

**PERSONAL INFORMATION**

OTHER LANGUAGE	LISTENING	READING	SPEAKING	WRITING
Italian	C2	C2	C2	C2
German	C1	C1	C1	C1
English	C1	C1	C1	C1

## EDUCATION AND TRAINING

Mar 2009 - Jun 2010

### **Snowboard Instructor Professional Training**

**Collegio regionale dei maestri di sci del Veneto (Italy)**

- Didactics of sport and movement
- Snowboard specific didactics
- Cartography
- Meteorology
- Snow and avalanches - Physics, chemistry and dynamics
- Health and first-aid
- Legal framework
- Marketing

Oct 2012 - Mar 2016

### **Bachelor in Design and Arts**

**Free University of Bolzano (Italy)**

- Visual Communication : Graphic Design for Print & Digital S-S 2012/2013
- Theory of Media and Cultural Consumption S-S 2012/2013
- Descriptive Geometry W-S 2012/2013
- Methods and Techniques of Representation : Drawing / Conceptual Rendering / Still Life W-S 2012/2013
- Visual Communication : Web Design W-S 2013/2014
- History of Film and Audiovisual Media W-S 2013/2014
- Typography (Graphic/Editorial Design) S-S 2013/2014
- Theory of Social Change S-S 2013/2014
- History of Design S-S 2013/2014
- Product Design : Product/Spacial Design S-S 2013/2014
- Creative Writing S-S 2013/2014
- History of Contemporary Art S-S 2013/2014
- Desktop Publishing (Graphic/Editorial Design) S-S 2013/2014
- Workshop Music In Wood (Product Design) S-S 2013/2014
- Studio Photography S-S 2013/2014
- Product Design : Product/Interior Design (University of Art and Design Kyoto) W-S 2014/2015
- Graphic Design : Graphic/Illustration/Character Design (University of Art and Design Kyoto) W-S 2014/2015
- Interior Design : Interior/Spacial Design S-S 2014/2015
- Artistic Photography S-S 2014/2015
- Studio Photography S-S 2014/2015
- Thesis Project : Interface/Web/Social Design (Localfood) W-S 2015/2016

Sep 2018 - Jul 2020

### **Master in Human Computer interaction**

**University of Trento (Italy)**

- Design Experience : User Centred Design W-S 2018/2019
- Design Experience : Participatory Design W-S 2018/2019
- User Experience : Human Computer Interaction W-S 2018/2019
- Social Interaction W-S 2018/2019
- Affective Computing W-S 2018/2019
- Mind-Brain Interaction and Cognitive Constraints W-S 2018/2019
- Strategies for Transforming Teaching and Learning in the Digital Age W-S 2018/2019
- Design for Social Inclusion S-S 2018/2019

- Design Epistemology and Ethics S-S 2018/2019
- Research Methodology : Quantitative S-S 2018/2019
- Cognitive Neuroscience and Neurotechnology S-S 2018/2019
- Prototyping Interactive Systems S-S 2018/2019
- E-Learning S-S 2018/2019
- Educational Technology W-S 2019/2020
- Qualitative Research Methods W-S 2019/2020
- European Funding Program Writing W-S 2019/2020
- Thesis Project : Interface/Web/Social Design (Nova) S-S 2020

Nov 2020 - Nov 2024

### **PhD in General Pedagogy, Social Pedagogy, General Didactics and Disciplinary Didactics**

#### **Free University of Bolzano (Italy)**

The goal of my PhD research project is to understand how young people relate to political participation through creative practices, and to co-design spaces and methodologies to allow a more active and desirable political engagement, fostering creativity and participation.

