le Tecnologie della Costruzione, Via Bassini 15, 20133 Milano. Supervisor: Marco Padula.
- 02/2006 - 12/2006** **Research Assistant**, Consiglio Nazionale delle Ricerche (CNR), Istituto per le Tecnologie della Costruzione, Via Bassini 15, 20133 Milano. Supervisor: Marco Padula.
- 03/2005 - 12/2005** **Research Assistant**, Consiglio Nazionale delle Ricerche (CNR), Istituto per le Tecnologie della Costruzione, Via Bassini 15, 20133 Milano. Supervisor: Marco Padula.

## INTERNATIONAL AND NATIONAL RESEARCH PROJECTS

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- 2017 - ongoing** **I-VITAE New Pathways for Life (Regione Lombardia - Smart Fashion and Design):** Design and development of an healthcare application in the infertility research domain. Specifically, I work on the requirements collection and analysis and on the interface design.
- 2017 - ongoing** **SPACE - IoT (Regione Lombardia):** Adaptive system for the interactive design and production of tailor-made furniture. I work on the design and evaluation of interfaces for 2D and 3D objects visualization.
- 2016 - ongoing** **Study and analysis of usability of interfaces for emergency situations (INMM srl).**
- 2016 - ongoing** **Semiotic Engineering Methods for Virtual Reality UX Evaluation (Università degli Studi di Milano - 2432€):** This project is based on previous research about the design of a framework of VR applications classification. Using the framework, a VR application can be located in terms of parameters that allow to identify the expressive power of the communication solution provided by VR. At the same time, the framework allows to identify the best-suited VR applications to get a specified communication objective, by adopting the appropriate techniques to implement visualization, interaction and modelling of the VR application. The framework is a tool for supporting designers of VR systems in their decision-making processes. This project will focus on the design of new User eXperience (UX) methods specialized for VR applications and based on the VR framework. The aim is to design and test two types of methods, one predictive to be adopted by usability and interaction experts as tool in early design phases, and one that involves end users. To maintain the connection with the Semiotic perspective on VR and communication, existing Semiotic Engineering evaluation methods (Semiotic Inspection Method and Communicability Evaluation Method) will be used and extended.
- 2015** **SmartFit (Open Innovation Regione Lombardia):** This project was aimed at creating a community for bringing together researchers and companies interested in the development of technologies in the field of Quantified Self and Lifelogging, i.e. the gathering, integration, and sharing of personal data related to health and wellness.
- 2014 - 2016** **Socio-technical design of Internet of Things Systems (Università degli Studi di Milano):** This project is framed in the Internet of Things (IoT) research domain and proposes the study, design, implementation, and validation of visual interactive

systems for lifelogging activity, that is the collection, integration and sharing of personal data about health, wellness and domotics (smart homes). The data sharing pushes IoT towards a more social dimension that offers approaches bound to recommendation and evolution of intelligent and distributed systems. In fact, the community seen as family, friends or acquaintances, colleagues or even virtual aggregation, may play a central role in the development of better life habits thanks to the sharing of data collected by all its members. Moreover, the experience developed by the single members of the community can become collective knowledge and can be used as base for the recommendation systems. Tools and data, users and community are the key points of a socio-technical project. The socio-technical approach focuses on the social and the technological aspects without considering them as distinct but seeing them as closely interconnected and related. Such an approach is based on user-centric design and development methodologies (User-Centered Design) in which the user is seen in his activity but also directly involved in the creation and design processes. The objectives of this project are related to the study and definition of models and methods aimed at coordinating the people's and objects' activities in order to design a User eXperience suitable for culture, needs, context of use and activity, considering not just the single user but the entire community.

**2014** **Perceptual Aspects in 3D visualization and in calibration of stereoscopic monitors for medical imaging (BARCO - FIMI):** Design and development of two experiments for the evaluation of a HDR monitor prototype used in the field of medical imaging.

**2013** **MANTRA (Mobile ANticoagulant TheRApy, Leverhulme Trust):** The project was framed in mHealth domain and its aim was to investigate about the acceptability and feasibility of the introduction of mobile devices (and mobile applications) for supporting the management of patients under anticoagulant therapy, in urban and rural settings. For the urban setting the MANTRA project was developed in London, while for rural one we chose a resource-constrained environment in Venezuela (Maniapure). As to the urban setting, the project aimed at providing the patient with a self-testing device and a mobile device (an iPod or other model) that transmits the test result to the patients' doctor/clinic. The doctor is then able to review the result and transmit back to the patients the correct dose of anticoagulant that they need to take and when they need to repeat the test. This would reduce the frequency of visits at the hospitals or clinics. The rural case applies to remote areas in which people do not have direct access to the Internet, from home or from mobile phones. The nearest medical center is typically in the village and serves all the people who leave in that area. The medical Centre is usually provided with satellite Internet connection and represents the bridge between the rural area patients and the main city hospital staff. The idea is to provide the rural doctor working at the medical center with a self-testing device and a tablet (an iPad or other model), by which they may send the test results to a doctor working in the hospital of the main city and will then receive back the prescription details. The goal of this setting is to reduce the time needed for patients living in rural areas to receive their prescription and to provide the rural doctor with a tool to monitor the clinical history of several patients, not only affected by coagulation diseases. In this case, the MANTRA project was focused on studying ways to simplify the communication between rural doctor and hospital doctor by using mobile applications aimed at transmitting information overcoming current communication problems. I developed 4 prototypes for Apple mobile devices (iOS) in Objective-C (for iPod/iPhone and iPad).

