ACADEMIC SHORT CV

PROF. ARCH. DR. ALESSANDRO LUIGINI
Associate Professor (CEAR/10 – formerly ICAR/17) at Faculty of Education – Free University of Bolzano-Bozen

National Scientific Qualification (ASN) as Full Professor (2021)
Eligible for the position of Full Professor – Politecnico di Milano (2023)

ACADEMIC PROFILE
My scientific activity investigates images and representation as core epistemic and educational devices at the intersection of Graphic and Visual Sciences, architectural and heritage representation, digital technologies, and educational sciences. Since 2015, at the Faculty of Education, I have developed interdisciplinary research integrating drawing, visual culture, immersive digital environments, and heritage-based educational processes, with a focus on visual storytelling, applied games, and the theory and history of representation, including iconographic and visual studies.

ACADEMIC RESPONSIBILITIES AND INSTITUTIONAL ROLES
Leadership and Coordination
- Director of **EARTH LAB – Laboratory for Digital Environments for Education, Arts and Heritage** (unibz)
- President of **IMG Network – Research Network on Image, Imagery and Imagination**
- Editor-in-Chief of **IMG Journal – Interdisciplinary Journal on Image, Imagery and Imagination** (Open Access, ANVUR-recognized)

Institutional Appointments
- Member of the **Management Committee of ICCD**, Istituto Centrale per il Catalogo e la Documentazione – Italian Ministry of Culture

PhD Boards
- Member of the PhD Board in **Experimental Research through Design, Art and Technologies** (unibz)
- Member of the PhD Board of the **National PhD Programme in Learning Sciences and Digital Technologies** (University of Modena and Reggio Emilia; University of Foggia)
- Member of the PhD Board in **General Pedagogy, Social Pedagogy, and Disciplinary Didactics** (unibz, until 2022)
- Member of final doctoral examination committees (**Politecnico di Torino, University of Palermo, Free University of Bolzano-Bozen**)

CONFERENCES ORGANIZED AND SCIENTIFIC COMMITTEES
A central component of my academic activity is the organization and long-term scientific governance of international and interdisciplinary conferences conceived as stable research platforms rather than isolated events. These initiatives have contributed to consolidating research communities at the intersection of representation studies, visual culture, digital heritage, and education.

Conferences founded and scientifically chaired
- **IMG – International and Interdisciplinary Conference on Image and Imagination**
  Founder, Scientific Chair or promoter of the conference series:
    - *IMG2017 – IMMAGINI?* (Brixen, Free University of Bolzano-Bozen)

- o *IMG2019 – GRAPHICS* (Alghero, University of Sassari)
- o *IMG2021 – IMAGE LEARNING* (Milan, Politecnico di Milano)
- o *IMG2023 – IMAGIN(G) HERITAGE* (L'Aquila, University of L'Aquila)
- o *IMG2025 – IMAGE ETHICS* (Assisi / Perugia)
- **EARTH – Digital Environments for Education, Arts and Heritage**
  Founder and Scientific Chair:
  - o *EARTH2018* (Brixen, Free University of Bolzano-Bozen)
  - o *EARTH2023* (Brixen, Free University of Bolzano-Bozen)
- **ARTEDU – Arts Education Conference**
  Founder and Scientific Chair:
  - o *ARTEDU2020* (Brixen, Free University of Bolzano-Bozen)
  - o *ARTEDU2022* (Brixen, Free University of Bolzano-Bozen)
  - o *ARTEDU2026* (Palermo, University of Palermo, forthcoming)
- **D&D – Digital & Documentation**
  Scientific Chair:
  - o *D&D2024 – Alterity* (Verona)

Additional Scientific Committee Memberships (selected)

Alongside direct organizational responsibilities, I regularly serve as a member of Scientific and Programme Committees for major international conferences, contributing to peer-review processes, scientific orientation, and quality assurance. These include:

