

# University Academic Curriculum Vitae

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## Personal information

Name and surname: Rosella Gennari  
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 URL: [www.inf.unibz.it/~gennari](http://www.inf.unibz.it/~gennari)

## Education since leaving school

- PhD in Computer Science, ILLC, University of Amsterdam, the Netherlands, 1 September 1998–2 December 2002 (with a 3-month leave for teaching at the University of Pavia). Advisors: Prof. K.R. Apt, Prof. M. de Rijke.
- Masters of Logic, 1-year long with thesis, ILLC, University of Amsterdam, September 1997–September 1998. Advisor: Prof. K.R. Apt.
- Didactics of Mathematics Course, 1-year long with final exam, University of Pavia, 1996–1997. Course Head: Prof. M. Ferrari.
- *Laurea* in Mathematics, *vecchio ordinamento* (equivalent to Bachelor + Masters), 4-year long with thesis, University of Pavia, 1989/1990–1993/1994. Advisors: Prof. M. Ferrari, Prof. L. Magnani.

## Present appointment

- Job title: RTD junior, INF/01
- Start / end date: 01.07.2017 / on-going
- Level: full-time RTD, Junior, INF/01, Gelmini law (art. 24 c.3-a L. 240/10)
- Employer: Faculty of Computer Science, Free University of Bozen-Bolzano
- Gennari manages projects and a research team in Human Computer Interaction (HCI), supervises students (PhD students, various Masters and Bachelor students), teaches courses, works for third-mission activities, conducts research and writes research papers in the main HCI venues (see below for the related titles)

Chronological list of all previous employments (each with job title, starting and finishing dates, level, employer, responsibilities)

## Professional experience

<i>From / to</i>	<i>Job title</i>	<i>Name of academic Institution</i>	<i>Academic level</i>	<i>Responsibilities</i>
01.07.2014 / 30.06.2017	RTD Junior	Faculty of Computer Science, Free University of Bozen-Bolzano	full-time RTD junior, Gelmini law, art. 24 c.3-a L. 240/10	As for the present appointment
07.11.2009 / 06/11/2013	RTD Junior	Faculty of Computer Science, Free University of Bozen-Bolzano	full-time RTD junior, Moratti law, (art.1 comma 14 L. 230/05)	As for the present appointment
01.10.2005 / 06.11.2009	RTD Junior	Faculty of Computer Science, Free University of Bozen-Bolzano	full-time RTD junior, Moratti law, (art.1	As for the present appointment

			comma 14 L. 230/05)	
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**Experience in academic teaching**

- See the related Annex, entitled Title A, in particular: (A1) teaching experience in university courses; (A2) further academic teaching experience

**Further data**

- See the related Annex, entitled Title C, related to third mission activities.

**Research and scholarships**

- See the related Annex, entitled Title B, divided into: (B1) project experience, related to fund raising, proposal writing, project management; (B2) networking; (B3) experience in managing research agreements and as research manager; (B4) selected publications; (B5) "abilitazioni" in and related to INF 01; (B6) fellowships and scholarships; (B7) responsibilities in the organisation of events and membership in scientific committees.

**Publications  
Other academic responsibilities  
Memberships**

**Publications about the applicant**

Articles published by others in magazines about the applicant or his/her projects:

For non-scientific dissemination articles, examples are:

<http://www.academia.bz.it/articles/reading-with-reason>

papers about the TERENCE project in different EU countries, addressed to the general public, e.g., il Centro, Abruzzo, or

<http://www.oltrebarriere.net/3972/progetto-terence-l%E2%80%99informatica-adattiva-per-bambini-con-difficolta-cognitive/>

For scientific publications, citations to the work of Rosella Gennari in Scopus or Researchgate can be used:

[https://www.researchgate.net/profile/Rosella\\_Gennari/scores?ev=prf\\_rep\\_tab](https://www.researchgate.net/profile/Rosella_Gennari/scores?ev=prf_rep_tab)

<https://www.scopus.com/authid/detail.uri?authorId=5579719940>

**Statement of interest**

After working in **knowledge representation**, with a focus on automated reasoning, my research interests have gradually shifted towards Human Computer Interaction (**HCI**), and specifically **interaction design** and **user experience**, especially for **smart ecosystems**, e.g., smart schools, or products, e.g., smart games. An interdisciplinary small team has become essential for my work, for designing and/or assessing solutions together with the intended users of the interactive products. **Empirical investigations** also play a key role in my research. In recent work with schools, for instance, both **qualitative and quantitative** data gathering methods were used for assessing the quality experience of children and their educators.