- Qualitative and quantitative data analysis
- Research methodologies
- Epistemology of education
- Introduction to the philosophy of science
- Ethnography
- Recent topics in pedagogy and educational science in the scenario of postmodernity sustainability and wellbeing
- Mixed methods in educational research
- Science of scientists and science in society - The communication of science
- University and internationalisation - Linguistic and didactic challenges
- Wellbeing and financial education
- Doing research in a changing society
- Graphical and visual languages for education
- History in education - tool of national identity shaping and intercultural teaching
- Demographic tendencies and life paths
- Musical didactics between listening and practicing
- Anthropological study of body, gender, and kinship
- Pedagogy of ecology
- Pedagogy of youth and eco-pacifism
- Dysgraphia - matters of research and didactics
- Knowledge development in social services through participatory practice and action research
- Politics of regional development
- Methodologies of Investigation - Data collection and fieldwork in Sociolinguistics
- Historical education research

Nov 2020 - Jun 2021

### **Professional Training in Cultivation, first Processing and Sale of Medicinal Plants**

#### **Autonomous Province of Bolzano (Italy)**

- Active principles of medicinal plants
- Notions of herbalism
- Botany and systematics

- General chemistry, soil and fertilisation in the cultivation of medicinal plants
- Cultivation techniques and first-stage processing of medicinal plants;
- General hygiene and self-control using the HACCP (Hazard Analysis and Critical Control Points) system
- Diseases and harmful insects in the cultivation and storage of medicinal plants
- Notions of business economics and cost accounting
- Regulatory aspects of cultivation of medicinal plants
- Recognition of wild, medicinal and aromatic plants
- Harvesting methods/ techniques
- Regulatory framework on collection and delivery of wild plants

## EDUCATION FOCUSSED WORK

Dec 2009 - May 2015

### **Snowboard Instructor**

#### **Scuola sci Civetta (Italy)**

Teaching snowboard and transferable movement patterns to newcomers as well as advanced riders. Addressing the practice and theory of snowboarding on multiple terrains and with multiple styles at an agonistic level. Lessons included customers from 3 to 70 years of age, also with physical disabilities, and were taught in Italian, German and English.

Mar 2016 - Apr 2016

### **Web Prototyping : A hands on introduction (Teacher)**

#### **Free University of Bolzano (Italy)**

Introducing the basic principles of Web Prototyping, Web Design, and analysis of common UX/UI related issues. Exploring and practicing with digital tools to outline functional App/ Website prototypes. Supporting the students in the development of personal web-based platforms.

Nov 2017 - Jan 2018

### **Designing Digital Interactions (Teacher)**

#### **Free University of Bolzano (Italy)**

Introducing basic principles of UI Design and UX Design for apps and websites, common practices in Web Design, and approaches to the wire-framing of digital platforms. Tutoring students' work on website design and prototyping.

Apr 2018 - May 2018

### **App Design : From thoughts to prototype (Teacher)**

#### **Free University of Bolzano (Italy)**

Introducing contemporary principles of App and Web Design, common practices in designing Apps for small screens, and toolsets for App prototyping. Tutoring students' work on App development.

Nov 2018 - Jan 2019

### **Designing for the Web : A pragmatic approach (Teacher)**

#### **Free University of Bolzano (Italy)**

Analysing contemporary principles of App and Web Design, reverse engineering of existing platforms and outlining of methods to approach design for the web. Introduction to the development of prototypes across the whole design process from concept, through wire-framing, to working mockups. Development of interactive prototypes of the platform for political participation/ education among young citizens of the Autonomous Province of Bolzano.

Nov 2020 - Jan 2021

### **Rethinking digital interactions in exhibition contexts (Teacher)**

#### **Free University of Bolzano (Italy)**

Exploration of digital interaction principles with specific focus on cultural institutions and museums. Reverse engineering of existing interactive platforms and collective mapping of shared values and aims. Introduction to the development of digital prototypes across the whole process from concept, through wire-framing, to working mockups. Development of working prototypes that rethink the digital interaction of visitors in the HfG Archiv Ulm.

Feb 2021 - Jun 2021

**Design for democracy : Actions of political participation (Teacher)**  
**Free University of Bolzano (Italy)**

Design process that lead to the creation of a series of public space installation on the topic of democracy and political participation in the city of Bolzano. Collective mappings on core values of democracy and participation. Exploration of engaging and accessible formats of participation in the public space. Design and development of interactive installation concepts.

