

Barbara Rita BARRICELLI

Associate Professor | Università degli Studi di Brescia



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Associate Professor at the Department of Information Engineering of Università degli Studi di Brescia (Italy).

My research is framed in the Human-Computer Interaction field, and in particular, my interests are Human Work Interaction Design, End-User Development, User eXperience, and Semiotic Engineering.

I am Representative for Italy (AICA) for IFIP TC13 Human-Computer Interaction and Vice-Chair for Awards for the same Technical Committee. I am Vice-Chair for the IFIP TC13 Working Group 6 on Human Work Interaction Design (formerly, I served as Secretary Officer for 3 years and as Chair for 6 years).

I have been awarded the IFIP Service Award 2023 for my particularly active role in the International Federation for Information Processing and specifically for the Technical Committee 13 on Human-Computer Interaction.

I am member of the International working group CoPDA (Cultures of Participation in the Digital Age) workshop series and of the Brixia Accessibility Lab (BrAL) at University of Brescia.

I obtained the National Scientific Qualification (ASN) as Full Professor in sector 09/IINF-05 - Information Processing Systems (valid from 17/12/2023 to 17/12/2034) and one as Associate Professor in sector 01/INFO-01 - Computer Science (valid from 23/11/2020 to 23/11/2031).

EDUCATION

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| 2011 | PhD in Computer Science, Università degli Studi di Milano, Italy
Thesis: “An Architecture for End-User Development Supporting Global Communities”. Advisor: Prof. Ernesto Damiani (formerly: Prof. Piero Mussio). |
| 2007 | MSc in Information and Communication Technologies, Università degli Studi di Milano, Italy
Thesis: “Systems for collaborative creation and management of content: an approached based on semantic Web standards”. Advisor: Prof. Piero Mussio. |
| 2005 | BSc in Digital Communication, Università degli Studi di Milano, Italy
Thesis: “Internationalization and localization of visual interactive systems”. Advisor: Prof. Piero Mussio. |

RESEARCH EXPERIENCE

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| September 2022
Today | Associate Professor
Department of Information Engineering, Università degli Studi di Brescia, Italy |
| September 2019
August 2022 | Assistant Professor (Tenure track / RTD-B)
Department of Information Engineering, Università degli Studi di Brescia, Italy |
| November 2016
August 2019 | Assistant Professor (RTD-A)
Department of Computer Science, Università degli Studi di Milano, Italy |
| June 2014
October 2016 | Research fellow (University funds)
Department of Computer Science, Università degli Studi di Milano, Italy |

January 2014 May 2014	Research fellow (Project funds) Department of Computer Science, Università degli Studi di Milano, Italy
January 2013 December 2013	Leverhulme Trust Visiting Fellow University of West London, United Kingdom
January 2011 December 2012	Research fellow (Project funds) Department of Computer Science, Università degli Studi di Milano, Italy
February 2009 June 2009	Visiting Research Student University of Siegen, Germany
April 2007 March 2008	Research Assistant National Research Council (Consiglio Nazionale delle Ricerche - CNR), Istituto per le Tecnologie della Costruzione (Milano/Bari), Italy
February 2007 December 2007	Research Assistant National Research Council (Consiglio Nazionale delle Ricerche - CNR), Istituto per le Tecnologie della Costruzione (Milano), Italy
February 2006 December 2006	Research Assistant National Research Council (Consiglio Nazionale delle Ricerche - CNR), Istituto per le Tecnologie della Costruzione (Milano), Italy
March 2005 December 2005	Research Assistant National Research Council (Consiglio Nazionale delle Ricerche - CNR), Istituto per le Tecnologie della Costruzione (Milano), Italy



RESEARCH PROJECTS

PRIN PNRR END-USER DEVELOPMENT OF AUTOMATIONS FOR EXPLAINABLE GREEN SMART HOMES

2023-ONGOING

Funded by: Ministry of University and Research

The project focuses on the design, prototype, and deployment of a set of tools and technologies for smart homes to analyse their impact on daily life and to empower end users to directly control the automations, even if they have no programming experience. Meta-design tools will be adopted and a digital twin will be designed and developed for controlling and creating automations by interacting with conversational agents and for offering simulations and "what if" analysis to understand the potential impact of specific automations on aspects relevant for circular economy.

PRIN SOHS

2023-ONGOING

Funded by: Ministry of University and Research

The project "Sustainable Occupational Health and Safety in waste treatment plants: a gamified training tool for workers" (SOHS) has as its objectives the multidimensional analysis of the risk of occupational injury in waste management and in particular municipal solid waste, the identification of biomechanical, chemical, biological and psychosocial risk factors and scenarios, and the design and development of a digital twin of waste management plants to study different identified scenarios for worker training.

REACH

2023-ONGOING

Funded by: Agenzia Italiana per la Cooperazione allo Sviluppo

The project "Research for Equitable Access and Continuity of Care for HIV Patients in Remote Communities" (REACH) aims to contribute to the fight against HIV in remote communities in Mozambique through the implementation of innovative identification and linkage-to-care systems for HIV patients from remote communities in Inhambane Province. Specifically, it involves the implementation and evaluation of an innovative mobile health strategy to increase treatment adherence of HIV-infected patients and the implementation and evaluation of an interactive system for analyzing patients' clinical data.

DS4BS	2021-2023
<i>Funded by: Fondazione Cariplo</i>	
The Project “Data Science for Brescia – Arts and Cultural Places” (DS4BS) has the main objective to increase knowledge about the way people visit the cultural places (museums, theaters, monuments and historic buildings) in the city of Brescia, in order to support institutions and decision makers. Special attention is devoted to the experimentation of new ways for public detection and engagement, exploring cultural attitudes and perceptions, and developing new forms of accessibility to culture, also with reference to the cultural tourism.	
SORGENTI-REGENESIS	2021-2022
<i>Funded by: Regione Lombardia</i>	
Purpose network dedicated to the prevention of bullying / cyberbullying against autistic students.	
BULLAUT	2019
<i>Funded by: Regione Lombardia</i>	
Design, implementation and evaluation of an interactive prototype for collaborative video modelling for autistic students.	
METHODS AND TOOLS FOR VIRTUAL REALITY USABILITY AND UX EVALUATION	2018-2019
<i>Funded by: Università degli Studi di Milano</i>	
Creation of an evaluation support system that uses the semiotic evaluation method defined and tested in previous projects.	
EASY 4.0	2018-2019
<i>Funded by: Regione Lombardia</i>	
Creation of a social network aimed at connecting domestic appliances as IoT objects.	
A NEW METHOD FOR VIRTUAL REALITY USABILITY AND UX EVALUATION	2017-2018
<i>Funded by: Università degli Studi di Milano</i>	
Formal definition of the new method of usability and UX evaluation for virtual reality applications and its practical adoption in a user test.	
I-VITAE NEW PATHWAYS FOR LIFE	2017-2019
<i>Funded by: Regione Lombardia</i>	
Design and development of an healthcare application in the infertility research domain.	
SPACE-IoT	2017-2019
<i>Funded by: Regione Lombardia</i>	
Adaptive system for the interactive design and production of tailor-made furniture.	
SEMIOTIC ENGINEERING METHODS FOR VIRTUAL REALITY UX EVALUATION	2016-2017
<i>Funded by: Università degli Studi di Milano</i>	
Design of a new user experience and usability semiotic evaluation method for virtual reality applications.	
SMARTFIT	2015
<i>Funded by: Regione Lombardia Open Innovation</i>	
Creation of a virtual community for researchers and companies interested in the development of technologies in the field of Quantified Self and Lifelogging.	
SOCIO-TECHNICAL DESIGN OF INTERNET OF THINGS SYSTEMS	2014-2016
<i>Funded by: Università degli Studi di Milano</i>	
Socio-technical study, design, implementation, and validation of visual interactive systems for lifelogging activity.	