I always involve PhD **students**, as well as Bachelor and Masters students in **hands-on** research activities, which lead to research publications in HCI. Due to the nature of HCI research and my work, I have developed along the years a network of research colleagues from different fields (e.g., cognitive psychology, educational psychology, health informatics, evidence-based medicine, pedagogy, industrial engineering, industrial design, visual design) and I often collaborate with research teams from different countries (e.g., Germany, the Netherlands, Spain, Norway, Finland, Denmark, UK, USA, Canada), e.g., as in the recent MAKE A DIFFERENCE European and overseas network I am involved in, e.g., <https://www.unibz.it/it/news/132541-shaping-tomorrow-s-digital-innovators>.

Thanks to such networks, I have co-worked on project proposals and managed research personnel and teams across boundaries—cultural and geographical.

Given the possibility to enter the **senior level**, I will continue to:

- (1) increase the visibility of the place and team I will be working in/with (e.g., by exploiting my network),
- (2) write research proposals to attract research funds (e.g., by exploiting my expertise in the field),
- (3) disseminate findings at the scientific level (e.g., by exploiting my participation in different HCI committees and venues)
- (4) disseminate and exploit research findings at the citizen level (e.g., by continuing by third-mission activities and working on stronger ties with the local education bodies as well as maker and FabLab facilities, such as Bitz).

**Language competence**

Language	Reading	Listening	Speaking	Writing
English	C1 (certified in 2018, Language Centre)	C1 (certified in 2018, Language Centre)	C1 (certified in 2018, Language Centre)	C1 (certified in 2018, Language Centre)
Italian	native speaker	native speaker	native speaker	native speaker
German	B1 (certified in 2019, Language Centre)	B1 (certified in 2019, Language Centre)	B1 (certified in 2019, Language Centre)	B1 (certified in 2019, Language Centre)
Dutch	A2	A2	A2	A2

Date  
22.10.2019

Signature  
*Rosella Pennar*

*Annex for Title A*

# ROSELLA GENNARI

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## TEACHING EXPERIENCE IN UNIVERSITY COURSES

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**First semester, academic year 1998-1999.** Teaching assistant for the "Intensional Logic" course, part of the Masters of Logic programme at the "Institute of Logic, Language and Computation" (ILLC), Univ. of Amsterdam. The course was in English.

**First semester, academic year 1999-2000.** Course lecturer and teaching assistant for Logic (two modules: basics, advanced), at the University of Pavia. The course was part of an interdisciplinary offer, addressing students from different Departments of the University of Pavia: Philosophy, Mathematics, Engineering.

**From 01-10-2005 to 30-09-2010.** Course lecturer in the European Masters programme in Computational Logic, in English, at the Faculty of Computer Science. Free University of Bozen-Bolzano for the "Non-classical logics" course, continuously, in the following academic years:

1. 2009/2010
2. 2008/2009
3. 2007/2008
4. 2006/2007
5. 2005/2006

Students' evaluations were generally always positive, within or above the other teachers' average, and hence the course was re-assigned to Gennari along the years.

**From 01-10-2009 to 30-01-2010.** Course lecturer in the Bachelor programme, in English, at the Faculty of Computer Science of the Free University of Bozen-Bolzano for the "Logic" course. Students' evaluations were generally always positive, within or above the other teachers' average.

**From 01-10-2011 to 30-09-2013 .** Course lecturer in the Bachelor programme, in English, at the Faculty of Computer Science of the Free University of Bozen-Bolzano for Discrete

Mathematics courses. Students' evaluations were generally always positive, within or above the other teachers' average:

6. 2012/2013

7. 2011/2012

Those courses were then merged into the "Discrete Mathematics & Logic" course, of which Gennari was teaching assistant.

**From 01-10-2011 to 2018.** Course lecturer in the Masters programme of the Faculty of Computer Science of the Free University of Bozen-Bolzano of the "Seminars in Human Machine Interaction" course in the following academic years, in English:

8. 2017/2018

9. 2016/2017

10.2015/2016

11.2014/2015

12.2013/2014

13.2012/2013

14.2011/2012

Students' evaluations were generally always positive, within or above the other teachers' average, and hence the course was re-assigned to Gennari along the years.