- **UID – International Conferences of Teachers of the Disciplines of Representation**
  - o *UID2019* – Politecnico di Torino, Turin
  - o *UID2020* – University of Bergamo, Bergamo
  - o *UID2021* – University of Reggio Calabria, Reggio Calabria
  - o *UID2022* – University of Genoa, Genoa
  - o *UID2023* – University of Palermo, Palermo
  - o *UID2024* – University of Padua / IUAV University of Venice, Padua–Venice
  - o *UID2025* – Sapienza University of Rome, Rome
- **REAACH Symposium – Representation for Enhancement and Management through Augmented Reality and Artificial Intelligence**
  - o *REAACH 2020* – Politecnico di Torino / University of Padua / Sapienza University of Rome
  - o *REAACH 2021* – Politecnico di Torino / University of Padua / Sapienza University of Rome
  - o *REAACH 2022* – Politecnico di Torino / University of Padua / Sapienza University of Rome
  - o *REAACH 2023* – Politecnico di Torino / University of Padua / Sapienza University of Rome
  - o *REAACH 2024* – Politecnico di Torino / University of Padua / Sapienza University of Rome
  - o *REAACH 2025* – Politecnico di Torino / University of Padua / Sapienza University of Rome
- **D&D – Digital & Documentation**
  - o *D&D2021* – University of Palermo, Palermo
  - o *D&D2022* – University of Pavia, Pavia
  - o *D&D2023* – University of Catania, Catania
- **3EXP.it – Exposición Científica de Expresión Gráfica**
  - o *2024* – Bogotá (Colombia) / Buenos Aires (Argentina)
- **Le Meccaniche del Gaming**
  - o *2025* – University of Florence, Florence

- **Teaching Artists Italy**
  - *Teaching Artists Italy 2019* – Free University of Bolzano-Bozen, Brixen
- **Cortona tra archeologia e architettura. Rilievi digitali e patrimoni documentari**
  MAEC – Museo dell'Accademia Etrusca di Cortona, Cortona (2019)
- **McBE.C TALK – Ambienti Digitali per l'Educazione all'Arte e al Patrimonio**
  Sapienza University of Rome, Rome (2019)

RESEARCH PROJECTS

My research activity is structured around both competitive funded projects and self-funded research lines, developed with full scientific responsibility and producing peer-reviewed international outputs.

FUNDED RESEARCH PROJECTS

Project	Period	Call	Role	Funding	Budget
THROUGH THE CITY **Co-design of immersive serious games for urban and periurban landscape education**	2023–2026	PRIN 2022	Principal Investigator	MUR / Italian Ministry of University and Research	**€ 237,633**
iNEST Interconnected Nord-Est Innovation Ecosystem (RT1.1)	2023–2026	PNRR – Innovation Ecosystems	Task Scientific Leader (VR/AR/Gamification)	MUR / EU	**€ 110,000,000***
Modern Byzantiums. **Receipting and Reinventing Byzantine Architecture**	2023–2025	Seal of Excellence	Principal Investigator	Autonomous Province of Bolzano-Bozen	**€ 155,873**
Digital_FEED Gamification in Digital Environments for Heritage Education	2021–2023	Start-up funds	Principal Investigator	Free University of Bolzano-Bozen	**€ 50,000**
B_Digital Bozen and Brixen Digitalizing	2020–2022	Competitive University Call	Principal Investigator	Free University of Bolzano-Bozen	**€ 90,000**
WIL Written in the Landscape (WWI Dolomites)	2020–2022	Research Call	Research Team Member	Autonomous Province of Bolzano	**€ 285,000**
Food & Wine Heritage in the Marche Region (VR/AR)	2019–2021	Competitive University Call	Advisory Board	Camerino University	**€ 52,000**
TORTORETO PAD LAB Pedagogia, Architettura, Design	2019	Terza Missione	Membro del team	Enti locali	**€ 15,000**

VAR.HEE **Virtual and Augmented Reality for Heritage Education**	2018–2021	Competitive University Call	Principal Investigator	Free University of Bolzano-Bozen	**€ 100,000**
VI.ST.E. **Visual Storytelling for Emotion Education**	2017–2019	Bando competitivo unibz	Co-Investigator	Libera Università di Bolzano	**€ 200,000**

*Total consortium budget; responsibility limited to task RT1.1.