- PERCEPTUAL ASPECTS IN 3D VISUALIZATION AND IN CALIBRATION OF STEREOSCOPIC MONITORS FOR MEDICAL IMAGING** 2014
Funded by: Barco-FIMI
 Design and development of two experiments for the evaluation of a HDR monitor prototype used in the field of medical imaging.
- MANTRA (MOBILE ANTICOAGULANT THERAPY)** 2013
Funded by: Leverhulme Trust and University of West London
 Study of acceptability and feasibility of the introduction of mobile devices (and mobile applications) for supporting the management of patients under anticoagulant therapy, in both urban and rural settings.
- SMART-K** 2012
Funded by: Regione Lombardia
 Design of user interfaces for industrial context.
- CULTURALWIKI** 2011-2012
Funded by: Regione Lombardia
 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.
- IESP (INTERNATIONAL ETRUSCAN SIGLA PROJECT)** 2011-2013
Funded by: Florida State University and Università degli Studi di Milano
 Participatory design and development of an interactive prototype for the collaborative study of Etruscan artefacts with written signs.
- DESIRE NETWORK - CREATIVE DESIGN FOR INNOVATION IN SCIENCE AND TECHNOLOGY** 2008-2013
Funded by: Marie Curie Initial Training Network, FP7 People Programme, PITN-GA-2008-215446
 Study of creative design processes applied in the scientific and technological domains.
- SCV (SISTEMA CULTURALE VALCHIAVENNA)** 2008-2011
Funded by: Fondazione Cariplo
 Design and development of 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.
- A3C ALBANIA (ALBANIA: CONOSCERE, COMUNICARE, CONDIVIDERE)** 2007-2008
Funded by: INTERREG III-A FESR/CARDS
 Design and development of an authoring environment for geographical information management and Web publishing, integrated with personalized services.
- COL (CANTIERE ON LINE)** 2007
Funded by: Ministry of Productive Activities
 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.
- CONNIE (CONSTRUCTION NEWS AND INFORMATION ELECTRONICALLY)** 2006
Funded by: EU ECONTENT
 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.
- WIL (WEB INDEXING LANGUAGE)** 2005
Funded by: Ministry of Education, University and Research
 Definition of a methodology for defining and describing documents and their content, and to index, load and retrieve them in a distributed environment.

THIRD-PARTY FUNDED RESEARCH

CONSULTANCY FOR THE REDACTION OF A TECHNICAL MEMORANDUM ABOUT THE LITERATURE ANALYSIS ON DIGITAL TWINS AND DATA ANALYSIS FOR CYBER-PHYSICAL SYSTEMS 2022

Funded by: Fabbrica d'Armi Pietro Beretta S.p.A.

€11.730,00 + IVA

USER EXPERIENCE EVALUATION OF INTERACTIVE SYSTEMS DEVELOPED IN THE FRAME OF THE RESEARCH PROJECT EASY4.0 2020

Funded by: Social Things srl

€4.000,00 + IVA

STUDY AND ANALYSIS OF USABLE INTERFACES FOR SYSTEMS TO BE USED IN EMERGENCY SITUATIONS 2014-2016

Funded by: INMM srl

TEACHING

- | | |
|-----------|--|
| 2024-2025 | Mobile Application Development (in English)
Università degli Studi di Brescia (Italy) - MSc in Information Engineering, Electronic Engineering, and Communication Technologies and Multimedia. 60 hours. |
| 2024-2025 | Informatics Techniques
Università degli Studi di Brescia (Italy) - BSc in Building Techniques. 30 hours. |
| 2024-2025 | User Experience
Università degli Studi di Brescia (Italy) - BSc in Digital Enterprise Technology Engineering. 30 hours. |
| 2023-2024 | Mobile Application Development (in English)
Università degli Studi di Brescia (Italy) - MSc in Information Engineering, Electronic Engineering, and Communication Technologies and Multimedia. 60 hours. |
| 2023-2024 | Informatics Techniques
Università degli Studi di Brescia (Italy) - BSc in Building Techniques. 60 hours. |
| 2023 | Mobile Interaction Design (in English)
Università degli Studi di Brescia (Italy) - PhD in Information Engineering. 20 hours. |
| 2022-2023 | Mobile Programming (in English)
Università degli Studi di Brescia - MSc in Information Engineering, Electronic Engineering, and Communication Technologies and Multimedia. 60 hours. |
| 2022-2023 | Informatics Techniques
Università degli Studi di Brescia (Italy) - BSc in Sustainable agricultural systems and BSc in Building Techniques. 60 hours. |
| 2021-2022 | Mobile Programming (in English)
Università degli Studi di Brescia - MSc in Information Engineering, Electronic Engineering, and Communication Technologies and Multimedia. 60 hours. |
| 2021-2022 | Informatics Techniques
Università degli Studi di Brescia (Italy) - BSc in Sustainable agricultural systems and BSc in Building Techniques. 60 hours. |
| 2020-2021 | Informatics Techniques
Università degli Studi di Brescia (Italy) - BSc in Sustainable agricultural systems and BSc in Building Techniques. 60 hours. |

- 2019-2020 | **Informatics Techniques**
Università degli Studi di Brescia (Italy) - BSc in Sustainable agricultural systems and BSc in Building Techniques. 60 hours.
- 2020 | **Mobile Interaction Design (in English)**
Università degli Studi di Brescia (Italy) - PhD in Information Engineering. 15 hours.
- 2018-2019 | **Laboratory of Computer Programming**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 48 hours.
- 2017-2018 | **Laboratory of Computer Programming**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 48 hours.
- 2016-2017 | **Informatics**
Università degli Studi di Milano (Italy) - BSc in Science and Technology for Study and Preservation of Cultural Heritage and Medium. 48 hours.
- 2015-2016 | **Human-Computer Interaction (Teaching Assistant)**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 14 hours.
- 2015-2016 | **Informatics (Teaching Assistant)**
Università degli Studi di Milano (Italy) - BSc in Science and Technology for Study and Preservation of Cultural Heritage and Medium. 10 hours.
- 2015-2016 | **Multimedia Architectures (Teaching Assistant)**
Università degli Studi di Milano (Italy) - MSc in Computer Science. 36 hours.
- 2014-2015 | **Human-Computer Interaction (Teaching Assistant)**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 8 hours.
- 2014-2015 | **Informatics (Teaching Assistant)**
Università degli Studi di Milano (Italy) - BSc in Science and Technology for Study and Preservation of Cultural Heritage and Medium. 32 hours.
- 2014-2015 | **Multimedia Architectures (Teaching Assistant)**
Università degli Studi di Milano (Italy) - MSc in Computer Science. 24 hours.
- 2013 | **User-Centered Design**
University of West London - MSc Computing Interaction Design. 42 hours.
- 2013 | **Sociotechnical Research Methods in mHealth (One lecture)**
University of West London - MSc Computing Interaction Design. 3 hours.
- 2014 | **Multimedia Architectures (Teaching Assistant)**
Università degli Studi di Milano (Italy) - MSc in Computer Science. 24 hours.
- 2011-2012 | **Databases Laboratory (Teaching Assistant)**
Università degli Studi di Milano (Italy) - MSc in Music Information. 48 hours. Science
- 2011-2012 | **Interaction Design (One lecture)**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 1 hour.
- 2010-2011 | **Databases Laboratory (Teaching Assistant)**
Università degli Studi di Milano (Italy) - MSc in Music Information. 48 hours. Science
- 2010-2011 | **Human-Computer Interaction (Teaching Assistant)**
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 24 hours.