**From 01-10-2014 to 30-09-2017.** Teaching assistant in the Bachelors programme, in English, at the Faculty of Computer Science of the Free University of Bozen-Bolzano for the "Logic and Discrete Mathematics" course in the following academic years:

15.2016/2017

16.2015/2016

17.2014/2015

Students' evaluations were generally always positive, within or above the other teachers' average, and hence the course was re-assigned to Gennari along the years.

**From 01-10-2018 to 30-09-2019.** Course teacher in the Bachelors programme, in English, at the Faculty of Computer Science of the Free University of Bozen-Bolzano for the "Maker Lab" along the following years:

18.2017/2018

19.2018/2019

20.2019/2020

The course consists of physical computing workshops for programming and prototyping smart devices for IoT, with hackaton events. The course uses Raspberry Pi and other micro-electronics devices, e.g., senseHat or domotics sensors. Due to its teaching format, the course is highly innovative. It also promoted collaborations with students or teachers from other faculties, e.g, Design & Art, besides local enterprises or facilities, e.g., the Bitz Fablab. A paper describing its teaching format was accepted for publication in the Italian chapter of CHI, CHIItaly, and published in its 2019 ACM proceedings.

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## FURTHER ACADEMIC TEACHING

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**From 05-11-2005 onwards.** Long-term experience of supervision or co-supervision of university students for, e.g.,

1. Bachelors programme of the Faculty of Computer Science of the Free University of Bozen-Bolzano, e.g., Monika Tomkowicz,
2. Bachelor the Faculty of Design & Art of the Free University of Bozen-Bolzano, e.g., Simon Lapin,
3. Masters programme of the Faculty of Computer Science of the Free University of Bozen-Bolzano, e.g., Oana Tifrea,
4. PhD programme of the Faculty of Computer Science of the Free University of Bozen-Bolzano, e.g., Ornella Mich, Alessandra Melonio, Mehdi Rizvi, Andrea Bonani (on-going), Eftychia Roumelioti (on-going).

Among relevant results are:

- Oana Tifrea won the industrial award for the best year Masters thesis and a Google award for her thesis work with Gennari;
- Alessandra Melonio, currently RTD at the Faculty of Computer Science of the Free University of Bozen-Bolzano, won the best PhD award at the faculty;
- Mehdi Rizvi won two competitions, in conferences for best papers or projects related to his PhD thesis, supervised by Gennari and co-supervised by Melonio: SLERD 201 and CHIItaly 2017.

**From 2015 onwards.** Participation in innovative teaching initiatives, related project proposal writing and research, revolving around eXtreme Apprenticeship. The kind of teaching is partly documented at the following ResearchGate page <<https://www.researchgate.net/project/Extreme-Apprenticeship>>. Related teaching activities, at university or high schools, were also promoted via the YouTube channel <[https://www.youtube.com/channel/UCJ-RS\\_yZyOZEp-OjlkYEhpw](https://www.youtube.com/channel/UCJ-RS_yZyOZEp-OjlkYEhpw)>.



**29.10.2018.** External reviewer member of the final PhD defence committee, for the PhD candidate Andrea Conci, at the University of Trento, together with Prof. Janet Read.

**26.10.2018.** External reviewer member of the final PhD defence committee, for the PhD candidate Reza Khoshkangini, at the University of Padova, together with professors Dario Maggiorini and Silvia Mirri.

**05.09.2019.** External reviewer member of the final PhD defence committee, for the PhD candidate Max Willis, at the University of Trento.

**From 05-11-2005 to 05.02.2018.** Long-term participation in the PhD committee of the Faculty of Computer Science, besides external reviewer/second reader for PhD students of the Faculty.

**From 01-01-2007 to 31-12-2012.** Long-term tutoring and coordinator for foreign students, e.g., three students from Afganistan, managing their personalised study plan.

**In 2010,** participation in the selection committee of overseas students for the European Masters in Language and Communication Technology, Free University of Bozen-Bolzano.

**From 20-02-2017 to 26-02-2017.** Course lecturer in the **DIPFABLAB** (<http://www.dipfablab.com>) PhD school of Politecnico di Torino, Verres, Val D'Aosta, for a course open to local and French industries and students, for technology transfer actions revolving around IoT and Industry 4.0.

**In Aprile 2017.** Participation as course teacher and tutor, at the "**Tecnologia per l'Educazione: Dispositivi e Diversità**" (TEDD, <http://latemar.science.unitn.it/segue/index.php?&action=site&site=tedd>) Masters. Head: Prof. Marco Ronchetti of the University of Trento ([www.unitn.it](http://www.unitn.it)).

