University Academic Curriculum Vita

Personal information	Name: Antonella De Angeli E-Mail: antonella.deangeli@unibz.it
Education since leaving school	1991, Laurea in Philosophy - Human Sciences (MA equivalent) Summa cum Laude (Honour Degree with Distinction), University of Trieste, Italy. 1997, Ph.D. in Experimental Psychology, University of Trieste, Italy
Present appointment	January 2019 - Professor of Human-Computer Interaction Faculty of Computer Science, Free University of Bozen-Bolzano, IT PhD School Coordinator for the Faculty of Computer Science Founding President of the University Ethical Committee Rector Delegate at MUR (Mynistry of University and Researc

Past appointments

From / to	Job title	Name of academic Institution	Academic level	Responsibilities
2016/18	Professor of Human-Computer Interaction	University of Lincoln School of Computer Science	Full Professor	IntLab Director; Athena Swan Chair; REF evaluation.
2008/18	Associate Professor of Human-Computer Interaction	University of Trento Department of Information Engineering and Computer Science	Associate Professor	interAction lab Director; Founding Director of the MSc in HCI; Director of the EIT MSc in HCI.
2004/08	Lecturer/Senior Lecturer in Human-Computer Interaction	The University of Manchester School of Informatics Manchester Business School	Lecturer/ Senior Lecturer	Research and teaching.
2000-2004	Senior HCI Researcher	NCR Ltd Knowledge Lab, London Advanced Technology and Research, Dundee	Industrial Researcher	Supervising university-based projects, placement and PhD students.
1998-2000	Postdoctoral fellowship	University of Trieste Department of Psychology	Post doctorate researcher	Research in applied cognitive psychology and
1996-1997	Research Associate	IRST, ITC (currently FBK) Trento	Research contract	User evaluation of the EC-project Tamic-P (LE-4253)

Major public and scientific exhibitions of artefacts realised in selected projects

PieNews H2020
- The project contributed to the 48th Santarcangelo Festival 2018 with the Crypto Rituals in collaboration with Macao and the provision of a digital currency calledSanta Coins throughout the event
- The project contributed to the Festival of the Oltreconomia with a full week of events and the provision of a digital currency called Oltrino

Smarcampus: Participatory development of service-based mobile Apps (Trento Rise)
- SMAU 2012 – Milano October 17-19, 2012
- ICT Days 2012, Trento, Italy
- ICT Days 2013 Hackathon, Trento, Italy
- Researchers' Night 2013, Trento, September 27th MUSE
- CHItaly 2013 Demo session, Trento, Italy, September 17-19, 2013

- An artistic walk: Muse Opening 2013, Trento piazza Duomo, 26-27 July
- Smart Campus Open Day, University of Trento, May 13 2014

Città Educante: A video-game for cognitive training. The game was realised within the project La citta' Educante, in 2017 it gave rise to Studioliquo a start-up of the University of Trento, and is currently used at the ODF Lab as a clinical tool .
- European Dyslexia Week. Trento (Italy), October 5th-11th 2015
- Researcher's Night 2015, Trento Italy September 25th 2015
- European Dyslexia Week. Trento (Italy), October 5th-11th 2016
- Il Trentino dei Bambini 2016, Trento Fiera, 30-31 January 2016
- Geneva Game Convention - Ginevra, CH, September 2017
- Researcher's Night – Trento, September, 2017
- European Dyslexia Week. Trento (Italy), October 5th-11th 2017.
- Maker Faire Rome – Roma, December 2017
- Toy Faire Nuremberg – DE January 2018

The Music Room: Interactive space for music composition
- Researcher's Night, Trento (Italy), September 28th 2012
- CHItaly, Trento (Italy), September 18th 2013.
- CHI2013, Interactivity Session, Paris (France), 27-29 April 2013.
- ICT Days, Trento (Italy), March 23rd 2013

Twitter Radio: Music Composition from Twitter messages.
- CHI2014, Interactivity Session, Toronto, Canada April 2014.
- European Dyslexia Week. Trento (Italy), October 5th-11th 2015.

OHR: Tangible Game connecting physical and digital environments
- CHIPlay 2014 (best student project). Toronto (Canada), October 5th-8th 2014.

MIND THE GAP!: Board game exposing the gender imbalance in ICT career
- Eleanor Glanville Centre Opening, University of Lincoln, UK, March 2016
- Interact 2017, Mumbai, India September 2017
- IS-EUD 2017, Eindhoven, June 2017
- PEARL (Public Engagement for All with Research at Lincoln), Lincoln, March 2018

PhD Supervision

- **Postgraduate supervision (PhD level): number of students supervised in the last five years with subject areas**

Since 2018, I have successfully supervised to completion 7 students in the general topic of
<u>Game Design</u>
Dr. Mark Mushiba, Game Design
Dr Max Willis
<u>Child computer interaction</u>
Dr Andrea Conci
Dr Cristina Core
<u>Research through design</u>
Dr. Eleonora Mencarini
Dr Maria de las Mercedez Huertas
Dr. Mark Doughty

At the Free University of Bozen-Bolzano I am currently supervising 6 students in critical studies of AI applications.

A complete list of my publications can be found at
https://scholar.google.co.uk/citations?user=vQ9tgPIAAAAJ&hl=it&oi=ao
H index=43