2010-2011	Fundamentals of Digital Communication (<i>Teaching Assistant</i>) Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 20 hours.
2009-2010	Fundamentals of Digital Communication (<i>Teaching Assistant</i>) Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 20 hours.
2008-2009	Informatics (<i>Teaching Assistant</i>) Università degli Studi di Milano (Italy) - B.Sc. in Health Assistance, Environment and Workplace Prevention Techniques, and Cardiocirculatory and Cardiovascular Perfusion Techniques. 48 hours.
2008-2009	Multimedia Writing Techniques (<i>Teaching Assistant</i>) Università Cattolica del Sacro Cuore (Italy) - B.Sc. in Linguistic Sciences. 12 hours.

THESES ADVISOR

MATTIA CITRONI - <i>MSc, Università degli Studi di Brescia, Italy</i>	ONGOING
"Design and development of an application for practical shooting coaches"	
MICHELE RIZZO - <i>MSc, Università degli Studi di Brescia, Italy</i>	ONGOING
"Design and development of a tracking and tracing application"	
MAURO MURATORE - <i>MSc, Università degli Studi di Brescia, Italy</i>	ONGOING
"User interface design of the digital twin of a green smart home"	
STEFANO MORZENTI - <i>PhD in Information Engineering, Università degli Studi di Brescia, Italy</i>	ONGOING
"Digital Twin and Cyber-physical system applied to firearms shooting training"	
YURI KUME - <i>MSc, Università degli Studi di Brescia, Italy</i>	2024
"Design and development of a dashboard for a Human Digital Twin in sports domain"	
LUCA COTTI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2024
"Study and development of a digital twin for the simulation of user-created automations in a green smart home"	
MATTEO PIGOLI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2024
"Design and development of the interface of a digital twin for green smart home management"	
SAMIR ZAMOUMA - <i>BSc, Università degli Studi di Brescia, Italy</i>	2023
"Analysis of the ecological footprint of the Italian universities' websites"	
STEFANO FRATI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2023
"Design and development of a mobile app for university carpooling"	
STEFANO RIVETTA - <i>BSc, Università degli Studi di Brescia, Italy</i>	2023
"Scientific literature review on digital twins and smart homes"	
ROBERTO FILIPPINI - <i>BSc, Università degli Studi di Brescia, Italy</i>	2023
"Design and development of a mobile app for sales representatives"	
UENDI NASI - <i>BSc, Università degli Studi di Brescia, Italy</i>	2022
"Digital sobriety: an approach to the construction of a sustainable future"	
STELA NASI - <i>BSc, Università degli Studi di Brescia, Italy</i>	2022
"Metaverse: technologies and experience from its origins to the present day"	

ENRICA VIVIANI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2022
"Design and development of a system for explanations visualization"	
ALESSANDRO MATAFORA - <i>BSc, Università degli Studi di Milano, Italy</i>	2019
"A study on accessibility and pleasantness of Web interfaces"	
RAFFAELE COZZA - <i>MSc, Università degli Studi di Milano, Italy</i>	2019
"Video annotation for user tests on virtual reality applications"	
AMBRA DE BONIS - <i>BSc, Università degli Studi di Milano, Italy</i>	2017
"Validation of a framework for virtual reality applications classification"	
NATHALY BELEN BETANCOURT BARRIGA - <i>BSc, Università degli Studi di Milano, Italy</i>	2017
"Definition of a new method for virtual reality applications evaluation"	

THESES CO-ADVISOR

DAVIDE MORINA - <i>MSc, Università degli Studi di Brescia, Italy</i>	ONGOING
<i>Title to be defined</i>	
GIORGIO INGLIMA MODICA - <i>MSc, Università degli Studi di Brescia, Italy</i>	2023
"Creation of routines through multi-modal interaction with a smart speaker in a multi-user context"	
DAVIDE GUIZZARDI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2023
"Creating routines for smart homes through speech and multi-modal interaction with Google Nest devices"	
ALESSANDRO BONDIOLI - <i>MSc, Università degli Studi di Brescia, Italy</i>	2022
"Personalization of an IoT ecosystem through the conversation with a virtual assistant"	
LETIZIA IEMMOLO - <i>MSc, Università degli Studi di Brescia, Italy</i>	2022
"An approach to creating routines for virtual assistants based on multi-modal interaction"	
ALICE PLUTINO - <i>PhD in Computer Science, Università degli Studi di Milano, Italy</i>	2021
"A study to overcome the limits of colorimetry in cultural heritage applications"	
MARCO PISCIOTTA - <i>MSc, Università degli Studi di Milano, Italy</i>	2020
"Design and development of a collaborative interactive system for communicability analysis"	
ELENA RAIMONDI - <i>BSc, Università degli Studi di Milano, Italy</i>	2018
"Accessibility in the public administration: design principles"	
GIOVANNI LOMBARDO - <i>BSc, Università degli Studi di Milano, Italy</i>	2017
"Design and development of a visual interactive system for quantified self and lifelogging"	
ALESSIO BATTISTA RIVA - <i>BSc, Università degli Studi di Milano, Italy</i>	2016
"A usability study of ecomuseums Web applications"	
STEFANO QUINTERI - <i>BSc, Università degli Studi di Milano, Italy</i>	2016
"A tool for interfaces correction based on the human visual system"	
SAMUELE ANZANI - <i>BSc, Università degli Studi di Milano, Italy</i>	2015
"User experience in online participatory budgeting"	
ALBERTO FALESCHINI - <i>MSc, Università degli Studi di Milano, Italy</i>	2015
"Ecosystem of tools, services and methodologies for archaeology"	