SELF–FUNDED RESEARCH PROJECTS

Project	Period	Role	Research Area	Main Outputs
Digital Turris Babel	2022–present	Scientific Coordinator	Iconography, AR	Springer book chapters, peer-reviewed proceedings
Woode n Tabernacles of the Capuchins of Abruzzo	2022–present	Scientific Coordinator	Digital survey, AR, haptic prototyping, heritage studies	Springer volumes, ISPRS Archives, ReUSO proceedings
Picturebooks, Architecture and Visual Education	2016–present	Scientific Coordinator	Architectural representation, Visual storytelling, art education.	ANVUR journals, book chapters, UID proceedings

JOURNALS, EDITORIAL BOARDS AND PEER REVIEW

Scientific Journals – Editorial Roles

- **IMG Journal – Interdisciplinary Journal on Image, Imagery and Imagination** (ANVUR Area 08, 10, 11)
  Editor-in-Chief
- **Diségno** – Rivista UID (ANVUR Classe A – CEAR/10)
  Editorial Board
- **Disegnarecon** (ANVUR Classe A – CEAR/10, SCOPUS)
  Editorial Board
- **Paesaggio Urbano** (ANVUR Area 08)
  Comitato Scientifico
- **International Journal of Architecture, Arts and Applications**
  Editorial Board
- **Journal of Architectural Research and Development**
  Editorial Board

Scientific book series

- *Realtà / Rappresentazione / Innovazione* – Maggioli
- *Nuove tecnologie per l'arte* – Le Penseur
- *Educazione al patrimonio culturale e formazione dei saperi* – FrancoAngeli

Reviewer acrtiities

- **Virtual Reality** (Springer Nature, Impact Factor 6.6)
- **Diségno** (ANVUR Classe A)
- **Disegnarecon** (ANVUR Classe A)
- **Nexus Network Journal** (Springer, ANVUR Classe A)
- **Territorio** (FrancoAngeli, ANVUR Classe A)
- **Interaction Design & Architecture(s) – IxD&A**
- **JARD – Journal of Architectural Research and Development**
- **IJAAA – International Journal of Architecture, Arts and Applications**
- **Paesaggio Urbano**
- **PAD – Pages on Arts and Design**
- **Eikon / Imago**
- **QuAD – Quaderni di Architettura e Design**

ACADEMIC TEACHING

My teaching activity is closely integrated with my research and is conceived as a space for interdisciplinary experimentation and knowledge transfer. Across bachelor's, master's and doctoral programmes, my courses address visual literacy, representation, art and heritage education, and digital environments, with particular attention to research-based didactics, immersive technologies, and the education of future teachers, educators, and researchers.

Courses taught include:

- *Pedagogy and Art Education: Theoretical and Methodological Foundations* (MA in Primary Education)
- *Pedagogy and Didactics of Art: Advanced Topics* (MA in Primary Education)
- *Pedagogy and Didactics of Arts: Techniques and Creation* (lectures and laboratories, MA in Primary Education)
- *Techniques of Visual Communication* (BA in Communication Sciences and Culture – KOKU)
- *Application of Visual Storytelling* (BA in Communication Sciences and Culture – KOKU)
- *Drawings and Images in the History of Art and Architecture* (BA in Communication Sciences and Culture – KOKU)
- *Epistemology of Didactics* (PhD Programme, Faculty of Education)
- *Didactics of Art and Visual Education* (Teacher Qualification Programmes – 30/60 ECTS)
- *Principles of Architectural Design*, (Second-level University Master's Programme EDENSPACES)

In addition to regular teaching, I contribute to doctoral and early-career researcher training. In this context, I served as **Scientific Chair and Organizer** of **UIDSS2023 – UID PhD Summer School**, *Applied Games for Heritage Education*, held at the Free University of Bolzano-Bozen (19–24 June 2023).

PUBBLICATION (last 5 years)

BOOK AUTHORED

1. WEYLAND B, **LUIGINI A**, LEONE T (2021). *COLLIMARE. Un laboratorio di progettazione condivisa tra architettura e pedagogia*. Milano: Guerini Scientifica.
2. **LUIGINI A** (2020). *Adnexūs. Una indagine transdisciplinare tra immagine, disegno e arte*. Melfi: Libria.