TEDD is financed by MIUR within the Città Educante project and it is run in collaboration with the I'Istituto Tecnico Economico "Tambosi-Battisti" of Trento, AICA, DIBRIS of the University of Genova as well as IPRASE. It is meant for in-service or pre-service teachers.

*Annex for Title B (B1—B7)*

# ROSELLA GENNARI

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## B1. PROJECT EXPERIENCE, RELATED TO FUND RAISING, PROPOSAL WRITING, PROJECT MANAGEMENT

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Gennari is very active (1) in fundraising through projects, (2) in authoring project proposals, (3) in the scientific and administrative management of projects related to the SSD sector of the RTD. In the latest 10 years, she has been the Scientific and Technological Coordinator, Coordinator and Principal Investigator (PI) in several projects, managing c. € 440,000 for and on behalf of the Faculty of Computer Science of the Free University of Bolzano (**UniBZ**, onwards).

*The following lists the project of which Gennari was PI at UniBZ UniBZ.*

**From 01-03-2009 to 30-06-2011.** Rosella Gennari co-wrote and was the PI at UniBZ of the project "LOGic-based web tool for DEaf children" (LODE), financed by the CARITRO association of private banks by means of a competitive call. The project required to conduct a context analysis in order to design the prototype of a web system for facilitating reading of stories of deaf children, who had difficulties in decoding and deep text comprehension. The project became part of the PhD thesis of the PhD candidate Ornella Mich, then under the supervision of Rosella Gennari at UniBZ.

The budget for UniBZ was c. 9000 €.

See <<http://lode.fbk.eu/partners.html>>.

**From 01-10-2010 to 30-09-2013.** Rosella Gennari wrote and was Coordinator as well as PI of the project "Context-based Reasoning about Events of Stories with and for poor Comprehenders" (Cresco), a 2010-CRC project with peer-revision. The project helped analyse the context of the province in relation to interventions in school concentrating on how to facilitate text comprehension.

The budget was c. 34.687 €.

**From 01-10-2010 to 30-09-2013.** Rosella Gennari wrote, was Scientific & Technological Coordinator, WP leader as well as PI on the behalf of UniBZ, for the TERENCE FP7 ICT STREP European Project, Grant Agreement 257410, with 12 partners across Europe. The roles of Gennari in TERENCE are described in the subsequent section B2.

The project developed an adaptive learning system for improving the text comprehension of children who are poor text comprehenders, by means of stories of increasing complexity and story-comprehension games, which are semi-automatically generated by means of AI techniques and technologies from stories, e.g., temporal reasoning games.

The project research findings were published in different venues, especially after the large-scale quasi-experiment (with c. 500 children across Italy and UK) concerning the efficacy of the system in improving text comprehension. Examples of publications follow:

Di Mascio T, Gennari R, Tarantino L, Vittorini P. (2017). Designing visualizations of temporal relations for children: action research meets HCI. *Multimedia Tools and Applications*, 76 (4), pp. 4855-4893

Di Giacomo D, Cofini V, Di Mascio T, Cecilia MR, Fiorenzi D, Gennari R, Vittorini P (2016). The silent reading supported by adaptive learning technology: Influence in the children outcomes. In *Computers in Human Behavior*, 55, Part B, pp. 1125-1130

Gennari R., Vittorini P. (2016). Qualitative Temporal Reasoning Can Improve on Temporal Annotation Quality: How and Why. *Applied Artificial Intelligence*, 30(7), 690-719, Taylor and Francis Ltd.

Gennari R., Vittorini P., Tonelli S. (2015). Challenges in quality of temporal data—Starting with gold standards. *Journal of Data and Information Quality*. Volume 6, Issue 2, 1 June 2015, Article number 9.

Gennari R., Tonelli S., Vittorini P. (2013). An AI-Based Process for Generating Games from Flat Stories. In: Bramer M., Petridis M. (eds) *Research and Development in Intelligent Systems XXX*. Springer, Cham

The European Commission awarded TERENCE, in its final evaluation, an **EXCELLENCE** mark for its scientific and technological advancements, as well as its impact on society.

The total requested budget was c. 2.100.000 €, split among 12 partners, of which 200.520,00 € were given to UniBZ and managed by Gennari.