Feb 2022 - Jun 2022

**Digital platforms in Cinema (Teacher)**  
**Free University of Bolzano (Italy)**

Exploration and enactment of approaches and best practices in the design of digital interactions with Cinema platforms. Through a series of case studies, practical usability analysis, concept development and co-designs, participants designed a series of interactive prototypes for the cultural association Filmclub Bolzano.

Nov 2022 - Jan 2023

**Digital platforms in Sustainability Research (Teacher)**  
**Free University of Bolzano (Italy)**

Practical application of current principles of design for digital platforms and digital interaction with a specific focus on scientific research networks for sustainability. The process foresaw case study analysis and reverse engineering, co-conceptualisation and co-design sessions, and development of digital interactive prototypes. The whole process was enacted in partnership with the South Tyrolean Sustainability Alliance.

Mar 2023 - Jun 2023

**Sound in New Media: Politics and Sonic Practices (Teacher)**  
**Aalto University (Finland)**

Building on the Polisfonia educational framework, the course explored the political dimension of sound and music in contemporary times. Through a mixture of reflexive methods (open dialogues, participatory mappings, active readings/listenings, case-studies) and more practical/hands-on ones (open labs, co-design sessions and experimental sonic jams), participants could mutually expand their knowledge on the politics of sound, experiment with sound and music as supporting tools of political dialogue and political expression, and obtain practice-based insights on the conceptualisation, design and enactment of participatory workshops.

Apr 2023 - Jun 2023

**Re-designing websites for Cultural Institutions (Teacher)**  
**Free University of Bolzano (Italy)**

Starting from an analysis of principles, values and methods within re-design processes in the cultural sphere, participants practiced the conceptualisation, design and implementation of new digital platforms for the "Museum of Things" (Berlin).

Mar 2024 - Feb 2025

**Pazzeska! (Street Worker / Educator)**  
**La Foresta : Accademia di Comunità (Italy)**

Pazzeska! is an educational project that aims at creating spaces and chances for young people to express themselves, get to know each other and get in touch

with the socio-cultural association La Foresta (Rovereto TN). It does so through a series of roaming explorations, informal conversations and creative educational interventions in the public spaces of the city that lead to the collaborative thinking, design and enactment of desirable changes.

<https://laforesta.net/progetti/>

<https://www.instagram.com/la.foresta.rovereto/>

Mar 2025 - Jul 2025

### **Virtual Communication (Teacher)**

#### **Free University of Bolzano (Italy)**

The course is characterised as an immersion in the field of communication via digital devices and platforms. In addition to gaining a solid understanding of the state of the art in the discipline, through a series of focused discussions, readings, collaborative mapping and practical exercises the participants experience a critical approach to the analysis, design and implementation of communication in the virtual and hybrid environment.

## DESIGN / ARTS FOCUSED WORK

Dec 2013 - Ongoing

### **Mosaic Instruments**

#### **Self-employed (Multiple locations)**

Building musical instruments (primarily stringed) of reclaimed wood. Each instrument is a unique combination of shapes, materials and features.

[www.mosaic-instruments.com](http://www.mosaic-instruments.com)

<https://www.instagram.com/mosaicinstruments/>

Mar 2015 - Ongoing

### **UI / UX / Graphic Designer**

#### **Freelance / Self-employed (Multiple locations)**

Visual communication related design work and consultancy as UI, UX and graphic designer for both digital as well as printed media. Clients include public administrations, businesses and privates.

May 2016 - Sep 2016

### **Interaction Designer, Digital Illustrator, 3D Modeler and Animator**

#### **Ufomammoot GmbH Berlin (Germany)**

Designing interfaces, interaction patterns and web experiences for a broad variety of applications, ranging from digital outdoor games, to interactive exhibition modules, and websites. Crafting illustrations, digital graphics, 3D models and animations as elements of interaction.

