Barbara Rita BARRICELLI

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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/H1 - Information Processing Systems (valid from 17/12/2023 to 17/12/2034).

🎓 EDUCATION

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: "Internalization and localization of visual interactive systems". Advisor: Prof. Piero Mussio.

💼 RESEARCH EXPERIENCE

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-IN CORSO

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.

DS4BS   2021-2023

Funded by: Fondazione Cariplo

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
Funded by: Regione Lombardia

Purpose network dedicated to the prevention of bullying / cyberbullying against autistic students.

BullAUT 2019
Funded by: Regione Lombardia

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
Funded by: Università degli Studi di Milano

Creation of an evaluation support system that uses the semiotic evaluation method defined and tested in previous projects.

EaSy 4.0 2018-2019
Funded by: Regione Lombardia

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
Funded by: Università degli Studi di Milano

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
Funded by: Regione Lombardia

Design and development of an healthcare application in the infertility research domain.

SPACE-IoT 2017-2019
Funded by: Regione Lombardia

Adaptive system for the interactive design and production of tailor-made furniture.

Semiotic engineering methods for virtual reality UX evaluation 2016-2017
Funded by: Università degli Studi di Milano

Design of a new user experience and usability semiotic evaluation method for virtual reality applications.

SmartFit 2015
Funded by: Regione Lombardia Open Innovation

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
Funded by: Università degli Studi di Milano

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
Funded by: Regione Lombardia

Design of user interfaces for industrial context.

CulturalWiki
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)
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
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)
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)
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)
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)
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)
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.

The years for the above sections are:
- Smart-k: 2012
- CulturalWiki: 2011-2012
- IESP: 2011-2013
- DESIRE Network: 2008-2013
- SCV: 2008-2011
- A3C Albania: 2007-2008
- COL: 2007
- CONNIE: 2006
- WIL: 2005

🤝 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

2023-2024 | **Mobile Application Development (in English)**
Università degli Studi di Brescia - 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 *(Teaching Assistant)*
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 20 hours.

2009-2010 | Fundamentals of Digital Communication *(Teaching Assistant)*
Università degli Studi di Milano (Italy) - BSc in Computer Science for Digital Communication. 20 hours.

2008-2009 | Informatics *(Teaching Assistant)*
Università degli Studi di Milano (Italy) - B.Sc. in Health Assistence, Environment and Workplace Prevention Techniques, and Cardiocirculatory and Cardiovascular Perfusion Techniques. 48 hours.

2008-2009	Multimedia Writing Techniques *(Teaching Assistant)*
	Università Cattolica del Sacro Cuore (Italy) - B.Sc. in Linguistic Sciences. 12 hours.

📖 Theses advisor

Yuri Kume - *MSc, Università degli Studi di Brescia, Italy*   ONGOING
"Design and development of a dashboard for a Human Digital Twin in sports domain"

Stefano Morzenti - *PhD in Information Engineering, Università degli Studi di Brescia, Italy*   ONGOING
"Digital Twin and Cyber-physical system applied to firearms shooting training"

Luca Cotti - *MSc, Università degli Studi di Brescia, Italy*   2024
"Study and development of a digital twin for the simulation of user-created automations in a green smart home"

Matteo Pigoli - *MSc, Università degli Studi di Brescia, Italy*   2024
"Design and development of the interface of a digital twin for green smart home management"

Samir Zamouma - *BSc, Università degli Studi di Brescia, Italy*   2023
"Analysis of the ecological footprint of the Italian universities' websites"

Stefano Frati - *MSc, Università degli Studi di Brescia, Italy*   2023
"Design and development of a mobile app for university carpooling"

Stefano Rivetta - *BSc, Università degli Studi di Brescia, Italy*   2023
"Scientific literature review on digital twins and smart homes"

Roberto Filippini - *BSc, Università degli Studi di Brescia, Italy*   2023
"Design and development of a mobile app for sales representatives"

Uendi Nasi - *BSc, Università degli Studi di Brescia, Italy*   2022
"Digital sobriety: an approch to the construction of a sustainable future"

Stela Nasi - *BSc, Università degli Studi di Brescia, Italy*   2022
"Metaverse: technologies and experience from its origins to the present day"

Enrica Viviani - *MSc, Università degli Studi di Brescia, Italy*   2022
"Design and development of a system for explanations visualization"

Alessandro Matafora - *BSc, Università degli Studi di Milano, Italy*   2019
"A study on accessibility and pleasantness of Web interfaces"

Raffaele Cozza - *MSc, Università degli Studi di Milano, Italy*   2019
"Video annotation for user tests on virtual reality applications"

Ambra De Bonis - *BSc, Università degli Studi di Milano, Italy*   2017
"Validation of a framework for virtual reality applications classification"