MARCO PAGLIOTTA - <i>BSc, Università degli Studi di Milano, Italy</i>	2014
"Visual interactive systems for the collaborative decipherment of non-verbal languages"	
YANET DEVIS - <i>MSc, University of West London, United Kingdom</i>	2013
"Mobile Health Interface Design and Development for a Rural Environment (MANTRA Project)"	
MICHELE AMENDOLAGINE - <i>MSc, Università degli Studi di Milano, Italy</i>	2011
"Design and development of a geographic information system for supporting protection and enhancement of archaeological excavations"	
SIMONE TUVERI - <i>BSc, Università degli Studi di Milano, Italy</i>	2011
"Definition of digital annotation and development of a visual interactive system for its management"	
PAOLO LUIGI SCALA - <i>MSc, Università degli Studi di Milano, Italy</i>	2010
"Design and development of a task management system prototype for multimodal information management"	
CLAUDIO FRANCESCO SCIARRABBA - <i>BSc, Università degli Studi di Milano, Italy</i>	2010
"Internationalization of MIS for graphics industry: the Heidelberg Prinect Business Manager case study"	
ALEX CORLATTI - <i>BSc, Università degli Studi di Milano, Italy</i>	2010
"Visual tagging: expressing emotions, evaluating and classifying"	
ROBERTO D'AMATO - <i>MSc, Università degli Studi di Milano, Italy</i>	2009
"End-user development methods analysis: the refactoring of BANCO architecture"	
BLENDAR GJOCAJ - <i>MSc, Università degli Studi di Milano, Italy</i>	2009
"Management and use of distributed knowledge in territory management"	
ADAM ROGNONI - <i>BSc, Università degli Studi di Milano, Italy</i>	2009
"Design of a vocal annotation language and development of an interpreter"	
ROSSANA CORNACCHIA - <i>BSc, Università degli Studi di Milano, Italy</i>	2009
"Annotation management policies in a distributed knowledge-based system"	
ROSSELLA NOTA - <i>BSc, Università degli Studi di Milano, Italy</i>	2009
"Information architecture in cultural heritage domain: the MUVIS museum case study"	
CLAUDIO ARCORIA - <i>BSc, Università degli Studi di Milano, Italy</i>	2009
"Configuration of BANCO framework for mobile devices"	
SERENA LEGGIERI - <i>BSc, Università degli Studi di Milano, Italy</i>	2008
"Development of localization features for Web-based interactive systems"	
MATTEO LAMPUGNANI - <i>BSc, Università Cattolica del Sacro Cuore, Italy</i>	2008
"FOAF (Friend-of-a-Friend) for social networks: a students' profile management system"	

ORGANIZING ACTIVITY: CHAIR

2025	<ul style="list-style-type: none"> ▶ Short Paper Co-Chair: IFIP TC13 International Conference on Human-Computer Interaction - INTERACT 2025 (Belo Horizonte, Minas Gerais, Brazil, 08-12/09/2025)
2024	<ul style="list-style-type: none"> ▶ General Co-Chair: Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2024 (<i>Milan (Italy), September 5-6, 2024</i>)
2023	<ul style="list-style-type: none"> ▶ Demo Co-Chair: IFIP TC13 International Conference on Human-Computer Interaction - INTERACT 2023 (York, 28/08/2023 – 01/09/2023) ▶ Work-In-Progress Co-Chair: International Conference on Information Technology for Social Good - GoodIT 2023 (Lisbon, 6-8/09/2023)

- 2022 | ▶ Member of the Organization Committee: International Conference on Universal Design - UD2022 (Brescia, 07-09/09/2022)
- 2021 | ▶ General Co-Chair: Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2021 (Beijing e online, 15-16/05/2021)
▶ Demo Co-Chair: IFIP TC13 International Conference on Human-Computer Interaction - INTERACT 2021 (Bari, 30/08/2021 – 03/09/2021)
▶ Short Paper Co-Chair: International Symposium on End-User Development - IS-EUD 2021 (Online, 6-7/07/2021)
▶ Workshop Co-Chair: SIGCHI Italian Chapter Biannual Conference - CHIItaly 2021 (Bolzano, 10-12/02/2021)
- 2019 | ▶ Demo Co-chair: International Symposium on End-User Development - IS-EUD 2019 (Hertfordshire, 10-12/07/2019)
- 2018 | ▶ Program Chair. Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2018 (Espoo, 20-21/08/2018)
- 2017 | ▶ Demo Chair: International Symposium on End-User Development - IS-EUD 2017 (Eindhoven, 13-15/06/2017)
- 2016 | ▶ Poster + Demo Co-chair: International Conference on Advanced Visual Interfaces - AVI 2016 (Bari, 7-10/06/2016)
▶ Workshop Co-chair: British Human-Computer Interaction Conference - British HCI 2016 (Bournemouth, 11-15/07/2016)
- 2015 | ▶ Program Chair: Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2015 (London, 25-26/06/2015)
- 2013 | ▶ Workshop Co-Chair: International Symposium on End-User Development - IS-EUD 2013 (Copenhagen, 11-13/06/2013)

ORGANIZING ACTIVITY: PROGRAM COMMITTEE MEMBER

- 2024 | ▶ International Conference on Advanced Visual Interfaces - AVI 2024 (Arenzano, 3-7/06/2024)
▶ IFIP International Conference on Entertainment Computing - ICEC 2024 (Manaus, 30/09-3/10/2024)
- 2023 | ▶ SIGCHI Italian Chapter Biannual Conference - CHIItaly 2023 (Torino, 20-22/09/2023)
▶ International Symposium on End-User Development - IS-EUD 2023 (Cagliari, 6-8/06/2023)
- 2022 | ▶ International Conference on Advanced Visual Interfaces - AVI 2022 (Frascati, 6-11/06/2022)
- 2021 | ▶ Workshop Artificial Intelligence and Applications for Business and Industries - AIABI 2021 (Milano, 30/11/2021)
▶ International Symposium on End-User Development - IS-EUD 2021 (Online, 6-7/07/2021)
- 2020 | ▶ International Conference on Advanced Visual Interfaces - AVI 2020 (Ischia, 28/09-02/10/2020)
▶ EUDIOT 2020 (Cancelled event due to COVID-19)
- 2019 | ▶ International Symposium on End-User Development - IS-EUD 2019 (Hertfordshire, 10-12/07/2019)
▶ SIGCHI Italian Chapter Biannual Conference - CHIItaly 2019 (Padova, 23-25/09/2019)
- 2018 | ▶ International Conference on Advanced Visual Interfaces - AVI 2018 (Castiglione della Pescaia, 29/05/2018 – 01/06/2018)
▶ Workshop CHIItaly 2018 (in conjunction with AVI 2018, Castiglione della Pescaia, 29/05/2018)

- 2017 |
 - ▶ International Symposium on End-User Development - IS-EUD 2017 (Eindhoven, 13-15/06/2017)
 - ▶ SIGCHI Italian Chapter Biannual Conference - CHIItaly 2017 (Cagliari, 19-20/09/2017)
 - ▶ Workshop on Games-Human Interaction - GHIItaly 2017 (in conjunction with CHIItaly 2017, Cagliari, 18/09/2017)

- 2015 |
 - ▶ International Symposium on End-User Development - IS-EUD 2015 (Madrid, 26-29/05/2015)
 - ▶ SIGCHI Italian Chapter Biannual Conference - CHIItaly 2015 (Roma, 28-30/09/2015)

- 2014 |
 - ▶ International Conference on Advanced Visual Interfaces - AVI 2014 (Como, 27-30/05/2014)