<https://ufomammoot.de/en/>

Jun 2016 - Ongoing

### **Organic Textures**

#### **Self-employed (Multiple locations)**

Design and production of outdoor garments and accessories. Using locally sourced materials and fabrics to craft minimalistic, tough and functional clothing and accessories.

Nov 2016 - Mar 2018

### **Music & Design (Researcher)**

#### **Free University of Bolzano (Italy)**

Researching history, usage, construction and development of Musical Instruments. Designing and prototyping Experimental Musical Instruments. Design, organisation and mediation of Educational Workshops and Events related to the research project. Development and creation of Sonic Installations. Design and structuring of a first-degree master study course in design of experimental musical instruments at the free University of Bolzano.

Jun 2018 - Sep 2018

### **muu-baa.org : Web Design and Web Development**

#### **muu-baa: An agri-cultural network for explorations - Bolzano (Italy)**

Designing the Identity and website for muu-baa. Prototyping and developing the website. muu-baa is a regional group of Farmers, Artists, Designers and Rural Entrepreneurs with the goal of creating an agri-cultural network to explore new approaches to sustainable farming and cultural exchange.

<https://www.muu-baa.org/>



Nov 2018 - Jan 2020

**nova-bz.org : a Digital Platform for Political Education**

**Unibz - Landtag Südtirol (Italy)**

Design consultancy for the digital youth platform of the Provincial Council of the Autonomous Province of Bolzano. Case studies analysis of the old Landtag website and other popular platforms for political education. Design, organisation and mediation of participatory workshops in high schools with young people, aimed at identifying their relation to political topics, digital platforms and local political institutions. Participatory development of new design proposals. Design and mediation of on-field research including high school students and young population of the province of Bolzano. Organisation and design of participatory research processes and methods. Design and prototyping of the digital platform for young political education and information of the Autonomous Province of Bolzano. User testing and improvement of the prototype. Assistance to development and launch.

<https://www.nova-bz.org>

Jan 2019 - Sep 2019

**Museion : Marketing and Art Mediation**

**Museion Bolzano (Italy)**

Supporting the Marketing department through CMS management, social media communication, graphic design for print and digital environment, and market analysis. Supporting the Artistic Mediation department through the organisation and execution of workshops, with particular focus on a younger public.

<https://www.museion.it/en/>

Oct 2019 - Oct 2021

**Museion : Art Mediation**

**Museion Bolzano (Italy)**

Design, organisation and execution of art-based educational workshops exploring the world of contemporary arts. The workshops involved participants from 4 to 20 years of age and were held in Italian, German and English. Execution of guided tours and art-speakings on contemporary arts and architecture.

<https://www.museion.it/en/>

Mar 2020 - Ongoing

**Forno Vagabondo (Co-Designer / Facilitator)**

**Vallagarina TN (Italy)**

Co-design and facilitation of the network project Forno Vagabondo. A social oven built on an electrical cargo bike that travels across the villages of Vallagarina to spark moments of community building, inclusive learning and culture sharing. The project featured a series of physical and online activities centred on the practice of sourdough bread baking as a catalyst of food exploration, connection to the environment, storytelling, cultural exchange and mutual learning.

[https://www.instagram.com/forno\\_vagabondo/](https://www.instagram.com/forno_vagabondo/)

Mar 2021 - Ongoing

**Polisfonia (Researcher / Designer)**

**Bolzano (Italy)**

Polisfonia is a mobile educational laboratory which purpose is to explore how Sonic Practices (the creative interaction with sound as means of discovery, learning and expression) can be used as creative educational tools to stimulate a political dialogue between young people in the public space. It addresses people from different urban and social contexts acting as a mediating practice of

encounter, which is enriched and characterised by differences and dissonances. Polisfonia, is the expression of a diversified process of practical-creative research which develops in the mixture of political participation, education, art and design, and which aims to respond to the ever increasing need for creative spaces for the exchange and expression of ideas, opinions, experiences and differences.  
[www.polisfonia.org](http://www.polisfonia.org)

Dec 2022 - Jan 2023

**Fucina Museo : Rethinking Exhibition Experiences (Designer/  
Mediator)**

**Museo della Città Rovereto (Italy)**

Designing, supporting and mediating the participatory design process that led to the development of a new cultural program for a section of the City Museum in Rovereto. The goal was to create a welcoming, accessible and comfortable environment to allow for open and mutual exchange and collaboration between local cultural associations, cultural institutions and citizens.