BOOKS EDITED

3. **LUIGINI A** (2024) (eds.) *Proceedings of the 2nd International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage. EARTH2023*. Cham:SPRINGER.
4. **LUIGINI A**, MORETTI M (2022) (eds). *Visual Storytelling. 14 punti di vista*. Trento-Barcellona: Listlab.
5. **LUIGINI A**, PANCIROLI C, SOMIGLI P (2022) (eds.) *ARTEDU2021. Educare all'arte, l'arte di educare*. MILANO:FrancoAngeli.

CHAPTER IN BOOKS

6. **LUIGINI A**, NICASTRO G, CERACCHI M, MENENDEZ-BLANCO M, CUEL R, CONDORELLI F (2025). Esperienze digitali immersive per il patrimonio culturale: il caso studio del Forte di Fortezza e dei suoi armamenti. In: Zerlenga O, Cirillo V (eds) Defensive Architecture of the Mediterranean Vol. XX pp. 1109-1118. edUPV: Valencia (E)
7. **LUIGINI A** (2024) La digitalizzazione della parrocchia di S. Michele a Bressanone: metodologia e risultati di uno studio interdisciplinare, in: Andergassen L. (eds) *Die Stadtpfarrkirche St.Michael in Brixen. Rapräsentationsbau und Memorialort / La chiesa parrocchiale di S. Michele Arcangelo a Bressanone. Tempio della rappresentazione e della memoria*, 416-424. Bressanone: A. Weger.
8. **LUIGINI A**, TRAMELLI B. (2024). EARTH2023—Introduction. In: Luigini, A. (eds) *Proceedings of the 2nd International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage. EARTH 2023*. Springer Series in Design and Innovation, vol 36. Springer, Cham.
9. **LUIGINI A** (2024) Applied games immersivi per l'educazione al patrimonio materiale e immateriale. In *Heritage Education: Tecnologie, patrimonio immateriale, paesaggio e sostenibilità*, 9. Pisa: ETS.
10. NICASTRO G, **LUIGINI A**, FRUSONE D. (2024) Markerless AR Applications and 3D Printing for the Augmented Prototyping of the Franciscan Heritage of the XVIII Century. In: Giordano A, Russo M, Spallone R (eds) *Advances in Representation. Digital Innovations in Architecture, Engineering and Construction*. Springer, Cham.
11. CONDORELLI F, **LUIGINI A** (2024). Rapid and Low-Cost 3D Model Creation Using Nerf for Heritage Videogames Environments. In: Giordano A, Russo M, Spallone R (eds) *Advances in Representation. Digital Innovations in Architecture, Engineering and Construction*. Springer, Cham.
12. CONDORELLI F, TRAMELLI B, **LUIGINI A** (2024). Digital Turris Babel. Augmented Release of Athanasius Kircher's Archontologia. In: Giordano, A., Russo, M., Spallone, R. (eds) Beyond Digital Representation. Digital Innovations in Architecture, Engineering and Construction. Springer, Cham.
13. **LUIGINI A**, NICASTRO G, FRUSONE D (2024) Wooden tabernacle craved by the marangoni friars. A project to enhance an 'untouchable' heritage of the capuchins of Abruzzo. In Stefano Bertocci, Federico Cioli (eds) *Franciscan Landscapes | Vol 2. Conservation,*

Protection and Use of Religious Cultural Heritage in the Digital Er., pp.515–26. Firenze: Didapress.

14. **LUIGINI A** (2023) Frontiere disciplinari e territori di confine | Disciplinary frontiers and border territories, in: Zerlenga O, Cirafici A (eds) *Nuove frontiere nel disegno | New frontiers in Drawing.* DADI_PRESS, Napoli.

15. **LUIGINI A** (2023) Sguardi plurali sulle immagini di un patrimonio immaginario, in Brusaporci S, Maiezza P, Marra A, Trizio I, Savini F, Tata A (2023) (eds) *IMG2023 Proceedings of 4th International and Interdisciplinary Conference on Images and Imagination.* Publica press, Alghero.

16. PANCIROLI C, FABBRI M, **LUIGINI A,** MACAUDA A, CORAZZA L, RUSSO V (2023). Augmented Reality in Arts Education. In: Nee, A.Y.C., Ong, S.K. (eds) *Springer Handbook of Augmented Reality*. Springer Handbooks. Springer, Cham.