Nathaly Belen Betancourt Barriga - *BSc, Università degli Studi di Milano, Italy*   2017
"Definition of a new method for virtual reality applications evaluation"

📖 THESES CO-ADVISOR

GIORGIO INGLIMA MODICA - *MSc, Università degli Studi di Brescia, Italy*   2023
"Creation of routines through multi-modal interaction with a smart speaker in a multi-user context"

DAVIDE GUIZZARDI - *MSc, Università degli Studi di Brescia, Italy*   2023
"Creating routines for smart homes through speech and multi-modal interaction with Google Nest devices"

ALESSANDRO BONDIOLI - *MSc, Università degli Studi di Brescia, Italy*   2022
"Personalization of an IoT ecosystem through the conversation with a virtual assistant"

LETIZIA IEMMOLO - *MSc, Università degli Studi di Brescia, Italy*   2022
"An approach to creating routines for virtual assistants based on multi-modal interaction"

ALICE PLUTINO - *PhD in Computer Science, Università degli Studi di Milano, Italy*   2021
"A study to overcome the limits of colorimetry in cultural heritage applications"

MARCO PISCIOTTA - *MSc, Università degli Studi di Milano, Italy*   2020
"Design and development of a collaborative interactive system for communicability analysis"

ELENA RAIMONDI - *BSc, Università degli Studi di Milano, Italy*   2018
"Accessibility in the public administration: design principles"

GIOVANNI LOMBARDO - *BSc, Università degli Studi di Milano, Italy*   2017
"Design and development of a visual interactive system for quantified self and lifelogging"

ALESSIO BATTISTA RIVA - *BSc, Università degli Studi di Milano, Italy*   2016
"A usability study of ecomuseums Web applications"

STEFANO QUINTERI - *BSc, Università degli Studi di Milano, Italy*   2016
"A tool for interfaces correction based on the human visual system"

SAMUELE ANZANI - *BSc, Università degli Studi di Milano, Italy*   2015
"User experience in online participatory budgeting"

ALBERTO FALESCHINI - *MSc, Università degli Studi di Milano, Italy*   2015
"Ecosystem of tools, services and methodologies for archaeology"

MARCO PAGLIOTTA - *BSc, Università degli Studi di Milano, Italy*   2014
"Visual interactive systems for the collaborative decipherment of non-verbal languages"

YANET DEVIS - *MSc, University of West London, United Kingdom*   2013
"Mobile Health Interface Design and Development for a Rural Environment (MANTRA Project)"

MICHELE AMENDOLAGINE - *MSc, Università degli Studi di Milano, Italy*   2011
"Design and development of a geographic information system for supporting protection and enhancement of archaeological excavations"

SIMONE TUVERI - *BSc, Università degli Studi di Milano, Italy*   2011
"Definition of digital annotation and development of a visual interactive system for its management"

PAOLO LUIGI SCALA - *MSc, Università degli Studi di Milano, Italy*   2010
"Design and development of a task management system prototype for multimodal information management"

CLAUDIO FRANCESCO SCIARRABBA - *BSc, Università degli Studi di Milano, Italy*   2010
"Internalization of MIS for graphics industry: the Heidelberg Prinect Business Manager case study"

Alex Corlatti - *BSc, Università degli Studi di Milano, Italy*   2010
"Visual tagging: expressing emotions, evaluating and classifying"

Roberto d'Amato - *MSc, Università degli Studi di Milano, Italy*   2009
"End-user development methods analysis: the refactoring of BANCO architecture"

Bledar Gjocaj - *MSc, Università degli Studi di Milano, Italy*   2009
"Management and use of distributed knowledge in territory management"

Adam Rognoni - *BSc, Università degli Studi di Milano, Italy*   2009
"Design of a vocal annotation language and development of an interpreter"

Rossana Cornacchia - *BSc, Università degli Studi di Milano, Italy*   2009
"Annotation management policies in a distributed knowledge-based system"

Rossella Nota - *BSc, Università degli Studi di Milano, Italy*   2009
"Information architecture in cultural heritage domain: the MUVIS museum case study"

Claudio Arcoria - *BSc, Università degli Studi di Milano, Italy*   2009
"Configuration of BANCO framework for mobile devices"

Serena Leggieri - *BSc, Università degli Studi di Milano, Italy*   2008
"Development of localization features for Web-based interactive systems"

Matteo Lampugnani - *BSc, Università Cattolica del Sacro Cuore, Italy*   2008
"FOAF (Friend-of-a-Friend) for social networks: a students' profile management system"

⚒ Organizing activity: Chair

2024	❯ General Co-Chair: Working Conference of the IFIP WG 13.6 Human Work Interaction Design - HWID 2024 (*Milan (Italy), September 5-6, 2024*)
2023	❯ 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 - CHItaly 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 - CHItaly 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 - CHItaly 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 GHItaly 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 - CHItaly 2017 (Cagliari, 19-20/09/2017)
	> Workshop on Games-Human Interaction - GHItaly 2017 (in conjunction with CHItaly 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 - CHItaly 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 (Barcellona, 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)