- 2012 - 2015**      **User Experience Design of Interactive Systems for Aviation:** Centro Sperimentale Volo del Reparto Medicina Aeronautica e Spaziale di Pratica di Mare.
- 2012 - 2014**      **Smart-k (MIUR Project - Regione Lombardia, ID 30223187):** Design of user interfaces for industrial context.
- 2011 - 2012**      **CulturalWiki (Regione Lombardia, Fondo Sociale Europeo 2007-2013):** Definition of a method of integration of several information sources through the use of ontological models aimed at conceptualizing the knowledge developed by domain experts. Design and development of an interactive system for cultural routes aggregation with integration in the system of annotation tools aimed at supporting collaboration among end users. Research and management responsibilities.
- 2011 - in corso**      **IESP (International Etruscan Sigla Project, Florida State University and Università degli Studi di Milano):** The International Etruscan Sigla Project (IESP) aims to assemble documentation on the thousands of examples of Etruscan nonverbal writing (sigla) of one or more letters, numbers or symbols, dating from around 700 BCE to the first century BCE, which were incised, painted or stamped on objects of many different types made of clay, metal, bone, ivory and stone. The International Etruscan Sigla Project (IESP) aims to assemble documentation on the thousands of examples of Etruscan nonverbal writing (sigla) of one or more letters, numbers or symbols, dating from around 700 BCE to the first century BCE, which were incised, painted or stamped on objects of many different types made of clay, metal, bone, ivory and stone. I participated to the definition of the requirements, the organization and moderation of the focus groups/workshops with the archaeologists and to the development of an incremental prototype of an interactive system for the collaborative study of Etruscan artefacts with written signs. Today the Etruscan language is not yet completely deciphered and therefore this project could be a very important contribution toward this objective, thanks to the collaborative tools that permit the archaeologists to discuss and collaborate even if geographically distributed around the world. In collaboration with the Florida State University.
- 2008 - 2013**      **DESIRE (Marie Curie Initial Training Network, FP7 People Programme, PITN-GA-2008-215446):** The DESIRE network aimed to advance the understanding of creative design processes applied in the scientific and technological domains. Involved in research and management activities. In particular, I participated to the project since its beginning from the selection of candidates and actively participated to the organization of the summer school that was part of the objectives of the UNIMI's WP. I did part of my PhD research on the topics of the project (creative design) and discussed my results with the people in the DESIRE network.
- 2008 - 2011**      **SCV (Fondazione Cariplo):** The goal of the project was to create a system for managing and recording georeferenced objects for the dissemination of cultural content through innovative and flexible tools, useful to scholars but at the same time able to satisfy needs of a wide audience.
- 2008 - 2009**      **QUATRO Plus (EU SAFER INTERNET PLUS):** Promotion of quality labelling as a means of building trust and empowering end users to make their own decisions over the content they wish to access. I participated to the development of the system and tested its usability.
- 2007 - 2008**      **A3C Albania (Albania: Conoscere, Comunicare, Condividere, INTERREG III-A FESR/CARDS):** A project funded with the INTERREG III-A FESR/CARDS scheme. Design and development of an authoring environment for geographical information management and Web publishing, integrated with personalized services. I studied

methods and techniques for data aggregation and conversion in formats suitable for the Web and also localized and internationalized the interface.

- 2007** **COL (Cantiere On Line, MIUR):** Project funded by the Italian Ministry of Research. Design and development of a prototype of a mobile application to support design, development and maintenance of construction sites with the collaboration of interdisciplinary communities of interests. I applied end-user development methodologies to the problem at hand and I defined a markup language for localization and internationalization of the prototypes.
- 2006** **CONNIE (CONstruction News and Information Electronically, EU ECONTENT Project):** An EU ECONTENT Project. Development of methods and techniques for extraction, organization and indexing of the relevant information from existing publicly available European building regulations and standards into value-added task-specific information and practical know-how for construction professionals and delivering of the information as networked electronic cross-border services scalable in content across the EU. In particular, I studied how to internationalize and localize interfaces and information using existing multilingual components for the CMS. I also integrated in the system a services for Single-Sign-On authentication.
- 2005** **WIL (Web Indexing Language, MIUR):** A project funded by the Italian Ministry of Research. Definition of a methodology for defining and describing documents and their content, and to index, load and retrieve them in a distributed environment. I studied models for indexing documents with an ontology created by using several existing technology for the building and construction sector.

## EDUCATION

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- 2007 - 2011** **PhD in Computer Science** at the PhD School in Computer Science of Università degli Studi di Milano. Thesis: "An Architecture for End-User Development Supporting Global Communities". Advisor: Prof. Ernesto Damiani (formerly: Prof. Piero Mussio). Co-advisor: Dr. Stefano Valtolina. Recipient of a 3 years national PhD research grant.
- 19-25/09/2010** Second International **Summer School** "Models of Creative Design for Innovation in Science and Technology". Project "DESIRE: Creative Design for Innovation in Science and Technology". Aveiro (Portugal).
- Feb-Giu 2009** **Erasmus PhD visiting student** at the Media Research Institute, University of Siegen (Germany). Supervisor: Prof. Volker Wulf. Recipient of a LLP Erasmus Research Grant.
- 20-26/09/2009** First International Summer School "Theories of Creative Design for Innovation in Science and Technology". Project "DESIRE: Creative Design for Innovation in Science and Technology". Gargnano (Italy).
- 07-12/09/2008** **Summer School SCS 2008** "Scienza Comunicazione Società - La scienza è di tutti? La conoscenza scientifica come bene pubblico globale". Università degli Studi di Torino, Italy.
- 2005-2007** **M.Sc.** in "Information and Communication Technologies" at Università degli Studi di Milano. Thesis: "Systems for collaboratively contents creation and management: an approach based on the Semantic Web standards". Advisor: Prof. Piero Mussio. Co-advisors: Dr. Stefano Valtolina, Marco Padula.
- 2002-2005** **B.Sc.** in "Digital Communication" at Università degli Studi di Milano. Thesis: "Internationalization and localization of visual interactive systems". Advisor: Prof. Piero Mussio. Co-advisor: Marco Padula.

## TEACHING

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- 2017 - 2018** **Laboratory of Computer Programming**  
B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.
- 2016 - 2017** **Informatics**  
B.Sc. in Science and Technology for Study and Preservation of Cultural Heritage and Medium, Università degli Studi di Milano.
- 2015 - 2016** **Human-Computer Interaction**  
Teaching Assistant. B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.
- Informatics**  
Teaching Assistant. B.Sc. in Science and Technology for Study and Preservation of Cultural Heritage and Medium, Università degli Studi di Milano.
- Multimedia Architectures**  
Teaching Assistant. M.Sc. in Computer Science, Università degli Studi di Milano.
- 2014 - 2015** **Human-Computer Interaction**  
Teaching Assistant. B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.
- Informatics**  
Teaching Assistant. B.Sc. in Science and Technology for Study and Preservation of Cultural Heritage and Medium, Università degli Studi di Milano.
- Multimedia Architectures**  
Teaching Assistant. M.Sc. in Computer Science, Università degli Studi di Milano.
- 2013 - 2014** **User-Centered Design**  
School of Computing and Engineering. MSc Computing Interaction Design. University of West London.
- Multimedia Architectures**  
Teaching Assistant. M.Sc. in Computer Science, Università degli Studi di Milano.
- 2012 - 2013** **Sociotechnical Research Methods in mHealth (one lecture)**  
School of Computing and Engineering. MSc Computing Interaction Design. University of West London.
- 2011 - 2012** **Databases Laboratory**  
Teaching Assistant. B.Sc. in Music Information Science, Università degli Studi di Milano.
- Interaction Design (one lecture)**  
B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.
- 2010 - 2011** **Databases Laboratory**  
Teaching Assistant. B.Sc. in Music Information Science, Università degli Studi di Milano.
- Human-Computer Interaction**  
Teaching Assistant. B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.