Sep 2022 - Ongoing

**Digital and Analogue Documentary Photographer  
Self-employed (Multiple locations)**

Documentary photography in the cultural/artistic contexts. The primary subjects are live performances, workshops, concerts and artistic practices.

## MUSIC FOCUSSED WORK

Sep 2012 - Ongoing

### **DENTRO**

Composing music and playing guitar in the band Dentro.

<https://dentrobl.bandcamp.com/album/dentro>

Sep 2020 - Ongoing

### **Trigger Collective**

Member of trigger collective, organising electronic music events, playing live shows and event photographer.

<https://www.instagram.com/trigger.collective>

Sep 2023 - Ongoing

### **Sotto Sequestro**

Composing music and playing bass and synths in the band Sotto Sequestro.

<https://soundcloud.com/roarrrrrrrrr>

Sep 2023 - Ongoing

### **Siehderhall**

Composing music and playing electronic instruments and trumpet in the band Siehderhall.

Sep 2023 - Ongoing

### **Pheromones**

Composing music and playing guitar in the band Pheromones.

[https://www.instagram.com/pheromones\\_band/](https://www.instagram.com/pheromones_band/)

May 2025

### **Oriente Occidente : International dance day 2025 (Musical performance)**

#### **Oriente Occidente - Rovereto (Italy)**

Musical performance as part of the Sharing Training session by Oriente Occidente on the international dance day 2025. Sonic improvisation interpreting dancers' movements.

<https://www.orienteoccidente.it/people/eventi/giornata-internazionale-della-danza-2025>

Mar 2025 - Jul 2025

### **Riflessi (Musical soundtrack for dance performance)**

#### **Pluraldanza - Predazzo (Italy)**

Composing the soundtrack and interactive soundscape for the itinerant dance performance Riflessi by Francesca Bertolini hosted by the dance company Pluraldanza.

## OTHER WORK

Jun 2018 - Sep 2018

### **Baker at Karl Mechau bakery**

#### **Karl Mechau bakery Braunschweig (Germany)**

Bread and pastry baking at the centenarian Karl Mechau artisan bakery in Brunswick. Preparing and baking of over 200 different bakery products ranging from traditional north-german bread and sweets to more contemporary recipes.

Apr 2022 - Ongoing

### **Exploring Agri-Cultural Practices of Resilience**

#### **Multiple locations (Alpine Europe)**

An independent research spanning across rural areas, primarily focussing on the Italian alps, to explore, enact and collect practices of agri-cultural resilience and knowledges connected with them. Principles, approaches and techniques that shape rural life in all its aspects (food production, land and infrastructures management, livestock care, tool construction and maintenance, mutual aid organisation) and are sustainable, circular and locally adapted, are discussed with farmers, practiced, reflected and compared.

## MEMBERSHIPS

Sep 2020

### **Trigger Collective**

Trigger collective is a grassroots movement centred on electronic music. It organises events and performances acting as a meeting point for local and international artists. Alongside the music production it organises also workshop, DIY sessions, talks and other formats of mutual education by the people for the people.

<https://www.instagram.com/trigger.collective>

Gen 2021 - Ongoing

### **Rural Commons Assembly**

RCA is a trans-local alliance and iterative platform across the Alpine region. It brings together small-scale art and socio-cultural organisations from four countries who are situated in peripheral, mostly rural areas. It aims at creating safer spaces for encounters between contributing organisations and individuals to mobilise situated knowledge, explore each other's diverse practices, learn from first hand experiences and foster new collaborations on the margins.