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 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)

Editor
- Since 2022 Associate Editor of the Scientific Journal Behaviour & Information Technology (BIT) - Taylor & Francis
- Since 2015 Associate Editor of the International Journal of Sociotechnology and Knowledge Development (IJSKD) - IGI Global
- Since 2024 member of the Editorial Board of the Scientific Journal Universal Access in the Information Society (UAIS) - Springer

Special issue
- 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 Livin, CEUR-WS Vol. 1640

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

> 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, 2023; 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; 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 (GHItaly): 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; International Conference on Mobile and Ubiquitous Multimedia (MUM): 2023.

🎙 Professional presentations

22/09/2023	"Poster: Natural Language Interaction for End-User Development: is it always feasible?" - CHItaly2023 (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 - CHItaly 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 CHItaly 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

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
Chair of IFIP Working Group 13.6 on Human-Work Interaction Design (HWID).	2018-2023
Professional member of ACM and voting member of ACM SIGCHI Italy.	2011-Today
Professional member of AICA. Co-opted councilor for the International Subsection.	2015-Today
Member of GII (Gruppo di Ingegneria Informatica)	2019-Today
Secretary Officer of IFIP TC13-WG6 HWID.	2015-2017
Community Development Co-Chair of EUSSET.	2017-2018
Member of GRIN (Gruppo di Informatica)	2013-2019

☰ Institutional assignments

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-in corso	Member of the Engineering License Commission for the Order of Engineers of Brescia
2020-in corso	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 2013	**Design and development of a framework for medical courses evaluation.** A&S s.r.l., Italy
2002 2015	**Occasional Web developer** Various customers
2002 2003	**Design and development of an e-learning platform for university courses.** Department of Computer Science, Università degli Studi di Milano, Italy
1999	**Analyst programmer on IBM AS400** Birra Forst S.p.A., Italy
1998 2005	**Web content manager** According s.r.l., Italy
1998	**Analyst programmer on IBM AS400** Birra Forst S.p.A., Italy

🏫 Training courses

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

PUBLICATIONS

International Journals

[1] 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 HumanComputer Interaction* 0 (0) (2023), pp. 1–19. DOI: 10.1080/10447318.2023.2247845.

[2] 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.

[3] 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.

[4] 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.

[5] 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.

[6] 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.

[7] 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.

[8] 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.

[9] 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.

[10] 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.

[11] 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.

[12] 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.

[13] 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.

[14] 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.

[15] 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.

[16] 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.

[17] 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.

[18] Barricelli, B. R. e Valtolina, S. A visual language and interactive system for end-user development of internet of things ecosystems. *Journal of Visual Languages and Computing* 40 (2017), pp. 1–19. ISSN: 1045926X. DOI: 10.1016/j.jvlc.2017.01.004.

[19] Rizzi, A., Fogli, D. e Barricelli, B. R. A new approach to perceptual assessment of human-computer interfaces. *Multimedia Tools and Applications* 76 (5) (2017), pp. 7381–7399. ISSN: 15737721. DOI: 10.1007/s11042-016-3400-8.

[20] Barricelli, B. R., Gadia, D., Rizzi, A. e Marini, D. Semiotics of virtual reality as a communication process. *Behaviour and Information Technology* 35 (11) (2016), pp. 879–896. ISSN: 13623001. DOI: 10.1080/0144929X.2016.1212092.

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[22] Barricelli, B. R. e Devis, Y. MHealth in resource-constrained environments. *International Journal of Sociotechnology and Knowledge Development* 6 (1) (2014), pp. 18–35. ISSN: 19416261. DOI: 10.4018/ijskd.2014010102.

[23] Valtolina, S., Barricelli, B. R. e Sciarabba, M. CulturalWiki: A semantic map-based wiki for interdisciplinary collaboration. *Interaction Design and Architecture(s)* 18 (1) (2013), pp. 23–39. ISSN: 22832998.

[24] Valtolina, S., Barricelli, B. R., Ariano, F., Padula, M. e Scala, P. L. Knowledge management for designing business workflows through semantic compositions of web services. *International Journal of Knowledge and Learning* 8 (1-2) (2012), pp. 62–85. ISSN: 17411009. DOI: 10.1504/IJKL.2012.047547.

[25] Valtolina, S., Barricelli, B. R. e Dittrich, Y. Participatory knowledge-management design: A semiotic approach. *Journal of Visual Languages and Computing* 23 (2) (2012), pp. 103–115. ISSN: 1045926X. DOI: `10.1016/j.jvlc.2011.11.007`.