**From 01-07-2011 to 03-06-2014.** Rosella Gennari wrote, was Coordinator and PI of project: "Diagrammi per la Rappresentazione e il Ragionamento temporale con i Bambini" (DARE), financed through a competitive call with peer-evaluation by means of the first Research Call of the Province of Bozen-Bolzano. DARE helped support the work of

personnel managed by Gennari (e.g., assegni di ricerca/co.co.pro.) and the work with schools or local education stakeholders. It resulted in different publications and project events for and with local schools, part of the PhD of Alessandra Melonio, co-supervised by Rosella Gennari.

Examples follow:

Gabriella Doderò, Rosella Gennari, Alessandra Melonio, and Santina Torello. 2014. Gamified co-design with cooperative learning. In CHI '14 Extended Abstracts on Human Factors in Computing Systems (CHI EA '14). ACM, New York, NY, USA, 707-718. DOI: <https://doi.org/10.1145/2559206.2578870>

Gabriella Doderò, Rosella Gennari, Alessandra Melonio, and Santina Torello. 2014. Towards tangible gamified co-design at school: two studies in primary schools. In Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play (CHI PLAY '14). ACM, New York, NY, USA, 77-86. DOI: <https://doi.org/10.1145/2658537.2658688>

The total budgeted amounted to c. 76.396,24 €, managed by Gennari.

**From 01-01-2016 to 30-06-2017.** Rosella Gennari wrote, was Coordinator and PI of the project: "Gamified Objects for Speech-Therapy" (GOST), a 2015-CRC project of UniBZ. The project was of an exploratory nature. Partner of the project was two universities: UniBZ, Computer Science Faculty, with Gennari as PI; UniTN, Cognitive Science Faculty, with prof. Francesco Pavani as PI.

The findings of the project were published in different venues and became part of the PhD work of the (at the time) PhD candidate Mehdi Rizvi, of whom Rosella Gennari was supervisor. Examples of publications follow:

Gennari R., Melonio A., Rizvi M. (2017) The Participatory Design Process of Tangibles for Children's Socio-Emotional Learning. In: Barbosa S., Markopoulos P., Paternò F., Stumpf S., Valtolina S. (eds) End-User Development. IS-EUD 2017. Lecture Notes in Computer Science, vol 10303. Springer, Cham

Gennari R., Pavani F., Rizvi M. (2017) Tangible Design for Inclusive Conversations with Deaf or Hard-of-Hearing Children. In: Wu TT., Gennari R., Huang YM., Xie H., Cao Y. (eds) Emerging Technologies for Education. SETE 2016. Lecture Notes in Computer Science, vol 10108. Springer, Cham.

See also <[www.inf.unibz.it/gost](http://www.inf.unibz.it/gost)>.

The total budgeted amounted to c. 9.754,80 €, managed by Gennari.

**From 01-04-2016 to 30-08-2017.** Rosella Gennari wrote, was Coordinator and PI of the project: "GAmified Probes for Health" (GAPH), which won the 2015-RTD call with peer revision.

GAPH was an exploratory action of prototypes of smart objects for health. An example of a workshop organised for the project was

"End User in Participatory Design and Making", held at the Faculty of Computer Science of UniBZ, see <https://www.goinplace.it/g6535953-bolzano/eventi/end-user-participation-in-design-and-making-98439>

and several publications, e.g.,

Del Fatto V., Gennari R., Melonio A., Raimato G. (2017) The Design of a Smart Tray with Its Canteen Users: A Formative Study. In: Vittorini P. et al. (eds) Methodologies and Intelligent Systems for Technology Enhanced Learning. MIS4TEL 2017. Advances in Intelligent Systems and Computing, vol 617. Springer, Cham

The total budget amounted to c. 19.326,00 €, managed by Gennari for employing personnel working on the project.

**From 01-01-2018 onwards.** Rosella Gennari wrote, was Coordinator and PI of the project: "Smart Objects for Active Aging" (SOOfA), which won the 2017-RTD call of UniBZ, with peer revision. The project continues the GOST project as an exploitation action of prototypes of smart objects. It is conducted in collaboration with the CATs research unit of Science and Cognition of the University of Trento, led by Prof. F. Pavani, already involved in GOST.

The total budgeted amounted to c. 4.000,00 €, managed by Gennari.

**From 01-11-2018 onwards.** Rosella Gennari wrote, was Coordinator and PI of the project: "Get out Kids and Interact" (GeKI), which won the competitive RTD-call in 2018, with peer revision, at UniBZ. This project is managed in collaboration with members of Politecnico of Milan, led by Prof. Maristella Matera, who chairs the Italian SIGCHI chapter of CHI, CHIItaly.