### **Basics of Digital Communication**

Teaching Assistant. B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.

### **2009 - 2010 Basics of Digital Communication**

Teaching Assistant. B.Sc. in Computer Science for Digital Communication, Università degli Studi di Milano.

### **2008 - 2009 Informatics**

Teaching Assistant. B.Sc. in Health Assistance, Environment and Workplace Prevention Techniques, and Cardiocirculatory and Cardiovascular Perfusion Techniques, Università degli Studi di Milano.

### **Multimedia Writing Techniques**

Teaching Assistant. B.Sc. in Linguistic Sciences, Università Cattolica del Sacro Cuore, Italy.

## **THESES SUPERVISION**

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1. **Carlo Cassanelli** (ongoing) “Progettazione, sviluppo e valutazione di un'applicazione web per il monitoraggio remoto di risorse di sistema aziendali”. B.Sc. Università degli Studi di Milano.
2. **Ambra De Bonis** (2017) “Validazione di un framework di classificazione di applicazioni di realtà virtuale”. B.Sc. Università degli Studi di Milano.
3. **Nathaly Belen Betancourt Barriga** (2017) “Definizione di un nuovo metodo di valutazione di applicazioni di realtà virtuale”. B.Sc. Università degli Studi di Milano.

## **THESES CO-SUPERVISION**

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1. **Elena Raimondi** (ongoing) “Accessibilità nella pubblica amministrazione: I principi di design”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
2. **Giovanni Lombardo** (ongoing) “Progettazione e valutazione di un sistema interattivo visuale per il Quantified Self e Lifelogging”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
3. **Alessio Battista Riva** (2016) “Progettazione e realizzazione di uno studio di usabilità di applicazioni per ecomusei”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
4. **Stefano Quinteri** (2016) “Un tool per la correzione di interfacce ispirato al sistema visivo umano”. B.Sc. Relatore: Alessandro Rizzi. Università degli Studi di Milano.
5. **Samuele Anzani** (2015) “User eXperience in casi di bilancio partecipativo online”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
6. **Alberto Faleschini** (2015) “Ecosistema di strumenti, servizi e metodologie per l'archeologia”. M.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
7. **Marco Pagliotta** (2014) “Sistemi interattivi visuali per la decifrazione collaborativa di linguaggi non verbali”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
8. **Yanet Devis** (2013) “Mobile Health Interface Design and Development for a Rural Environment (MANTRA Project)”. Laurea Magistrale in Informatica per la comunicazione. Relatore: Jose Abdelnour-Nocera. University of West London.
9. **Michele Amendolagine** (2011) “Progettazione e sviluppo di un sistema informativo geografico a supporto della tutela e valorizzazione di uno scavo archeologico”. M.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
10. **Simone Tuveri** (2011) “Annotazione digitale e sviluppo di un sistema interattivo visuale per la sua gestione”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.



11. **Paolo Luigi Scala** (2010) “Progettazione e sviluppo di un prototipo di un Task Management System per la gestione multimodale dell’informazione”. M.Sc. Relatore: Piero Mussio. Università degli Studi di Milano.
12. **Claudio Francesco Sciarrabba** (2010) “Internazionalizzazione di M.I.S. per l’industria grafica: il caso Heidelberg Prinect Business Manager”. B.Sc. Relatore: Mario Ornaghi. Università degli Studi di Milano.
13. **Alex Corlatti** (2010) “Etichettatura visuale: esprimere emozioni, valutare e classificare”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
14. **Roberto d’Amato** (2009) “Analisi dei metodi di end-user development: il refactoring dell’architettura BANCO”. M.Sc. Relatore: Piero Mussio. Università degli Studi di Milano.
15. **Bledar Gjocaj** (2009) “Gestione e fruizione di conoscenza distribuita in ambito territoriale”. M.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
16. **Adam Rognoni** (2009) “Progettazione di un linguaggio per l’annotazione vocale e realizzazione del suo interprete”. B.Sc. Relatore: Piero Mussio. Università degli Studi di Milano.
17. **Rossana Cornacchia** (2009) “Politiche di gestione dell’annotazione in un sistema di conoscenza distribuito”. B.Sc. Relatore: Piero Mussio. Università degli Studi di Milano.
18. **Rossella Nota** (2009) “Progettazione dell’architettura dell’informazione in contesti museali: il caso del Museo Via Spluga (MUVIS)”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
19. **Claudio Arcoria** (2009) “Configurazione dell’applicativo BANCO per la fruizione da dispositivi mobili”. B.Sc. Relatore: Stefano Valtolina. Università degli Studi di Milano.
20. **Serena Leggieri** (2008) “Sviluppo di funzionalità di localizzazione in sistemi interattivi visuali che operano nel web”. B.Sc. Relatore: Piero Mussio. Università degli Studi di Milano.
21. **Matteo Lampugnani** (2008) “FOAF (Friend-of-a-Friend) per le reti sociali: un sistema per la gestione di profili degli studenti”. B.Sc. Relatore: Marco Padula. Università Cattolica Del Sacro Cuore.