- 2013 |
 - ▶ International Symposium on End-User Development - IS-EUD 2013 (Copenhagen, 11-13/06/2013)
 - ▶ International Conference on Advances in Information Mining and Management - IMMM 2013 (Lisbon, 17-22/11/2013)

- 2012 |
 - ▶ International Conference on Advances in Information Mining and Management - IMMM 2012 (Venezia, 21-26/10/2012)

- 2011 |
 - ▶ International Conference on Advances in Information Mining and Management - IMMM 2011 (Barcelona, 23-28/10/2011)
 - ▶ International Conference on Creative Design for Innovation in Science and Technology - DESIRE 2011 (Eindhoven, 19-21/10/2011)

- 2009 |
 - ▶ First International DESIRE Summer School on Theories of Creative Design for Innovation in Science and Technology (Gargnano del Garda, 20-26/09/2009)

ORGANIZING ACTIVITY: ORGANIZER OF WORKSHOPS AND OTHER EVENTS

- 2024 |
 - ▶ Workshop Cultures of Participation in the Digital Age. Differentiating and Deepening the Concept of “End User” in the Digital Age - CoPDA 2024 (in conjunction with AVI 2024, Arenzano)

- 2023 |
 - ▶ Workshop Sustainable Human-Work Interaction Designs - SHWID (in conjunction with INTERACT 2023, York, UK)
 - ▶ Workshop Cultures of Participation in the Digital Age. Artificial and/or human intelligence: nurturing computational fluency in the digital age - CoPDA 2023 (in conjunction with IS-EUD 2023, Cagliari, 06/06/2023)

- 2023 |
 - ▶ Workshop Cultures of Participation in the Digital Age. Artificial and/or human intelligence: nurturing computational fluency in the digital age - CoPDA 2023 (in conjunction with IS-EUD 2023, Cagliari, 06/06/2023)

- 2022 |
 - ▶ Workshop Cultures of Participation in the Digital Age. AI for Humans or Humans for AI? - CoPDA 2022 (in conjunction with AVI 2022, Frascati, 07/06/2022)

- 2021 |
 - ▶ Organization of seminar by Prof. Anders I. Mørch: Learning Domain Knowledge using Block-Based Programming: Design-Based Collaborative Learning (Brescia, 12/11/2021) - Funded by UNIBS (€600,00)
 - ▶ Panel Experiencing Contemporary Art at a Distance (in conjunction with INTERACT 2021, Bari, 03/09/2021)
 - ▶ Workshop Pilot4HWID Pilot Implementation: Testing Human-Work Interaction Designs (in conjunction with INTERACT 2021, Bari, 31/08/2021)

- 2020 |
 - ▶ Workshop Art digitization: A challenge to develop new virtual sensitive visions - CloudArt. (Online, 14/10/2020)
 - ▶ IFIP TC13 Open Symposium e Business Meeting. Funded by UNIBS (€2.500,00) (Cancelled event due to COVID-19)

- 2019 |
 - ▶ Organization of seminar by Prof. Arminda Guerra Lopes: Challenges and Barriers when Analyzing Data from User Experiences with Artifacts (Brescia, 10/12/2019)

- 2018 | ▶ Workshop Cultures of Participation in the Digital Age. Design Trade-offs for an Inclusive Society - CoPDA 2018 (in conjunction with AVI 2018, Castiglione della Pescaia, 29/05/2018)
- 2017 | ▶ Workshop Embracing Diversity with Help of Technology and Participatory Design (in conjunction with C&T 2017, Troyes, 27/06/2017)
▶ Workshop Human Work Interaction Design meets International Development (in conjunction with INTERACT 2017, Mumbai, 25-26/09/2017)
- 2016 | ▶ Workshop Mobile Healthcare for the Self-Management of Chronic Diseases and the Empowerment of Patients (in conjunction with MobileHCI 2016, Firenze, 6/09/2016)
▶ Workshop Cultures of Participation in the Digital Age. From "Have to" to "Want to" Participate - CoPDA 2016 (in conjunction with NordiCHI 2016, Gothenburg, 24/10/2016)
- 2015 | ▶ Workshop Human Work Interaction Design (HWID): Design for Challenging Work Environments (in conjunction with INTERACT 2015, Bamberg, 14/09/2015)
▶ Workshop CoPDA 2015 Cultures of Participation in the Digital Age. Coping with Information, Participation, and Collaboration Overload (in conjunction with IS-EUD 2015, Madrid, 25/05/2015)
▶ Etruscans @ EXPO - La Statale per EXPO (Milano, 01/05/2015-31/10/2015)
- 2014 | ▶ Workshop Cultures of Participation in the Digital Age. Social Computing for Working, Learning and Living - CoPDA 2014 (in conjunction with AVI 2014, Como, 27-30/05/2014)
- 2012 | ▶ Workshop Creative Design for Interdisciplinary Projects in Cultural Heritage - CDCH 2012 (in conjunction with VL/HCC 2012, Innsbruck, 30/09/2012)
- 2011 | ▶ Workshop Creativity and complexity in interdisciplinary design teams (Tarquinia, 11-12/07/2011)
- 2010 | ▶ Workshop on End User Development of Software Services and Applications - EUD4Services (in conjunction with AVI 2010, Roma, 25/05/2010)

EDITORIAL ACTIVITY

- | | |
|----------------------|---|
| Editor | <ul style="list-style-type: none"> ▶ Since 2022 Associate Editor of the Scientific Journal Behaviour & Information Technology (BIT) - Taylor & Francis ▶ Since 2024 member of the Editorial Board of the Scientific Journal Universal Access in the Information Society (UAIS) - Springer ▶ Since 2015 Associate Editor of the International Journal of Sociotechnology and Knowledge Development (IJSKD) - IGI Global |
| Special issue | <ul style="list-style-type: none"> ▶ Guest editor: IxD&A, Focus Section on Human-Work Interaction Design Meets International Development (Vol. 37, 2018) ▶ Guest editor: International Journal of Sociotechnology and Knowledge Development (IJSKD), Special Issue on Embracing Diversity with Help of Technology and Participatory Design (Vol. 9, No. 4, 2017) ▶ Guest editor: International Journal of Sociotechnology and Knowledge Development (IJSKD), Special Issue on Sociotechnology and Pervasive Health (Vol. 6, No. 1 e 2, 2014) |