The total budgeted amounts to €8.000,00 €, managed by Gennari.

*Moreover, Gennari is always active in networking and collaborating in different projects, within and outside the Faculty of Computer Science of UniBZ. Examples follow.*

**From 16/06/2017 to 14/06/2019.** The VCTP project (RTD call 2017) concerning the visualisation of temporal intervals, coordinated by Vincenzo del Fatto. Gennari participated in the project for conducting research in the area of Human Computer Interaction.

The total budget was c. 19.000 €.

**From 01/08/2016 to 31/05/2018.** The PeriodVIS project (RTD call 2016) still related to the visualisation of temporal intervals, coordinated by Anton Dignös. Gennari participated in the project for conducting research in the area of Human Computer Interaction.

The total budget amounted to c. 20.000 €.

**From 01-01-2013 to 31-12-2013.** Supporting the coordination with Prof. Pekka Abrahamsson of the "DRAMA läb" project and laboratory, on the behalf of the Faculty of Computer Science of UniBZ. This was an experimental environment for creating a "makerspace" shared among the Computer Science and Design & Art Faculties, which laid the groundwork for the Bitz FabLab of UniBZ. See <http://dramalab.unibz.it/category/blog/>

The total budget for the Drama Láb was c. 88.500,00 €.

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## B2. NETWORKING

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**From 01-01-2015 onwards.** Participation in research activities, long-term networking and collaborations, recently leading to the MAKE-A-DIFFERENCE European and overseas network, with the international research centre INTERACT led by prof. Netta Iivari, Oulu, Finland. INTERACT works in HCI, Computer-Supported Cooperative Work, Participatory Design (PD) and Activity Theory.

**From 01-01-2015 onwards.** Participation in research activities, long-term networking and collaborations with the international research centre "Cognition Across the Senses" (CatS, <http://r.unitn.it/en/cimec/cats>), led by prof. F. Pavani (<https://scholar.google.ca/citations?user=eTVHsZwAAAAJ&hl=en>), at "Centro Mente-Cervello" (CIMEC) of the University of Trento and the national research centre of Lione, France, for neuroscience.

The collaboration led to different joint research activities and projects, e.g.:

(1) the aforementioned GOST project, (2) publications and Msc/PhD theses, e.g.,

Rosella Gennari, Francesco Pavani, Mehdi Rizvi. 2017. Tangible Design for Inclusive Conversations with Deaf or Hard-of-Hearing Children. In: Wu TT., Gennari R., Huang YM., Xie H., Cao Y. (eds) Emerging Technologies for Education. SETE 2016. Lecture Notes in Computer Science, vol 10108. Springer, Cham. DOI: 10.1007/978-3-319-52836-6\_29.

**From 01-10-2010 onwards.** Participation in research activities, long-term networking and collaborations with the international research centre L3S (<https://www.l3s.de/home>), Germany, led by prof. W. Nejdl (<https://www.kbs.uni-hannover.de/~nejdl/>), of Hannover University.

The collaboration led to: (1) diverse joint research activities and projects, such as the FP7 European TERENCE, mentioned above, (2) joint publications with L3S personnel (e.g., M. Alrifai e Ivana Marenzi), such as:

T. Di Mascio, P. Vittorini, R. Gennari, A. Melonio, F. De La Prieta and M. Alrifai. "The Learners' User Classes in the TERENCE Adaptive Learning System," 2012 IEEE 12th International Conference on Advanced Learning Technologies, Rome, 2012, pp.



572-576.

DOI: 10.1109/ICALT.2012.68

F. De la Prieta, T. Di Mascio, R. Gennari, I. Marenzi, P. Vittorini. "User-centred and Evidence-based Design of Smart Games for Poor Text Comprehenders: The TERENCE Experience". JOURNAL OF TECHNOLOGY ENHANCED LEARNING, 6(3), pp. 212-236, 2014. DOI: 10.1504/IJTEL.2014.068350

Print ISSN: 1753-5255 Online ISSN: 1753-5263.

**From 01-10-2010 onwards.** Participation in research activities, long-term networking and collaborations with the international research centre BISITE (<https://bisite.usal.es>), Spagna, led by prof. J. Manuel Corchado (<https://bisite.usal.es/en/corchado>), of the University of Salamanca, who is Dean of the Science Park of Salamanca and was Pro-Rector for Research and Technology Transfer therein.