## ORGANIZATIONAL ACTIVITY

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- 2017** **Co-organizer of the workshop** “Embracing Diversity with Help of Technology and Participatory Design”. In conjunction with C&T 2017 (Troyes, 27 June 2017).
- Co-organizer of the workshop** “Human Work Interaction Design meets International Development”. In conjunction with INTERACT 2017 (Mumbai, 25-26 September 2017).
- Demo Chair and Program Committee member** of the conference “IS-EUD 2017: International Symposium on End-User Development” (Eindhoven, 13-15 June 2017).
- Program Committee member** of the workshop “GHItaly 2017: Games-Human Interaction”. In conjunction with CHIItaly 2017 (Cagliari, 18 September 2017).
- 2016** **Poster and Demo Co-chair** of the conference “AVI 2016: Advanced Visual Interfaces” (Bari, 7-10 June 2016).
- Workshop Co-chair of the conference** “British HCI 2016” (Bournemouth, 11-15 July 2016).
- Co-organizer of the workshop** “Mobile Healthcare for the Self-Management of Chronic Diseases and the Empowerment of Patients”. In conjunction with the conference MobileHCI 2016, Florence, 6 September 2016.
- Co-organizer of the workshop** “Cultures of Participation in the Digital Age. From “Have to” to “Want to” Participate (CoPDA 2016)”. In conjunction with the conference NordiCHI 2016 (Gothenburg, 24 October 2016).
- 2015** **Co-organizer of the conference** “HWID 2015” (London, 25-26 June 2015).
- Co-organizer of the workshop** “Human Work Interaction Design (HWID): Design for Challenging Work Environments” in conjunction with the conference INTERACT 2015 (Bamberg, 14 September 2015).

**Co-organizer of the workshop** “Cultures of Participation in the Digital Age. Coping with Information, Participation, and Collaboration Overload (CoPDA 2015)” in conjunction with the conference IS-EUD 2015 (Madrid, 25 May 2015).

**Joint manager** of the scientific and technological design of “Etruscans @ EXPO”, multisensorial and multimedia installation for the exploration of EXPO 2015 themes in the frame of “La Statale per EXPO” projects of Università degli Studi di Milano (May - October 2015).

**Program Committee member of the conference** “IS-EUD 2015: International Symposium on End-User Development” (Madrid, 26-29 May 2015).

**Program Committee member of the conference** “CHIItaly 2015” (Rome, 28-30 September 2015).

**2014 Program Committee member of the conference** “AVI 2014: Advanced Visual Interfaces” (Como, 27-30 May 2014).

**Scientific secretariat for the workshop** “Cultures of Participation in the Digital Age. Social Computing for Working, Learning and Living (CoPDA 2014)” in conjunction with the conference AVI 2014 (Como, 27-30 May 2014).

**2013 Workshops Co-Chair and Program Committee member of the conference** “IS-EUD 2013: International Symposium on End User Development” (Copenhagen, 11-13 June 2013).

**Program Committee member of the conference** “International Conference on Advances in Information Mining and Management (IMMM 2013)” (Lisbon, 17-22 November 2013).

**2012 Co-organizer of the workshop** “CDCH 2012: Creative Design for Interdisciplinary Projects in Cultural Heritage”. In conjunction with the conference VL/HCC 2012 (Innsbruck, 30 September 2012).

**Program Committee member of the conference** “International Conference on Advances in Information Mining and Management (IMMM 2012)” (Venice, 21-26 October 2012).

**2011 Co-organizer of the workshop** “Creativity and complexity in interdisciplinary design teams” (Tarquinia, 11-12 July 2011).

**Program Committee member of the conference** “International Conference on Advances in Information Mining and Management (IMMM 2011)” (Barcellona, 23-28 October 2011).

**Program Committee member of the conference** “2nd Desire Conference on Creativity and Innovation in Design (DESIRE’11)” (Eindhoven, 19-21 October 2011).

**2010 Scientific secretariat for the workshop** “EUD4Services”, in conjunction with AVI 2010 (Rome, 25 May 2010).

**2009 Program Committee member** of the “First International DESIRE Summer School Theories of Creative Design for Innovation in Science and Technology” (Gargnano del Garda, 20-26 September 2009).

## REVIEWER AND EDITOR

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- **Guest co-editor** of the International Journal of Sociotechnology and Knowledge Development (IJSKD), Special Issue on Embracing Diversity with Help of Technology and Participatory Design. Co-editor: Ines Di Loreto. Will be published at the end of 2017.
- **Associate Editor** of the International Journal of Sociotechnology and Knowledge Development (IJSKD) since April 2015.
- **Co-editor of the book** J. Abdelnour Nocera, B.R. Barricelli, A. Lopes, P. Campos, T. Clemmensen (Eds.) Human Work Interaction Design. Work Analysis and Interaction Design Methods for Pervasive and Smart

Workplaces. 4th IFIP 13.6 Working Conference, HWID 2015, London, UK, June 25-26, 2015, Revised Selected Papers. Series: IFIP Advances in Information and Communication Technology, Vol. 468. ISBN: 978-3-319-27048-7.

- **Guest co-editor** of the International Journal of Sociotechnology and Knowledge Development (IJSKD), Special Issue on Sociotechnology and Pervasive Health Vol. 6, No. 1 e 2, 2014. Co-editor: Priya Davda.
- **Co-editor** of “Proc. CoPDA 2014” (CEUR-WS Vol. 1640), “Proc. CoPDA 2015” (CEUR-WS Vol. 1641), and “Proc. CoPDA 2016” (CEUR-WS Vol. 1776).
- **Member of the Editorial Advisory Board** of the book "Information and Communication Overload in the Digital Age", IGI Global, 2016.
- **Reviewer** for the International Journal “Multimedia Tools and Applications”, Springer (Editor-in-Chief: Borko Furht) since 2010.
- **Reviewer** for “Behaviour & Information Technology” (Vol 35 Issue 11, 2016), “Journal of Visual Languages and Computing, Special Issue on Semiotics, Human-Computer Interaction and End-User Development” (in print), “ACM TOCHI, Special Issue on End User Development For The Internet Of Things” (under review process), “IxD&A” (Vol 29, 2016).
- **Reviewer** for the following conferences: IS-EUD2009, MONET2009, AVI2010, ItAIS2010, VLC2010, INTERACT 2011, IMMM 2011, DESIRE, CHI 2012, IUI 2012, IMMM 2012, CSCW 2013, CHI 2013, IUI 2013, EICS 2013, INTERACT 2013, IMMM 2013, CHI 2014, EICS 2014, AVI 2014, CHI 2015, IS-EUD 2015, INTERACT 2015, CSCW 2016, ECIS 2016, DIS 2016, ECIS 2017, INTERACT 2017, IS-EUD 2017.