17. CONDORELLI F, NICASTRO G, **LUIGINI A** (2023) Virtual Experiences Using Digital Technologies for South Tyrol Heritage Education». In *Research and Education in Urban History in the Age of Digital Libraries*, a cura di Sander Münster, Aaron Pattee, Cindy Kröber, e Florian Niebling, 233–45. Cham: Springer Nature Switzerland.

18. **LUIGINI A** (2023) Applied games immersivi per l'educazione al patrimonio materiale e immateriale, in Muscarà M, Poce A (eds). *Heritage Education. Comparing practices and experiences*. ETS edizioni, Pisa.

19. **LUIGINI A** (2022) Visual Storytelling, educazione e rappresentazione, in: Luigini A, Moretti M (2022) (eds). Visual Storytelling. 14 punti di vista. Trento–Barcellona: Listlab.

20. **LUIGINI A** (2022). Quattro proposte per educare all'arte, in Luigini A, Panciroli C, (eds.) *ARTEDU2021. Educare all'arte, l'arte di educare*. MILANO:FrancoAngeli.

21. **LUIGINI A** (2022) Afterword. On the need of interdisciplinary in Cumino, Caterina; Pavignano, Martino; Zich, Ursula (2022) *Geometrie tangibili. Catalogo visuale di modelli per la comprensione della forma architettonica | Tangible geometries. Visual catalogue of models for understanding the architectural shape*. Ariccia, Aracne, P. 356.

22. **LUIGINI A** (2022) Immersive Serious Games for Heritage Education in the Pandemic Era, in C. Casonato and B. Bonfantini (eds.), *Cultural Heritage Education in the Everyday Landscape.* Cham:Springer.

23. **LUIGINI A** (2021). Cartografie marziane: breve storia delle mappe di un pianeta immaginario, in Cicalò E., Menchetelli V., Valentino M., *Linguaggi grafici. MAPPE*. PUBLICA, Alghero, 2021.

24. **LUIGINI A** (2021) Educare al patrimonio naturale e al patrimonio culturale con serious game in ambienti immersivi, in Cavrini, Parricchi, Kofler, Cagol (eds) *Per tutta la vita. Pedagogia come progetto umano*. Milano:Franco Angeli.

25. **LUIGINI A** (2020). Case straordinarie tra architettura e invenzione. Dodici albi illustrati (o poco più) per l'infanzia, in Cicalò E., Trizio I., *Linguaggi grafici. ILLUSTRAZIONE*. PUBLICA, Alghero.

26. BASSO A, VATTANO S, **LUIGINI A** (2020). Enhancing the digital heritage, educating with the heritage. The Charles V Fort of the harbor of Girgenti, in: Navarro Palazón, García-Pulido (eds.) *Defensive Architecture of the Mediterranean / Vol X.* Editorial Universitat Politècnica de València: Valencia.

27. **LUIGINI A** (2020). Graphemes and Standard Type. A Methodological Proposal for the Evolutionary Analysis of Oscar Niemeyer's Work. In: (a cura di): Cicalò E, *Proceedings of the 2nd International and Interdisciplinary Conference on Image and Imagination IMG 2019*. ADVANCES IN INTELLIGENT SYSTEMS AND COMPUTING, p. 291-304, Springer Nature Switzerland AG.,

CONFERENCE PAPERS

28. **LUIGINI A** (2025). Rappresentare il conflitto: tecnologie digitali per un'etica della documentazione del patrimonio. In: Menchetelli V, Cotana F, Dottorini E (2025). *IMG2025 Image Ethics. Proceedings of 5th International and Interdisciplinary Conference on Image and Imagination*. Publica: Alghero.

29. **LUIGINI A**, NICASTRO G (2025). Architectural survey and haptic prototyping of liturgical artifacts: an inclusive workflow for the enhancement of the historical and artistic heritage of the Capuchins of Abruzzo. In: Palestini C, Brusaporci S, Caffio G, Basso A (eds) *ReUso 2025: Territori Marginali_Patrimonio a Rischio*. Pp. 384-395. PUBLICA, Alghero.