The collaboration led to:

- (1) various collaborations in the organisation of international conferences in the area of AI and technology enhanced learning, such as the mis4TEL series of conferences, e.g., see the 2019 edition with Springer proceedings,
- (2) international projects, such as the FP7 European TERENCE project, described above,
- (3) various publications with BISITE personnel (e.g., Fernando de la Prieta), such as:

T. Di Mascio, P. Vittorini, R. Gennari, A. Melonio, F. De La Prieta and M. Alrifai, "The Learners' User Classes in the TERENCE Adaptive Learning System," 2012 IEEE 12th International Conference on Advanced Learning Technologies, Rome, 2012, pp. 572-576. doi: 10.1109/ICALT.2012.68.

**From 01-01-2015 onwards.** Participation in research activities, long-term networking and collaborations with the international research centre for Cooperative Technologies led by prof. Monica Divitini, "University of Science and Technology" (NTNU) of Trondheim, Norway (<https://www.ntnu.edu/employees/divitini>). This collaboration has led to:

- (1) the joint organisation of events, such as a workshop and a journal issue concerning "Player and Learn eXperience" (PaLX), in the IxD&A international journal, with an editorial by R. Gennari, M. Divitini e G. Doderò, see <[http://www.mifav.uniroma2.it/inevent/events/idea2010/index.php?s=10&a=10&link=ToC\\_29\\_P&link=29preface\\_fs1](http://www.mifav.uniroma2.it/inevent/events/idea2010/index.php?s=10&a=10&link=ToC_29_P&link=29preface_fs1)>;
- (2) research visits, e.g., prof. Divitini was the PhD Committee president for the PhD candidate Alessandra Melonio (nowadays RTD), supervised by Rosella Gennari; prof.

Divitini participated in the workshop "the W-DAY of HCI & Gamification", organised and managed by R. Gennari, see <<http://www.inf.unibz.it/~gennari/hcigam/>>;

(3) research collaborations concerning IoT, e.g.,

Rosella Gennari, Alessandra Melonio, Mehdi Rizvi, e Andrea Bonani. 2017, "Design of IoT Tangibles for Primary Schools: A Case Study", apparsa negli atti di "12th Biannual Conference on Italian SIGCHI Chapter (CHIItaly '17)", ACM, New York, NY, USA, con DOI <https://doi.org/10.1145/3125571.3125591>.

**From 01-01-2015 onwards.** Participation in research activities and collaborations with the international research centre "Centre for Digital Learning Technologies" of DTU, Copenhagen, Denmark, which works on learning analytics, educational data mining, learning design, learning theories, playful learning & ethics.

**From 01-07-2014 onwards.** Participation in research activities, long-term networking and collaborations with the national research centre IDSE, and its "Human Centred Computing" (HCC) group of the Faculty of Computer Science, UniBZ.

Gennari has participated in several manners in the work of the group, e.g., in different projects.

**From 01-10-2013 onwards.** Long-term collaboration with local education bodies, e.g., Intendenza Scolastica, and schools of the area for projects for

- teachers, e.g., PRODI or
- primary and secondary schools, above explained.

**From November 2005 to June 2014.** Participation in research activities, long-term networking and collaborations with the national research centre KRDB, of the Faculty of Computer Science, UniBZ.

**From 2017 onwards.** Gennari collaborated in starting up and organising the fabrication and making space BITZ of UniBZ, besides a number of events at Bitz, a space shared by the Faculties of Design & Art and Computer Science, and meant for citizens as well as researchers and students of the two faculties involved in the design and making of smart objects for IoT.

**Nel 2017.** Gennari collaborated in defining the "Smart Data Factory" idea of the Technology Park on the behalf of the Faculty of Computer Science of UniBZ. Moreover, she

participated in several events organised by or in collaboration with the Smart Data Factory, such as:

- Startup Breakfast 07.12.2018 for local industries and researchers;
- ex Legge 14 project proposals;
- the definition of services for industries related to HCI.

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### **B3. EXPERIENCE IN MANAGING RESEARCH AGREEMENTS AND AS RESEARCH MANAGER**

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*Below are research agreements and conventions entrusted by qualified public or private institutions, of which Gennari was the PI or Coordinator.*

**From 01-01-2009 to 31-12-2010.** Scientific Responsible for an Agreement for collaborations in research activities between the Faculty of Computer Science of UniBZ and the European Academy of Bozen-Bolzano (EURAC) to coordinate the research activity and development of an ontology for the e-LIS dictionary of the Italian sign language, a project coordinated by EURAC. Rosella Gennari was responsible on behalf of UniBZ for coordinating the research and development of the ontology, which became part of the Masters thesis of the student Monika Tomkowicz at UniBZ.