[26] Valtolina, S., Barricelli, B. R., Mesiti, M. e Ribaudo, M. User-centered design of e-learning tools for users with special needs: The visualpedia case study. *Interaction Design and Architecture(s)* 13-14 (1) (2012), pp. 47–55. ISSN: 22832998.

[27] Barricelli, B. R., Malcangi, M. e Mussio, P. Multimodal mood-based annotation. *WSEAS Transactions on Information Science and Applications* 8 (5) (2011), pp. 213–222. ISSN: 17900832 (ISSN).

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[29] Barricelli, B. R., Rekowsky, T. von, Sprenger, M.-A. e Weibert, A. Supporting Collaborative Project Work in Intercultural Computer Clubs. *Journal of e-Education, e-Business, e-Management and e-Learning* 1 (1) (2011), pp. 35–44.

[30] Zhu, L., Barricelli, B. R. e Iacob, C. A meta-design model for creative distributed collaborative design. *International Journal of Distributed Systems and Technologies* 2 (4) (2011), pp. 1–16. ISSN: 19473540. DOI: `10.4018/jdst.2011100101`.

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[32] Barricelli, B. R., Marcante, A., Mussio, P., Parasiliti Provenza, L., Valtolina, S. e Fresta, G. BANCO: A Web Architecture Supporting Unwitting End-User Development. *Interaction Design and Architecture(s)* 5-6 (2009), pp. 23–30.

Book Chapters

[1] Barricelli, B. R., Rizzi, A., Valtolina, S. e Manfredini, C. ESISTE: Supporting inclusion of students with special needs in mainstream classrooms. In: *IFIP Advances in Information and Communication Technology*. Vol. 544. Springer New York LLC, 2019, pp. 113–122. ISBN: 9783030052966. DOI: `10.1007/978-3-030-05297-3_8`.

[2] Rizzi, A., Barricelli, B. R., Bonanomi, C., Plutino, A. e Lanaro, M. Spatial models of color for digital color restoration. In: *Conservation, Restoration, and Analysis of Architectural and Archaeological Heritage*. IGI Global, 2019, pp. 386–404.

[3] Valtolina, S. e Barricelli, B. R. An end-user development framework to support quantified self in sport teams. In: *New Perspectives in End-User Development*. Springer International Publishing, 2017, pp. 413–432. ISBN: 9783319602912. DOI: `10.1007/978-3-319-60291-2_16`.

[4] Barricelli, B. R. e Devis, Y. mHealth in resource-constrained environments. In: *E-Health and Telemedicine: Concepts, Methodologies, Tools, and Applications*. Vol. 2. IGI Global, 2015, pp. 619–636. ISBN: 9781466687578. DOI: `10.4018/978-1-4666-8756-1.ch031`.

[5] Barricelli, B. R., Valtolina, S., Gadia, D., Marzullo, M., Piazzi, C. e Garzulino, A. Participatory action design research in archaeological context. In: *IFIP Advances in Information and Communication Technology*. Vol. 468. Springer New York LLC, 2015, pp. 192–211. ISBN: 9783319270470. DOI: `10.1007/978-3-319-27048-7_14`.

[6] Zhu, L., Barricelli, B. R. e Iacob, C. A Meta-Design Model for Creative Distributed Collaborative Design. In: *Development of Distributed Systems from Design to Application and Maintenance*. IGI Global, 2012, pp. 252–268.

[7] Barricelli, B. R., Mussio, P., Padula, M., Piccinno, A., Scala, P. L. e Valtolina, S. Interactive task management system development based on semantic orchestration of web services. In: *Information Technology and Innovation Trends in Organizations - ItAIS: The Italian Association for Information Systems*. Physica-Verlag, 2011, pp. 237–244. ISBN: 9783790826319. DOI: `10.1007/978-3-7908-2632-6_27`.

[8] Mesiti, M., Ribaudo, M., Valtolina, S., Barricelli, B. R., Boccacci, P. e Dini, S. Collaborative Environments: Accessibility and Usability for Users with Special Needs. In: *Community-Built Databases*. Springer, 2011, pp. 319–340.

[9] Barricelli, B. R., Marcante, A., Mussio, P., Parasiliti Provenza, L., Padula, M. e Scala, P. L. Designing Pervarsive and Multimodal Interactive Systems: An Approach Built on the Field. In: *Ubiquitous and Pervasive Computing: Concepts, Methodologies, Tools, and Applications*. IGI Global, 2010, pp. 212–233.

[10] Barricelli, B. R., Mussio, P., Padula, M., Marcante, A., Parasiliti Provenza, L. e Scala, P. L. Designing pervasive and multimodal interactive systems: An approach built on the field. In: *Multimodal Human Computer Interaction and Pervasive Services*. IGI Global, 2009, pp. 243–264. ISBN: 9781605663869 (ISBN). DOI: `10.4018/978-1-60566-386-9.ch013`.

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