Proceedings and books

- ▶ Editor: Human Work Interaction Design. Artificial Intelligence and Designing for a Positive Work Experience in a Low Desire Society. 6th IFIP WG 13.6 Working Conference, HWID 2021, Beijing, China, May 15–16, 2021, Revised Selected Papers. Series: IFIP Advances in Information and Communication Technology, Vol. 609. ISBN: 978-3-031-02904-2
- ▶ Editor: Proceedings of IS-EUD2021, the Eight International Symposium on End-User Development, Springer, LNCS Vol. 12724. ISBN: 978-3-030-79840-6
- ▶ Editor: Human Work Interaction Design. Designing Engaging Automation. 5th IFIP WG 13.6 Working Conference, HWID 2018, Espoo, Finland, August 20 - 21, 2018, Revised Selected Papers. Series: IFIP Advances in Information and Communication Technology, Vol. 544. ISBN: 978-3-030-05296-6
- ▶ Editor: Proceedings of CoPDA2018, the Fifth International Workshop on Cultures of Participation in the Digital Age: Design Trade-offs for an Inclusive Society, CEUR-WS Vol. 2101
- ▶ Editor: Proceedings of CoPDA2017, the Fourth edition of the International Workshop on Cultures of Participation in the Digital Age: From "Have to" to "Want to" Participate, CEUR-WS Vol. 1776
- ▶ Editorial Advisory Board: Information and Communication Overload in the Digital Age - Eds. Marques,R.P.F. and Lopes Batista, J.C., IGI Global, 2016
- ▶ Editor: 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
- ▶ Editor: Proceedings of CoPDA2015, the Third edition of the International Workshop on Cultures of Participation in the Digital Age: Coping with Information, Participation, and Collaboration Overload, CEUR-WS Vol. 1641
- ▶ Editor: Proceedings of CoPDA2014, the Second International Workshop on Cultures of Participation in the Digital Age: Social computing for Working, Learning, and Living, CEUR-WS Vol. 1640
- ▶ Translation in Italian of the book "The Way To Go: A Thorough Introduction To The Go Programming Language": Programmare in GO. 2020. Pearson. Author of the original version: Ivo Balbaert.

Reviewer

- ▶ Scientific Journals: ACM Transactions on Computer-Human Interaction (ACM), ACM Transactions on Applied Perception (ACM), Behaviour & Information Technology (Taylor & Francis), IEEE Access (IEEE), IEEE Software (IEEE), Journal of Ambient Intelligence and Humanized Computing (Springer), Journal of Human-Computer Studies (Elsevier), Multimedia Tools and Applications (Springer), Universal Access in the Information Society (Springer), Journal of Computer Languages (Elsevier), Journal of Visual Languages and Computing (Elsevier), Quality and User Experience (Springer), Interaction Design and Architecture(s) (Università degli Studi Roma Tor Vergata)
- ▶ Projects: Uni-Impresa 2019 Università degli Studi di Padova (Italy); University of Bolzano - Funding of interdisciplinary projects; MIUR FISR 2020; Graduate Women in Science (GWIS) National Fellowship Program 2024; ROSETTA (Responsible Time and Tech in an Accelerated Digitised World) Fellowship Programme.
- ▶ Conferences: International Symposium on End-User Development (IS-EUD): 2009, 2015, 2017, 2019, 2021, 2023; Workshop Internazionale Mobile and Networking Technologies for social applications (MONET): 2009; Advanced Visual Interfaces (AVI): 2010, 2014, 2018, 2020, 2022, 2024; Italian Chapter of the Association for Information Systems (ItAIS): 2010; IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC): 2010; IFIP TC13 International Conference on Human-Computer Interaction (INTERACT): 2011, 2013, 2015, 2017, 2019, 2021, 2023; International Conference on Advances in Information Mining and Management (IMMM): 2011, 2012, 2013; Desire Conference on Creativity and Innovation in Design (DESIRE): 2011; ACM Conference on Human Factors in Computing Systems (CHI): 2012, 2013, 2014, 2015, 2021, 2023, 2024; ACM International Conference on Intelligent User Interfaces (IUI): 2012, 2013; ACM Conference on Computer-Supported Cooperative Work (CSCW): 2013, 2016; ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS): 2013, 2014, 2016, 2017, 2018, 2020; ACM Conference on Designing Interactive Systems (DIS): 2016, 2017, 2019; Workshop Internazionale Games-Human Interaction (GHIItaly): 2018, 2019; ACM Conference on Interaction Design and Children (IDC): 2019; ACM SIGCHI Italian Chapter (CHITALY): 2019, 2021, 2023; Nordic Conference on Human-Computer Interaction (NordiCHI): 2020; International Conference on Universal Design: 2022; IFIP TC13.6 Working Conference on Human Work Interaction Design (HWID): 2015, 2018, 2021, 2024; International Conference on Mobile and Ubiquitous Multimedia (MUM): 2023.

- 10/10/2024 | Closing Speech “Digital Twins + Human-Centered Design” - Conference “Virtual Twin: Digitale è Reale”, MA-DE 4.0 Competence Center
- 28/05/2024 | Seminar “Conversare con le Macchine” - Laboratorio di Interaction Design (Prof. Frida Milella), Università degli Studi di Milano Bicocca
- 21/05/2024 | Seminar “Digital Twin + Human-Centred Design” - Corso di Innovazione Digitale (Prof. Federico Cerutti), Università degli Studi di Brescia
- 22/09/2023 | “Poster: Natural Language Interaction for End-User Development: is it always feasible?” - CHIItaly2023 (Turin)
- 01/08/2023 | “Are Italian and French Public University Websites Sustainable?” - INTERACT 2023 (York)
- 28/11/2022 | Seminar “Progettare la conversazione” - Corso di Interazione Uomo-Macchina (Prof. Daniela Fogli), Università degli Studi di Brescia
- 22/06/2022 | Seminar “Sociotechnical Design of Interactive Systems” - Università degli Studi di Brescia
- 17/03/2022 | “Human Work Interaction Design and Digital Twin in Collaborative Robotics” - IFIP TC13 Open Symposium 2022 (York)
- 14/10/2021 | Seminar “Progettare la conversazione” - Corso di Interazione Uomo-Macchina (Prof. Daniela Fogli), Università degli Studi di Brescia
- 31/08/2021 | “Socio-technical and collaborative design of pilot implementations of digital twins” - Workshop Pilot implementation: testing human-work interaction designs (in conjunction with INTERACT 2021, Bari e online)
- 13/07/2021 | “Virtual Assistants for Personalizing IoT Ecosystems: Challenges and Opportunities” - SIGCHI Italian Chapter Biannual Conference - CHIItaly 2021 (Bolzano)
- 16/05/2021 | “Monitoring the Wellbeing of Remote Workers” - Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2021 (Online and Beijing)
- 12/11/2020 | “Questa è casa mia e qui comando io! Controllare e personalizzare il comportamento dei virtual assistant” - World Usability Day - WUDuniTO 2020 (Online)
- 10/11/2020 | Seminar “Progettare la conversazione” - Corso di Interazione Uomo-Macchina (Prof.ssa Daniela Fogli), Università degli Studi di Brescia
- 01/10/2019 | Workshop “Responsible Human-Machine Teaming”. The Alan Turing Institute (London)
- 11/07/2019 | “Virtual Assistants for End-User Development in the Internet of Things” - International Symposium on End-User Development - IS-EUD 2019 (Hatfield)
- 18/09/2017 | “Participatory Design and ICT for Fostering ADHD Students’ Inclusion” - Workshop HCI and education in a changing world: from school to public engagement (in conjunction with CHIItaly 2017, Cagliari)
- 14/09/2015 | “Interaction Design for Stratigraphic Analysis in Archaeology” - Workshop Human Work Interaction Design (HWID): Design for Challenging Work Environments (in conjunction with INTERACT 2015 (Bamberg)
- 25/06/2015 | “Co-Design of a Cloud of Services for Archaeological Practice” - Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2015 (London)
- 26/05/2015 | “A Semiotic Approach to EUD for the Internet of Things” - Workshop Cultures of Participation in the Digital Age - CoPDA 2015 (in conjunction with IS-EUD 2015, Madrid)