## GRANTS AND AWARDS

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- 2013**      **Leverhulme Trust Visiting Fellowship**, 1 year at the University of West London, London, UK. Funding: £39420 (British Pounds, 2013 exchange rate ~ €48000).
- 2010**      **Best paper award:** Zhu, L., Iacob, C., **Barricelli, B.R.** (2010). New Design Strategies: Using the Hive Mind Space Model to Enhance Collaboration. Proc. IADIS International Conference Collaborative Technologies 2010 (pp. 12-19), IADIS Press. ISBN: 978-972-8939-21-2.
- Best paper award:** **Barricelli, B.R.**, Mussio, P., Padula, M., Piccinno, A., Scala, P.L., Valtolina, S. (2010). Interactive Task Management System Development Based on Semantic Orchestration of Web Services. Proc. itAIS 2010. ISBN: 978-88-6105-124-9.
- 2009**      **Erasmus LLP Grant**, 5 months at the University of Siegen, Siegen, Germany.
- 2007 - 2011**    **PhD Grant (Italian Ministry of Education and Research)** for the PhD in Computer Science at Università degli Studi di Milano.

## AFFILIATIONS

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- **Secretary Officer** of IFIP TC 13: Human-Computer Interaction, Working Group 13.6 on Human-Work Interaction Design.
- **Community Development Chair** of EUSSET (European Society for Social Embedded Technologies).
- **Professional member** of the Association for Computing Machinery (ACM).
- **Voting member** of ACM SIGCHI Italy. Member of the working team CHIItaly Teaching.

- **Professional member of AICA** (Associazione Italiana per l'informatica ed il Calcolo Automatico).
- **Member** of the MIPS Laboratory (Multimedia, Interaction, Perception, Society) at Università degli Studi di Milano. Head of the laboratory: Alessandro Rizzi.
- **Member** of the Sociotechnical Centre for Innovation and User Experience (SCIUX) at University of West London. Head of the laboratory: Jose Abdelnour-Nocera.

## DEPARTMENTAL ASSIGNMENTS

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- 2017 - in corso** Member of the PhD Faculty of the PhD School in Computer Science of Università degli Studi di Milano.
- 2016 - in corso** Member of the Web Commission, Department of Computer Science, Università degli Studi di Milano.
- 2011 - 2012** PostDocs Representative of the Department of Computer Science, Università degli Studi di Milano.

## PROFESSIONAL PRESENTATIONS

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- 18/09/2017** Presentation of [CU13] at the workshop “HCI and education in a changing world: from school to public engagement”. CHIItaly 2017. Cagliari, Italy.
- 14/09/2015** Presentation of [C32] at the workshop “**Human Work Interaction Design (HWID): Design for Challenging Work Environments**”. INTERACT 2015. Bamberg, Germany.
- 25/06/2015** Presentation of [CU10] at the conference “**IFIP TC13 WG6 Working Conference (HWID 2015)**”. London, United Kingdom.
- 26/05/2015** Presentation of [C39] at the workshop “**Cultures of Participation in the Digital Age (CoPDA 2015)**”. IS-EUD 2015. Madrid, Spain.
- 27/05/2014** Presentation of [CU9] at the workshop “**Cultures of Participation in the Digital Age (CoPDA 2014)**”. AVI 2014. Como, Italy.
- 07/05/2013** Presentation of [C24] at the conference “**PervasiveHealth 2013**”. Venezia.
- 06/06/2013** Presentation of [CU8] at the workshop “**Cultures of Participation in the Digital Age (CoPDA 2013)**”. IS-EUD 2013. Copenhagen, Denmark.
- 05/06/2012** Presentation of [C21] at the conference “**ICTP Scientific m-Learning**”. Trieste, Italy.
- 09/06/2012** Presentation of [C20] at the conference “**AVI 2012**”. Capri, Italy.
- 06/05/2012** Presentation of [CU6] at the workshop “**Heritage Matters**”. CHI 2012. Austin, USA
- 18/04/2012** Presentation of [CU7] at the conference “**Polish IA Summit 2012**”. Varsavia, Poland.
- 26/03/2012** Presentation of [C26] at the conference “**CAA 2012**”. Southampton, United Kingdom.
- 16/09/2011** Presentation of [C18] at the conference “**WikiSym 2011**”. San Francisco, USA.
- 07/06/2011** Presentation of [CU5] at the workshop “**EUD4Services 2011**”. IS-EUD 2011. Torre Canne, Italy.
- 09/06/2011** Presentation of [C16] at the conference “**IS-EUD 2011**”. Torre Canne, Italy.
- 07/05/2011** Presentation of [CU3] at the workshop “**Feminism and Interaction Design**”. CHI 2011.

Vancouver, Canada.

- 09/07/2010 Presentation of [C11] at the conference “IWIPS 2010”. Londra, United Kingdom.
- 25/10/2010 Presentation of [C9] at the workshop “EUD4Services 2010”. Rome, Italy.
- 15/09/2009 Presentation of [CU2] at the workshop “Community Practices and Locative Media”. MobileHCI 2009. Bonn, Germany.
- 02/09/2008 Presentation of [C3] at the workshop “MIMIC 2008”. DEXA 2008. Torino, Italy.
- 30/06/2008 Presentation of [CU1] at the conference “Tutela architettonica, paesaggistica e ambientale: politica territoriale per un turismo sostenibile. Il progetto SITRuS”. Bari, Italy.
- 11/06/2008 Presentation of [C1] at the conference “ICIW 2008”. Athens, Greece.

## SEMINARS

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- 14/11/2012 “Leverhulme Trust Visiting Fellowship: MANTRA Project”. University of West London. London, United Kingdom.
- 01/02/2012 “Infrastruttura Tecnologica alla Base del Portale Culturale della Valchiavenna”. Stazione Valchiavenna, Università degli Studi di Milano.
- 02/02/2009 “Erasmus LLP Visiting PhD Student: Research Topics and PhD Project”. University of Siegen. Siegen, Germany.

## CERTIFICATIONS

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**ICH-GCP (Good Clinical Practice)** for the United Kingdom covering all aspects of Good Clinical Practice as laid down in the International Committee on Harmonisation Guidelines, the EU GCP Directives (2001/20 & 2005/28) and the UK Clinical Trials Regulations 2004 (SI 1031) and amendments of 2006 and 2008. Obtained at University of West London in 2013.