30. **LUIGINI A,** CONDORELLI F (2024). Image-Based and AR Application to Unveil Hidden Heritage: Digitizing the Turris Babel in the Illustration Athanasius Kircher's Archontologia. In: Luigini, A. *(*eds) *Proceedings of the 2nd International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage*. EARTH 2023. Springer Series in Design and Innovation, vol 36. Springer, Cham.

31. NICASTRO G, **LUIGINI A**, FRUSONE, D. (2024). Digitising an 'Untouchable' Heritage. Prototyping and A.R. to Narrate the Wooden Tabernacles of the Abruzzo Capuchins of the XVII Century. In: Luigini, A. (eds) *Proceedings of the 2nd International and Interdisciplinary Conference on Digital Environments for Education, Arts and Heritage*. EARTH 2023. Springer Series in Design and Innovation, vol 36. Springer, Cham.

32. **LUIGINI A**, CONDORELLI F, TRAMELLI B, NICASTRO G, CERACCHI M (2024) Ipotesi di ricostruzione filologica delle volte della Parrocchiale di San Michele Arcangelo a Bressanone: proposta metodologica integrata all'uso delle NeRF. In *Misura / Dismisura / Measure / Out of Measure*, 3155–80. FrancoAngeli srl.

33. **LUIGINI A** (2023) Sguardi plurali sulle immagini di un patrimonio immaginario [presentazione], in Brusaporci S, Maiezza P, Marra A, Trizio I, Savini F, Tata A (2023) (eds) *IMG2023 Proceedings of 4th International and Interdisciplinary Conference on Images and Imagination.* Pp. 336-342. PUBLICA, Alghero.

34. **LUIGINI A** (2023) AI imaging, imagery and imagination. Considerations on a future that is already present, for a digital humanism in poietic and educational processes, in Brusaporci S, Maiezza P, Marra A, Trizio I, Savini F, Tata A (2023) (eds) *IMG2023 Proceedings of 4th International and Interdisciplinary Conference on Images and Imagination.* Pp. 336-342. PUBLICA, Alghero.

35. **LUIGINI A**, TRAMELLI B, CONDORELLI F, NICASTRO G, BASSO A (2023) Three experiences of imagin(g) heritage Tre esperienze di imagin(g) per il patrimonio, in Brusaporci S, Maiezza P, Marra A, Trizio I, Savini F, Tata A (2023) (eds) *IMG2023 Proceedings of 4th International and Interdisciplinary Conference on Images and Imagination.* Publica press, Alghero. Pp. 490-496.

36. **LUIGINI A**, TRAMELLI B, CONDORELLI F, NICASTRO G (2023). Disegno e intelligenza artificiale. Enunciati teorici e prassi sperimentale per una poiesi condivisa, in Maggio F (2023). *Transizioni / Transition. Atti del 44° Convegno Internazionale dei Docenti delle Discipline della Rappresentazione/Connecting. Drawing for weaving relationships*. Proceedings of the 44th International Conference of Representation Disciplines Teachers. Milano: FrancoAngeli.

37. CONDORELLI F, NICASTRO G, **LUIGINI A** (2023). Virtual Experiences Using Digital Technologies for South Tyrol Heritage Education. In: Münster S, Pattee A, Kröber C, Niebling F (eds) *Research and Education in Urban History in the Age of Digital Libraries. UHDL 2023*. Communications in Computer and Information Science, vol 1853. Springer, Cham.

38. PANCIROLI C, **LUIGINI A** (2022) Il patrimonio culturale e le tecnologie digitali nella professionalità dell'insegnante, in: Fiorucci M, Zizioli E (eds) *La formazione degli*

insegnanti: problemi, prospettive e proposte per una scuola di qualità e aperta a tutti e tutte, pp. 596-599. Lecce: Pensa Multimedia.

39. **LUIGINI A** (2021). Riviste scientifiche nel settore ICAR17: analisi quantitativa delle keyword e dei temi di ricerca/Scientific Journals in ICAR17: Quantitative Analysis of Keywords and Research Topics. In Arena A., Arena M., Mediati D., Raffa P. (a cura di). *Connettere. Un disegno per annodare e tessere. Linguaggi Distanze Tecnologie*. Atti del 42° Convegno Internazionale dei Docenti delle Discipline della Rappresentazione/*Connecting. Drawing for weaving relationship. Languages Distances Technologies*. Proceedings of the 42th International Conference of Representation Disciplines Teachers. Milano: Franco Angeli, pp. 879-900.