- 27/05/2014 | "User-Centered Recommendation Services in Internet of Things Era" - Workshop Cultures of Participation in the Digital Age - CoPDA 2014 (in conjunction with AVI 2014, Como)
- 07/05/2013 | "MANTRA: Mobile Anticoagulant Therapy Management" - International Conference on Pervasive Computing Technologies for Healthcare - PervasiveHealth 2013 (Venezia)
- 06/06/2013 | "Digital Cultural Heritage and Living Labs" - Workshop Cultures of Participation in the Digital Age - CoPDA 2013 (in conjunction with IS-EUD 2013, Copenhagen)
- 14/11/2012 | Seminar "Leverhulme Trust Visiting Fellowship: MANTRA Project" - University of West London (London)
- 05/06/2012 | "Atmosphere Design for Mobile Interaction" - Workshop ICTP Scientific m-Learning (Trieste)
- 09/06/2012 | "ArchMatrix: A Visual Interactive System for Graph-based Knowledge Exploration in Archaeology" - AVI 2012 (Capri)
- 06/05/2012 | "Archaeology and Technology: Towards Collaborative Decipherment of Non-Verbal Markings" - Workshop Heritage Matters (in conjunction with CHI 2012, Austin)
- 18/04/2012 | "Atmosphere Design and Evaluation in Creative Collaborative Projects" - Conference on Human-Computer Interaction, User Experience and Information Architecture - Polish IA Summit 2012 (Warsaw)
- 26/03/2012 | "Towards Collaborative Decipherment of Non-Verbal Markings" - Conference on Computer Applications and quantitative methods in archaeology - CAA 2012 (Southampton)
- 01/02/2012 | Seminar "Infrastruttura Tecnologica alla Base del Portale Culturale della Valchiavenna". Stazione Valchiavenna, Università degli Studi di Milano
- 04/10/2011 | "A Meta-Reflective Wiki for Collaborative Design" - International Symposium on Wikis and Open Collaboration - WikiSym 2011 (Mountain View)
- 07/06/2011 | "EUD for Semantic Orchestration of Web services in Workflow Management Systems" - Workshop on End User Development of Software Services and Applications - EUD4Services 2011 (in conjunction with IS-EUD 2011, Torre Canne)
- 09/06/2011 | "MikiWiki: A Meta Wiki Architecture and Prototype Based on the Hive-Mind Space Model" - International Symposium on End-User Development - IS-EUD 2011 (Torre Canne)
- 07/05/2011 | "Software Localization to Gender and Culture: Fostering Female Participation and Creativity in the Web" - Workshop Feminism and Interaction Design (in conjunction with CHI 2011, Vancouver)
- 09/07/2010 | "BANCO Web Architecture to Support Global Collaborative Interaction Design" - International Workshop on Internationalisation of Products and Systems - IWIPS 2010 (London)
- 25/10/2010 | "Visual Workflow Composition through Semantic Orchestration of Web Services" - Workshop on End User Development of Software Services and Applications - EUD4Services 2010 (in conjunction with AVI 2010, Roma)
- 15/09/2009 | "Map-Based Wikis as Contextual and Cultural Mediators" - Workshop Community Practices and Locative Media (in conjunction with MobileHCI 2009, Bonn)
- 02/02/2009 | Seminar "Erasmus LLP Visiting PhD Student: Research Topics and PhD Project" - University of Siegen (Siegen)
- 02/09/2008 | "A Design Methodology for Multimodal Interactive Systems: A Pragmatical Approach" - Workshop on Management and Interaction with Multimodal Information Content - MIMIC 2008 (in concomitansa con DEXA 2008, Torino)

30/06/2008	"Un Sistema Collaborativo per l'Authoring di Informazioni Turistiche ed Ambientali e per la loro Pubblicazione in Rete" - "Tutela architettonica, paesaggistica e ambientale: politica territoriale per un turismo sostenibile. Il progetto SITRuS" (Bari)
11/06/2008	"A Collaborative System for Environment and Tourism Information Authoring and Web Publishing: An Institutional Case Study" - International Conference on Internet and Web Applications and Services - ICIW 2008 (Athens)

AWARDS

2024	Included in the 2023 Stanford/Elsevier World's Top 2% Scientists ranking.
2023	IFIP Service Award 2023: for the particularly active role in the International Federation for Information Processing and specifically for the Technical Committee 13 on Human-Computer Interaction.
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.
2010	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.

AFFILIATIONS

Vice-Chair for Awards of IFIP TC13 Human-Computer Interaction	2023-TODAY
Representative for Italy (AICA) and full voting member of IFIP TC13 (under IFIP Bylaw 4.3.2 (b))	2023-TODAY
Vice-Chair of IFIP Working Group 13.6 on Human-Work Interaction Design (HWID).	2024-TODAY
Member of the Scientific Committee of SPS Italia	2024-TODAY
Professional member of AICA. Co-opted councilor for the International Subsection.	2015-TODAY
Professional member of ACM and voting member of ACM SIGCHI Italy.	2011-TODAY
Member of the Institute of Electrical and Electronics Engineers (IEEE)	2017-TODAY
Member of GII (Gruppo di Ingegneria Informatica)	2019-TODAY
Chair of IFIP Working Group 13.6 on Human-Work Interaction Design (HWID).	2018-2023
Secretary Officer dell'IFIP Working Group 13.6 on Human-Work Interaction Design (HWID)	2015-2017
Community Development Co-Chair of EUSSET.	2017-2018
Member of GRIN (Gruppo di Informatica)	2013-2019

INSTITUTIONAL ASSIGNMENTS

2024-ongoing	Member of the Research Ethics Committee of Università degli Studi di Brescia, Italy
2023-ongoing	Referent for the BSc in Computer Science and Engineering of Università degli Studi di Brescia, Italy
2020-ongoing	Member of the PhD Faculty of the PhD in Information Engineering of Università degli Studi di Brescia, Italy
2021-2023	Academic Referent for International Mobility (for BSc and MSc in Computer Science and Engineering), Università degli Studi di Brescia, Italy

- 2021-ongoing | Member of the Engineering License Commission for the Order of Engineers of Brescia
- 2020-ongoing | Reference Teacher for the B.Sc. in Building Techniques, Università degli Studi di Brescia
- 2019-2021 | Member of the Admission Tests Commission, Università degli Studi di Brescia, Italy
- 2017-2019 | Member of the PhD Faculty of the PhD in Computer Science of Università degli Studi di Milano, Italy
- 2016-2019 | Member of the Web Commission, Department of Computer Science, Università degli Studi di Milano, Italy
- 2011-2012 | PostDocs Representative of the Department of Computer Science, Università degli Studi di Milano, Italy