## OTHER PROFESSIONAL EXPERIENCES

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- 2012 - 2013**     **Design and development** of a framework for the evaluation of refresher courses for medical doctors. Development of a Web application to be accessed by iPad devices and of a feature for real-time results analysis and their collaborative discussion. Company: A&S s.r.l., Milan, Italy.
- 2002 - 2015**     **Web developer** for various customers. Web development for various customers. User requirements gathering, planning, design, development, testing, delivery and maintenance.
- 2002 - 2003**     **Web developer** for Università degli Studi di Milano. 300 paid semester hours for the design and development of an e-learning Web site for the Department of Computer Science.
- 1999**             **Analyst** for Birra Forst S.p.A., Via Venosta 9, 39022 Lagundo (BZ), Italy. Analysis, configuration, and start-up of IBM ACG module on AS400 systems.
- 1998 - 2005**     **Web content manager** for According s.r.l., Via Avezzana 1, 20139 Milano, Italy.

Gathering, management and Web publishing of highway traffic information.

1998 Analyst for Birra Forst S.p.A., Via Venosta 9, 39022 Lagundo (BZ), Italy. Analysis, configuration, and start-up of IBM ACG module on AS400 systems.

## TECHNICAL SKILLS AND COMPETENCES

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Web development (HTML, HTML5, PHP, CSS, XML, AJAX, JavaScript)

DBMS (MySQL, PostgreSQL)

Mobile development: Android, iOS

Programming languages: C, Java

Operating systems: Microsoft Windows, Apple OS X, Linux (Debian, Ubuntu)

## VOLUNTEERING

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Management, maintenance, and update of Web sites for Istituto Nazionale dei Tumori di Milano (Dr Andrea Ferrari). In the frame of this collaboration, the paper [J12] has been published.

## PUBLICATIONS

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### International Journals

- [J16] **Barricelli, B.R.**, Sciarelli, P., Valtolina, S., Rizzi, A. (2017). Web Accessibility Legislation in Italy: A Survey 10 years after the Stanca Act. *Universal Access in the Information Society* (Springer), Online First. DOI: <https://doi.org/10.1007/s10209-017-0526-z>.
- [J15] **Barricelli, B.R.**, Valtolina, S. (2017). A Visual Language and Interactive System for End-User Development of Internet of Things Ecosystems. *Journal of Visual Languages and Computing* (Elsevier), 40, pp. 1-19. DOI: <https://doi.org/10.1016/j.jvlc.2017.01.004>.
- [J14] Rizzi, A., Fogli, D., **Barricelli, B.R.** (2017). A New Approach to Perceptual Assessment of Human-Computer Interfaces. *Multimedia Tools and Applications (MTAP)*, 76(5), pp. 7381-7399. DOI: <https://doi.org/10.1007/s11042-016-3400-8>.
- [J13] **Barricelli, B.R.**, Gadia, D., Rizzi, A., Marini, D.L.R. (2016). Semiotics of Virtual Reality as a Communication Process. *Behaviour & Information Technology* (Taylor & Francis), 35(11), pp. 879-896. DOI: <https://doi.org/10.1080/0144929X.2016.1212092>.
- [J12] Magni, C., Maggioni, F., Ricci, A., Barisione, E., Jankovic, M., Sarlo Postiglione, E., Cargnel, E., **Barricelli, B.R.**, Valtolina, S., Veneroni, L., Chiaravalli, S., Lapidari, P., Capelletti, M., Clerici, C., Biondi, A., Ferrari, A. (2016) "There's no reason why": a campaign to raise cancer awareness among adolescents. *Tumori*, 102(3), pp. 270-275. DOI: <https://doi.org/10.5301/tj.5000493>.
- [J11] **Barricelli, B.R.**, Devis, Y. (2014). mHealth in Resource-Constrained Environments. *International Journal of Sociotechnology and Knowledge Development (IJSKD)*, 6(1), pp. 18-35, DOI: <https://doi.org/10.4018/ijskd.2014010102>.
- [J10] Valtolina, S., **Barricelli, B.R.**, Sciarabba, M. (2013). CulturalWiki: A Semantic Map-Based Wiki for Interdisciplinary Collaboration. *IxD&A - Interaction Design and Architecture(s), Culture of Participation in the Digital Age Empowering - End Users to Improve their Quality of Life*, 18, pp. 23-39, ISSN: 1826-9745.
- [J9] Valtolina, S., **Barricelli, B.R.**, Padula, M., Scala, P.L., Ariano, F. (2012). Knowledge

Management for Designing Business Workflows through Semantic Compositions of Web Services. *International Journal of Knowledge and Learning (IJKL)*, 8(1/2), pp. 62-85, DOI: <https://doi.org/10.1504/IJKL.2012.047547>.

- [J8] Valtolina, S., **Barricelli, B.R.**, Mesiti, M., Ribaudò, M. (2012). User-Centered Design of E-Learning Tools for Users with Special Needs: The VisualPedia Case Study. *IXD&A - Interaction Design and Architecture(s)*, Special issue on: HCI@large: Educate to the new frontiers of the Human-Machine Interaction, 13-14, pp. 47-55, ISSN: 1826-9745.
- [J7] Valtolina, S., **Barricelli, B.R.**, Dittrich, Y. (2011). Participatory Knowledge-Management Design: a Semiotic Approach. *Journal of Visual Languages and Computing (JVLC)*, 23(2), pp. 103-115, DOI: <https://doi.org/10.1016/j.jvlc.2011.11.007>.
- [J6] **Barricelli, B.R.**, Malcangi, M., Mussio, P. (2011). Multimodal Mood-based Annotation. *WSEAS Transactions on Information Science and Applications*, 5(8), pp. 213-222, ISSN: 1790-0832.
- [J5] **Barricelli, B.R.**, von Rekowski, T., Sprenger, M.-A., Weibert, A. (2011). Supporting Collaborative Project Work in Intercultural Computer Clubs. *International Journal of e-Education, e-Business, e-Management and e-Learning*, 1(1), pp. 35-44, DOI: <https://doi.org/10.7763/IJEEEE.2011.V1.6>.
- [J4] Zhu, L., **Barricelli, B.R.**, Iacob, C. (2011). A Meta-Design Model for Creative Distributed Collaborative Design. *International Journal of Distributed Systems and Technologies*, 2(4), pp. 1-16, DOI: <https://doi.org/10.4018/jdst.2011100101>.
- [J3] Iacob, C., Mussio, P., Zhu, L., **Barricelli, B.R.** (2010). Towards a Pattern Language for the Design of Collaborative Interactive Systems. *ECEASST*, 31(2010), pp. 1-13, DOI: <http://dx.doi.org/10.14279/tuj.eceasst.31.574>.
- [J2] **Barricelli, B.R.**, Mussio, P., Padula, M., Scala, P.L. (2010). TMS for Multimodal Information Processing. *Multimedia Tools and Applications*, 54(1), pp. 97-120. Springer. DOI: <https://doi.org/10.1109/DEXA.2009.34>.
- [J1] **Barricelli, B.R.**, Marcante, A., Mussio, P., Parasiliti Provenza, L., Valtolina, S., Fresta, G. (2009). BANCO: a Web Architecture Supporting Unwitting End-User Development. *IXD&A - Interaction Design and Architecture(s)*, Design for the Future Experience, 5-6, pp. 23-30, ISSN: 1826-9745.