<https://ruralcommonsassembly.com/home/>

Mar 2023 - Ongoing

### **Society for Artistic Research (SAR)**

SAR is an international, non-profit organisation dedicated to promoting and supporting artistic research as a specific practice of knowledge production. It connects, showcases, facilitates, and advocates for artistic research across disciplines, institutions, and geographical boundaries.

<https://societyforartisticresearch.org/>

Feb 2025 - Ongoing

### **TRACTS Network**

TRACTS is a European COST research network that brings together scholars from the social sciences and humanities, along with artists, activists, and legal professionals, to reformulate research paradigms, approaches and methodologies, fostering interdisciplinary collaboration and exploration

<https://tractsnetwork.online/>

## TALKS

May 2017

### **Music and Design**

#### **Custom Made Design Conference - Italian Design Society - Genova (Italy)**

Talk on the fascinating aspects of the relationship between Music, Musical Instrument Building and Design. The goal was to show connections between these fields, envision desirable ways in which their practices could be merged and outline possible educational paths addressing them.

Nov 2020

### **Designing for Democracy**

#### **Educazione Terra Natura Conference - University of Bolzano (Italy)**

Talk on the potential of design practices to positively influence democratic participation and active engagement among young citizens. The Nova platform is taken as a reference to illustrate alternative forms of participatory design in the context of public administration.

Jun 2021

### **Co-designing spaces and methods of political participation**

#### **Frontiers of Democratic Innovation Conference - University of Zurich (Switzerland)**

Talk on the value of participatory design approaches in the development of engaging spaces and methods of political participation among young citizens. The “Participatory Matrices” concept as collective mapping tool for feasible design interventions was presented through a concrete case study.

Feb 2022

### **Re-shaping political education through sound**

#### **Cross Media Arts Conference - University of Évora Lisbon (Portugal)**

Talk on the Polisfonia educational format as an example of how political education can be approached in a more inclusive and creative way. Methods, values and research outcomes are presented alongside critical questions to be addressed in the future political education and participation research.

Nov 2024

### **La politica del suono: Nuovi paesaggi sonori educativi**

#### **I saperi dall’ascolto Conference - FKL I CSMDDB I Tempo Reale I Università degli Studi di Firenze I Proteo Fare Sapere Toscana (Italy)**

Perspectives on the political essence of sound in human life experience. Introduction of the Polisfonia educational format as a tool towards the reshaping of the sonic landscapes through Sonic Practices.

Jul 2025

### **Sound Politics: Reshaping urban space through Sonic Practices**

#### **Sound, Politics and the Urban Laboratory - ISA Research Network Symposium I MDW Universität für Musik und darstellende Kunst Wien (Austria)**

Talk on the power of Sonic Practices in characterising, shaping, battling, and questioning urban public space. The experience gathered through the project Polisfonia is shared and reflected upon, highlighting its newest developments.

## WORKSHOPS / SCHOOLS (Organised / Given / Facilitated)

Dec 2017

### **“Education as a Common Good” Winter School**

**University of Trento (Italy)**

Tutoring the students of the Faculty of Design and Arts BA/MA by mediating workshops, giving feedback on their project proposals, and supporting creative input and critical exchange.

7 Jul 2018 - 15 Oct 2018

### **Rundgang HBK - Design Prozesse - Verbindungen zwischen der Brotbackkunst und Transformation Design**

**Braunschweig (Germany)**

Series of workshops, held together with Flora Mammana, on the relationship between Sourdough Bread making and Principles of Transformative Design. In everyday life activities, there is more than meets the eye. In this workshop we uncovered some of the aspects of Bread making analysing them and building connections to Transformation Design to give an unusual viewpoint on both fields.

Dec 2019 - Ongoing

### **Incontri Fermentativi - Labs on a sustainable and healthy nutrition with focus on sourdough bread**

**Multiple locations (EU)**

Series of workshops, held together with Flora Mammana, on the practice of sourdough bread baking as a sustainable and healthy approach to nutrition. The workshops focusses on making tangible topics related to biodiversity, human non-human interdependence, sustainability and circularity through the practice of sourdough bread making.