OTHER PROFESSIONAL EXPERIENCES

- 2012 | **Design and development of a framework for medical courses evaluation.**
- 2013 | A&S s.r.l., Italy
- 2002 | **Occasional Web developer**
- 2015 | Various customers
- 2002 | **Design and development of an e-learning platform for university courses.**
- 2003 | Department of Computer Science, Università degli Studi di Milano, Italy
- 1999 | **Analyst programmer on IBM AS400**
- 2005 | Birra Forst S.p.A., Italy
- 1998 | **Web content manager**
- 2005 | According s.r.l., Italy
- 1998 | **Analyst programmer on IBM AS400**
- 2005 | Birra Forst S.p.A., Italy

TRAINING COURSES

- 2023 | **Italian language and gender**
- 6 hours | 12 June 2023, Università degli Studi di Brescia
- 2023 | **Strategic communication - Intermediate level**
- 8 hours | 10 and 14 February 2023, Università degli Studi di Brescia
- 2023 | **Strategic communication - Basic level**
- 8 hours | 13 and 27 January 2023, Università degli Studi di Brescia
- 2020 | **Training and innovation of university teaching**
- 42 hours | February - September 2020, Università degli Studi di Brescia

PUBLICATIONS

International Journals

- [1] Cotti, L., Guizzardi, D., Barricelli, B. R. e Fogli, D. Enabling End-User Development in Smart Homes: A Machine Learning-Powered Digital Twin for Energy Efficient Management. *Future Internet* 16 (6) (2024). doi: [10.3390/fi16060208](https://doi.org/10.3390/fi16060208).
- [2] Barricelli, B. R., Bondioli, A., Fogli, D., Iemmolo, L. e Locoro, A. Creating Routines for IoT Ecosystems through Conversation with Smart Speakers. *International Journal of Human-Computer Interaction* 0 (0) (2023), pp. 1–19. doi: [10.1080/10447318.2023.2247845](https://doi.org/10.1080/10447318.2023.2247845).
- [3] Barricelli, B. R., Fogli, D. e Locoro, A. EUDability: a new construct at the intersection of End-User Development and Computational Thinking. *Journal of Systems and Software* 195 (111516) (2023). doi: <https://doi.org/10.1016/j.jss.2022.111516>.
- [4] Hertzum, M., Clemmensen, T., Campos, P., Barricelli, B. R., Hansen, C. E. D., Herbæk, L. K., Abdelnour-Nocera, J., Lopes, A. G. e Saadati, P. A SWOT analysis of pilot implementation. *ACM Interactions* 30 (1) (2023), pp. 36–41. doi: <https://doi.org/10.1145/3572770>.

- [5] Barricelli, B. R. e Fogli, D. Digital Twins in Human-Computer Interaction: A Systematic Review. *International Journal of Human-Computer Interaction* (2022). doi: <https://doi.org/10.1080/10447318.2022.2118189>.
- [6] Plutino, A., Barricelli, B. R., Casiraghi, E. e Rizzi, A. Scoping review on automatic color equalization algorithm. *Journal of Electronic Imaging* 30 (2) (2021). doi: [10.1117/1.JEI.30.2.020901](https://doi.org/10.1117/1.JEI.30.2.020901).
- [7] Prandi, C., Barricelli, B. R., Mirri, S. e Fogli, D. Accessible wayfinding and navigation: a systematic mapping study. *Universal Access in the Information Society* (2021). doi: <https://doi.org/10.1007/s10209-021-00843-x>.
- [8] Barricelli, B. R., Casiraghi, E., Dattolo, A. e Rizzi, A. 15 Years of Stanca Act: Are Italian Public universities websites accessible? *Universal Access in the Information Society* (2020). issn: 16155297. doi: [10.1007/s10209-020-00711-0](https://doi.org/10.1007/s10209-020-00711-0).
- [9] Barricelli, B. R., Casiraghi, E., Gliozzo, J., Petrini, A. e Valtolina, S. Human Digital Twin for Fitness Management. *IEEE Access* 8 (2020), pp. 26637–26664. issn: 21693536. doi: [10.1109/ACCESS.2020.2971576](https://doi.org/10.1109/ACCESS.2020.2971576).
- [10] Barricelli, B. R., Casiraghi, E., Lecca, M., Plutino, A. e Rizzi, A. A cockpit of multiple measures for assessing film restoration quality. *Pattern Recognition Letters* 131 (2020), pp. 178–184. issn: 01678655. doi: [10.1016/j.patrec.2020.01.009](https://doi.org/10.1016/j.patrec.2020.01.009).
- [11] Valtolina, S., Barricelli, B. R. e Di Gaetano, S. Communicability of traditional interfaces VS chatbots in healthcare and smart home domains. *Behaviour and Information Technology* 39 (1) (2020), pp. 108–132. issn: 13623001. doi: [10.1080/0144929X.2019.1637025](https://doi.org/10.1080/0144929X.2019.1637025).
- [12] Barricelli, B. R., Abdelnour-Nocera, J., Wilson, J. e Eason, K. Sociotechnical design for mobile anticoagulant therapy. *Health and Technology* 9 (5) (2019), pp. 857–876. issn: 21907196. doi: [10.1007/s12553-019-00358-9](https://doi.org/10.1007/s12553-019-00358-9).
- [13] Barricelli, B. R., Casiraghi, E. e Fogli, D. A survey on digital twin: Definitions, characteristics, applications, and design implications. *IEEE Access* 7 (2019). issn: 21693536. doi: [10.1109/ACCESS.2019.2953499](https://doi.org/10.1109/ACCESS.2019.2953499).
- [14] Barricelli, B. R., Casiraghi, E., Gliozzo, J., Huber, V., Leone, B. E., Rizzi, A. e Vergani, B. Ki67 nuclei detection and ki67-index estimation: A novel automatic approach based on human vision modeling. *BMC Bioinformatics* 20 (1) (2019). issn: 14712105. doi: [10.1186/s12859-019-3285-4](https://doi.org/10.1186/s12859-019-3285-4).
- [15] Barricelli, B. R., Cassano, F., Fogli, D. e Piccinno, A. End-user development, end-user programming and end-user software engineering: A systematic mapping study. *Journal of Systems and Software* 149 (2019), pp. 101–137. issn: 01641212. doi: [10.1016/j.jss.2018.11.041](https://doi.org/10.1016/j.jss.2018.11.041).
- [16] Barricelli, B. R., Sciarelli, P., Valtolina, S. e Rizzi, A. Web accessibility legislation in Italy: a survey 10 years after the Stanca Act. *Universal Access in the Information Society* 17 (1) (2018), pp. 211–222. issn: 16155297. doi: [10.1007/s10209-017-0526-z](https://doi.org/10.1007/s10209-017-0526-z).
- [17] Rizzi, A., Barricelli, B. R., Bonanomi, C., Albani, L. e Gianini, G. Visual glare limits of HDR displays in medical imaging. *IET Computer Vision* 12 (7) (2018), pp. 976–988. issn: 17519640. doi: [10.1049/iet-cvi.2018.5252](https://doi.org/10.1049/iet-cvi.2018.5252).
- [18] Valtolina, S., Barricelli, B. R., Rizzi, A., Menghini, S. e Ciriaci, A. Emergency medical IT services for migrants rescue operations. *Interaction Design and Architecture(s)* (37) (2018), pp. 143–158. issn: 22832998.
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