### National Journals

- [JN4] **Barricelli, B.R.**, Mussio, P., Valtolina, S. (2010). Progetto DESIRE: Design Creativo per l'Innovazione nella Scienza e nella Tecnologia. *Sistema Università*, 7(22), (pp. 4-5). Università degli Studi di Milano, Italy.
- [JN3] **Barricelli, B.R.**, Maiellaro, N., Padula, M., Scala, P.L. (2009). Dal GIS al WebGIS in Ambiente Open Source. *L'Edilizia*, gennaio 2009, pp. 94-97, ISSN: 1593-3970.
- [JN2] Aliprandi, B., **Barricelli, B.R.**, Padula, M., Re, A., Scala, P.L., Sensolo, S. (2008). Applicazioni Informatiche per l'Innovazione di Processi/Prodotti della Costruzione. *L'Edilizia*, gennaio 2008, pp. 48-53, ISSN: 1593-3970.
- [JN1] Aliprandi, B., Artese, M. T., **Barricelli, B.R.**, Gagliardi, I., Padula, M., Pagliarulo, P., Scala, P.L., Sensolo, S., Zuffi, S. (2007). Applicazioni Informatiche a Supporto dell'Innovazione di Processi/Prodotti della Costruzione. *L'Edilizia*, gennaio 2007, pp. 46-50, ISSN: 1593-3970.

### Book Chapters

- [B10] Valtolina, S., **Barricelli, B.R.** (2017). An End-User Development Framework to Support Quantified Self in Sport Teams. In: Paternò, F., Wulf, V. (Eds.) *New Perspectives in End-User*

Development, pp. 413-432. Springer International Publishing. DOI: 10.1007/978-3-319-60291-2\_16.

- [B9] **Barricelli, B.R.**, Valtolina, S., Gadia, D., Marzullo, M., Piazzini, C., Garzulino, A. (2015). Participatory Action Design Research in Archaeological Context. In: Abdelnour-Nocera, J., Barricelli, B.R., Lopes, A., Campos, P., Clemmensen, T. (Eds.) Human Work Interaction Design. Work Analysis and Interaction Design Methods for Pervasive and Smart Workplaces. Series IFIP Advances in Information and Communication Technology, Vol. 468, pp. 192-211. Springer International Publishing. DOI: [https://doi.org/10.1007/978-3-319-27048-7\\_14](https://doi.org/10.1007/978-3-319-27048-7_14).
- [B8] Abdelnour-Nocera, J., **Barricelli, B.R.**, Lopes, A., Campos, P., Clemmensen, T. (2015). Preface. In: Abdelnour-Nocera, J., Barricelli, B.R., Lopes, A., Campos, P., Clemmensen, T. (Eds.) Human Work Interaction Design. Work Analysis and Interaction Design Methods for Pervasive and Smart Workplaces. Series IFIP Advances in Information and Communication Technology, Vol. 468, pp. V. Springer International Publishing. ISBN: 978-3-319-27047-0.
- [B7] **Barricelli, B.R.**, Devis, Y. (2015). mHealth in Resource-Constrained Environments. E-Health and Telemedicine: Concepts, Methodologies, Tools, and Applications (pp. 619-636). IGI Global. DOI: <https://doi.org/10.4018/ijksd.2014010102>.
- [B6] Zhu, L., **Barricelli, B.R.**, Iacob, C. (2012). A Meta-Design Model for Creative Distributed Collaborative Design. Development of Distributed Systems from Design to Application and Maintenance (pp. 252-268). IGI Global. DOI: <https://doi.org/10.4018/978-1-4666-2647-8.ch015>.
- [B5] **Barricelli, B.R.**, Mussio, P., Padula, M., Piccinno, A., Scala, P.L., Valtolina, S. (2011). Interactive Task Management System Development Based on Semantic Orchestration of Web Services. Information Technology and Innovation Trends in Organizations (pp. 237-244). Springer, Physica Verlag Heidelberg. DOI: [https://doi.org/10.1007/978-3-7908-2632-6\\_27](https://doi.org/10.1007/978-3-7908-2632-6_27).
- [B4] Mesiti, M., Ribauda, M., Valtolina, S., **Barricelli, B.R.**, Boccacci, P., Dini, S. (2011). Collaborative Environments: Accessibility and Usability for Users with Special Needs. Community-Built Databases (pp. 319-340). Springer. DOI: [https://doi.org/10.1007/978-3-642-19047-6\\_13](https://doi.org/10.1007/978-3-642-19047-6_13).
- [B3] **Barricelli, B.R.**, Marcante, A., Mussio, P., Parasiliti Provenza, L., Padula, M., Scala, P.L. (2010). Designing Pervasive and Multimodal Interactive Systems: An Approach Built on the Field. Ubiquitous and Pervasive Computing: Concepts, Methodologies, Tools, and Applications (pp. 212-233). IGI Global. DOI: <https://doi.org/10.4018/978-1-60566-960-1.ch019>.
- [B2] **Barricelli, B.R.**, Marcante, A., Mussio, P., Parasiliti Provenza, L., Padula, M., Scala, P.L. (2009). Designing Pervasive and Multimodal Interactive Systems: An Approach Built on the Field. Multimodal Human Computer Interaction and Pervasive Service (pp. 243-254). IGI Global. DOI: <https://doi.org/10.4018/978-1-60566-386-9.ch013>.
- [B1] **Barricelli, B.R.**, Maiellaro, N., Padula, M., Scala, P.L. (2008). Realizzazione di un Framework Collaborativo per l'Authoring di Informazioni Turistiche ed Ambientali e per la loro Pubblicazione in Rete. Albania: conoscere, comunicare, condividere (pp. 223-230). Info-copy.