March 2021 - Ongoing

### **Forno Vagabondo**

**Multiple locations (Europe)**

Series of workshops as part of the Forno Vagabondo project in which we explore, decompose and reformulate the practices of and around sourdough bread baking using artistic approaches to channel the connection with (g)local socio political issues.

[https://www.instagram.com/forno\\_vagabondo/](https://www.instagram.com/forno_vagabondo/)

March 2022 - Ongoing

### **Polisfonia**

**Multiple locations (Europe)**

Series of workshops as part of the Polisfonia project. For more information see <https://www.instagram.com/polisfonia/> and <https://www.polisfonia.org/>.

May 2022

### **Embedded Arts Practice and the Future of Biella**

**UNIDEE Residency - Cittadellarte (Italy)**

Co-mentoring of an Arts-Residency with the goal to re-imagine sustainable/ and desirable future perspectives for the Oasi Zegna, a natural reservoir close to the city of Biella. During this exploratory week, young students and artists engaged with concepts such as connection, empathy, care, relationship, bonding, sharing, and community. The result was an exhibition that embodies and represents the collective conversation, the learnings, and the perspectives envisioned.

September 2024

**Nobody's Village : Radical Sounds - Transart Festival 2024**

**Bolzano (Italy)**

Workshop on exploring the political dimension of sounds. Experimenting practices to turn ideas into sounds and sounds into political dialogue.

<https://www.transart.it/en/program/nobodys-village-3>

May 2025

**Embodying Hope - By Design and By Disaster Conference 2025**

**Bolzano (Italy)**

Workshop that guides participants in experiencing what a hopeful (hope was the theme of the international design conference in which the workshop was held) future could feel like through an experimental collective bodily performance, with the intent of influencing our reflections and practices towards desirable actions.

<https://designdisaster.unibz.it/2025/teo-pra-mio/>



## PUBLICATIONS

2022

**Designing for Democracy: A case study on linking local political institutions and youth political education through a digital platform**

*Educazione Terra Natura - Una scommessa per il futuro tra emergenze e resilienza*

Article (Author) - Zeroseiup - ISBN: 979-12-80549-07-5

2023

**Polisfonia: Re-shaping political education through sound**

*Cross Media Arts: Social Arts and Collaboration*

Article (Author) - Caleidoscopio - ISBN: 978-989-658-793-2

2024

**FONDO : Agricoltura - terra - paesaggio - relazioni tra esseri viventi.**

*Edizione 1: Riappropriarci degli usi civici nella nostra quotidianità.*

Magazine (Editor) - ISSN 3034-9079

2025

**Polisfonia: Stimulating political dialogue through sonic practices in the public space**

Monograph (Author) - Agents of Alternatives - ISBN: (to be assigned in September 2025)

Open access: <https://hdl.handle.net/10863/45468>

## **AWARDS**

2024

**Re-design in rural areas prize (MOST+24 International cultural mediation program)**

**Viseu (Portugal)**

Winner of the award for the design of a wooden house for the community oven of Quinta Oficina (Viseu, Portugal).

## **SKILLS**

### **Technical Skills**

- Dialogic proficiency in personal as well as public contexts.
- Mediation competence between single persons and groups.
- Presentation skills through digital and analogical media.
- Organizational ability in autonomous and collaborative tasks.
- Research competence with a preference for practical field research.
- Handcraft skills in Woodworking, Metalworking and 3D Prototyping.
- Handcraft skills in Electronics and Soldering.
- Handcraft skills in Tailoring.
- Baking skills with particular focus on sourdough bread.
- Musical composition and execution competence on various instruments.

### **Digital competence**

Expert user in a variety of programs ranging from 2D static and animated graphics to 3D renders, animations and 3D modelling/drawing tools.

Solid foundation of web development oriented programming languages (Html, css, Javascript) and object oriented programming.

Excellence in Web, Interaction, UI and UX design.