40. **LUIGINI A**, BRUSAPORCI S, BASSO A, MAIEZZA P (2021) The Sanctuary BVMA in Pescara: AR Fruition of the Pre–Conciliar Layout, in: Giordano A, Russo M, Spallone R (eds) *Representation Challenges. Augmented Reality and Artificial Intelligence in Cultural Heritage and Innovative Design Domain,* Milano: Franco Angeli.

41. **LUIGINI A,** BASSO A (2021) Heritage Education for Primary Age Through an Immersive Serious Game, in Bolognesi C, Villa D (eds.) From Building Information Modelling to Mixed Reality. Springer Tracts in Civil Engineering, Springer: Cham.

42. **LUIGINI A** (2020). Ricerca interdisciplinare e ICAR17: una proposta per la definizione di un modello condiviso/Interdisciplinary research and ICAR17: a proposal for the definition of a shared model. In Arena A., Arena M., Brandolino R.G., Colistra D., Ginex G., Mediati D., Nucifora S., Raffa P. (a cura di). *Connettere. Un disegno per annodare e tessere. Atti del 42° Convegno Internazionale dei Docenti delle Discipline della Rappresentazione/Connecting. Drawing for weaving relationships*. Proceedings of the 42th International Conference of Representation Disciplines Teachers. Milano: FrancoAngeli, pp. 567-584.

JOURNAL ARTICLES IN REFEREED ACADEMIC JOURNALS

43. **LUIGINI A** (2025). The Songe, the Kanagawa's Great Wave and ISOTYPE. Notes on Drawing as a Natural, Cultural and Universal Language. *Diségno*, (16), 35–48. **ANVUR class A journal**

44. CONDORELLI F, **LUIGINI A** (2024). Nerf-driven algorithms applied on 360 images for 3d modelling of heritage asset in virtual environment. *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences* XLVIII-2-W4-2024 (febbraio):135–40. **ANVUR class A journal**

45. CONDORELLI F, **LUIGINI A**, NICASTRO G (2024). The Digitisation of the Brixen's Historic City Center for the Heritage Education. *SCIRES-IT - SCIentific RESearch and Information Technology* 14 (1): 251–64. **ANVUR class A journal**

46. **LUIGINI A**, ROSSI D (2024) UIDSS2023 Applied Games for Heritage Education. *Diségno*, (14), 321–325. **ANVUR class A journal**

47. **LUIGINI A**, CONDORELLI F, NICASTRO G (2024) Digitalización de Brixen para la educación sobre el patrimonio cultural. *Mimesis.Jasd*, *4*(2), 95–102.

48. **LUIGINI A**, BRUSAPORCI S, KOFLER W, BASSO A, MAIEZZA P, TATA A, ROSSI ML (2023). The Vaults of the Church of St. Michael the Archangel in Brixen Between Geometry, History and Missed Space. *Nexus Netw J* **ANVUR class A journal**

49. **LUIGINI A**, MENCHETELLI V (2022). Editorial. *Img Journal, 4*(7), 6–19.

50. **LUIGINI A,** PARRICCHI, M., FANINI, B., BASSO, D. (2021) Digital and immersive environment for heritage education: a VR serious game on awareness of natural and cultural landscapes. *GUD A magazine about Architecture, Design and Cities,* Maggio 2021, pp. 266-271.

51. **LUIGINI A**, MENCHETELLI V (2021). Beyond the Truth. Copy/False/Fake. *Img Journal, 3*(4), 22–35.

52. **LUIGINI A** (2021). Second Annual Travelling Meeting of the XYdigitale Project and the XY Journal. *Diségno*, (8), 275–278. **ANVUR class A journal**
53. **LUIGINI A,** FANINI B, BASSO A, & BASSO D (2020). Heritage education through serious games. A web-based proposal for primary schools to cope with distance learning. *VITRUVIO - International Journal of Architectural Technology and Sustainability, 5(2), 73–85*.

Bressanone-Brixen, 30/01/2026