### Conferences with Proceedings

- [C52] Bonanomi, C., Lanaro, M.P., Rizzi, A., **Barricelli, B.R.** (2017). A Perceptual Method to Assess Color in Interfaces. Proc. AIC Color 2017 (paper PS03-49). Korea Society of Color Studies). ISBN 978-89-5708-276-8.
- [C51] Campos, P., Clemmensen, T., **Barricelli, B.R.**, Abdelnour-Nocera, J., Lopes, A., Gonçalves, F. (2017). Human Work Interaction Design Meets International Development. Proc. INTERACT 2017 (531-532). LNCS 10515, Springer. ISBN: 978-331968058-3.



- [C50] Valtolina, S., **Barricelli, B.R.**, Rizzi, A., Menghini, S., Ciriaci, A. (2017). Interaction Design of Emergency Medical Services Used in Migrants Rescue Operations. *Adj. Proc. of INTERACT 2017* (pp. 237-242). IDC IIT Bombay, ISBN: 978-81-931260-9-7.
- [C49] **Barricelli, B.R.**, De Bonis, A. (2017). Semiotic Virtual Reality Framework Validation. *Proc. of the Doctoral Consortium, Posters and Demos at CHIItaly 2017* (pp. 102-105). CEUR WS, Vol. 1910, ISSN: 1613-0073.
- [C48] Lopes, A., Campos, P., **Barricelli, B.R.** (2017). Human Work Interaction Design: Beyond Human Factors. *Proc. AHFE 2017* (pp. 127-133). *Advances in Intelligent Systems and Computing*, Vol. 588, Springer. DOI: 10.1007/978-3-319-60582-1\_13.
- [C47] Bonanomi, C., Lanaro, M.P., Rizzi, A., **Barricelli, B.R.** (2017). A Perceptual Method to Assess Color in Interfaces. *AIC 2017, JeJu (Korea)*, 16-20 October 2017.
- [C46] **Barricelli B.R.**, Di Loreto, I. (2017) Embracing Diversity with Help of Technology and Participatory Design. *Proc. C&T '17* (pp. 319-320). ACM. DOI: 10.1145/3083671.3083710.
- [C45] Valtolina, S., **Barricelli, B.R.**, Fogli, D., Colosio, S., Testa, C. (2017). Public Staff Empowerment in e-Government: A Human Work Interaction Design Approach. *Proc. IS-EUD 2017* (pp. 119-134). LNCS 10303, Springer. DOI: 10.1007/978-3-319-58735-6\_9
- [C44] **Barricelli, B.R.**, Clemmensen, T., Campos, P., Abdelnour-Nocera, J., Lopes, A. (2016). Motivation, Participation, and Engagement in Human Work Interaction Design Literature. *Proc. CoPDA 2016* (pp. 8-13). CEUR-WS, Vol. 1776, ISSN: 1613-0073.
- [C43] Valtolina, S., **Barricelli, B.R.** (2016). SmartFit: Lifelogging for Teams of non-Professional Athletes. *Proc. CoPDA 2016* (pp. 76-80). CEUR-WS, Vol. 1776, ISSN: 1613-0073.
- [C42] **Barricelli, B.R.**, Fischer, G., Fogli, D., Mørch, A., Piccinno, A., & Valtolina, S. (2016). Cultures of Participation in the Digital Age: From "Have to" to "Want to" Participate. *Proc. NordiCHI '16* (pp. 1-3). ACM, DOI: <https://doi.org/10.1145/2971485.2987668>.
- [C41] **Barricelli, B.R.**, Valtolina, S., Abdelnour-Nocera, J. (2016). Sociotechnical design of mHealth applications for chronic diseases. *Proc. MobileHCI '16* (pp. 1097-1100). ACM, DOI: <https://doi.org/10.1145/2957265.2965009>.
- [C40] Tzovaras, D., Valtolina, S., Abdelnour-Nocera, J., Votis, K., **Barricelli, B.R.**, Moustakas, K., Kikidis, D. (2016). Workshop on mobile healthcare for the self-management of chronic diseases and the empowerment of patients. *Proc. MobileHCI '16* (pp. 1069-1072). ACM, DOI: <https://doi.org/10.1145/2957265.2965002>.
- [C39] **Barricelli, B.R.**, Valtolina, S. (2016). A Semiotic Approach to EUD for the Internet of Things. *Proceedings of the Third edition of the International Workshop on Cultures of Participation in the Digital Age: Coping with Information, Participation, and Collaboration Overload (CoPDA 2015)*. CEUR-WS, Vol. 1641 (pp. 45-51). ISSN: 1613-0073.
- [C38] **Barricelli, B.R.**, Fischer, G., Mørch, A., Piccinno, A., Valtolina, S. (2016). Preface. *Proceedings of the Third edition of the International Workshop on Cultures of Participation in the Digital Age: Coping with Information, Participation, and Collaboration Overload (CoPDA 2015)*. CEUR-WS, Vol. 1641, ISSN: 1613-0073.
- [C37] **Barricelli, B.R.**, Gheitasy, A., Mørch, A., Piccinno, A., Valtolina, S. (2016). Preface. *Proceedings of the Second International Workshop on Cultures of Participation in the Digital Age: Social computing for Working, Learning, and Living (CoPDA 2014)*. CEUR-WS, Vol. 1640, ISSN: 1613-0073.
- [C36] **Barricelli, B.R.**, Valtolina, S. (2016). End-User Development for Lifelogging and eWellness. *Proc. AVI 2016* (pp. 292-293). ACM, DOI: <https://doi.org/10.1145/2909132.2926059>.
- [C35] Valtolina, S., **Barricelli, B.R.** (2016). End-User Development for Lifelogging and eWellness.

Proc. Workshop SERVE 2016 (42-48). CEUR-WS, Vol. 1602, ISSN: 1613-0073.

- [C34] Cabrero, D.G., Lopes, A., **Barricelli, B.R.** (2016). HCI Within Cross-Cultural Discourses of Globally Situated Rhetorical and Etymological Interactions. *Cross-Cultural Design. HCI International 2016*. LNCS 9741 (16-25), Springer, DOI: [http://doi.org/10.1007/978-3-319-40093-8\\_2](http://doi.org/10.1007/978-3-319-40093-8_2).
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The information contained herein are made pursuant to and for the purposes of articles 46 and 47 of DPR 455/2000.

This curriculum does not provide any data classified as sensitive or of a judicial nature pursuant to art. 4, paragraph 1, of Legislative Decree no. 196/2003.