**From 01-01-2009 to 31-12-2010.** Head of the Framework Convention for collaborations in study activities between the Faculty of Computer Science of UniBZ and the Talking Hands Association of Rovereto of interpreters and signers for deaf people, in agreement with the the National Body for the Protection and Assistance of the Deaf (ENS).

**From 01-01-2009 to 31-12-2010.** Head of the Framework Convention for collaborations in research activities stipulated between the Faculty of Computer Science of UniBZ and the Department of Education, Psychology and Philosophy of the University of Verona. The purpose of the agreement was to establish didactics and research collaborations in diagnostic fields and effective diagnostic tools for children with specific reading difficulties, in order to develop an effective web system for them from the diagnostic point of view.

**From 01-01-2009 to 31-12-2010.** Head of the Framework Convention for collaborations in research activities stipulated between the Faculty of Computer Science of UniBZ and the Department of Medicine of the University of L'Aquila. The objective of the agreement was to establish an educational and research collaboration in areas of effective therapies for children with specific reading difficulties, in order to develop an effective web system for them from a therapeutic point of view.

**From 01-01-2009 to 31-12-2010.** Head of the Framework Convention for collaborations in research activities stipulated between the Faculty of Computer Science of UniBZ and the Department of Electrical and Information Engineering (DIEI) of the University of L'Aquila. The objective of the agreement was to establish an educational and research collaboration

in the areas of technological and multi-modal innovation for children with specific reading difficulties.

**From 01-03-2009 to 30-06-2011.** Rosella Gennari wrote and was the Scientific Responsible (Principal Investigator, PI) for UniBZ of the research and project "LOgic-based web tool for DEaf children" (LODE), commissioned and financed by the association of private banks CARITRO through a call for tenders competitive among peers. See B1 above for details.

*Furthermore, in all the projects funded and listed above, in B1, Rosella Gennari was coordinator / manager of the research related to the SSD. The projects listed above are briefly mentioned here in relation to the management roles of Gennari.*

**From 01-10-2010 to 30-09-2013.** Rosella Gennari was the Coordinator and Scientific Responsible (Principal Investigator, PI) of the project: "Context-based Reasoning about Events of Stories with and for Poor Comprehenders" (Cresco), approved by the UniBZ Research Commission (CRC) in 2010, and managed Work Packages (WPs) and the Consortium.

**From 01-10-2010 to 30-09-2013.** Rosella Gennari was the Scientific and Technological Coordinator (Scientific & Technological Coordinator, S&T Coordinator) of the European project TERENCE FP7 ICT STREP European Project, Grant Agreement 257410.

As S&T Coordinator, Rosella Gennari managed the Scientific and Technological Committee (S&T Board). This committee was composed of the leaders of all the 7 scientific Work Packages (WPs) of TERENCE, coming from different countries in Europe.

As S&T Coordinator, Gennari guaranteed the correct flow of scientific and technological information, organised scientific and technological meetings mostly on a weekly basis with some or all members of the S&T Board, made key decisions regarding the scientific and technological management and coordination of the entire project .

As S&T Coordinator, Gennari communicated to the Project Executive Board (Project Executive Board, PEB) criticalities or important failures found in relation to the correct scientific and technological development of the project.

As S&T Coordinator, Gennari reviewed all the deliverables of the project before delivery, requested or proposed corrections in the event of a critical situation, thus guaranteeing the quality of the project work.

As S&T Coordinator, Gennari presented the scientific and technological progress of the project in front of the reviewers on the occasion of the periodic review meetings of the European Commission.

Rosella Gennari was also the UniBZ PI and the WP Manager (WP leader) of Work Package 4 (WP4) of the European project TERENCE FP7 ICT STREP European Project.

WP4 was the central package of the project, being responsible for developing "smart" games (developed with artificial intelligence techniques, AI) starting from stories.

**From 01-07-2011 to 03-06-2014.** Rosella Gennari was the Coordinator and Scientific Responsible (Principal Investigator, PI) of the project: "Diagrams for Time Representation and Reasoning with Children" (DARE), funded on the basis of competitive calls with peer review through the First Call for the Research of the Province of Bozen-Bolzano. The project served to fund research grants / co.co.pro., personnel whom Gennari coordinated.

**From 01-01-2016 to 30-06-2017.** Rosella Gennari was the Coordinator and Scientific Responsible (Principal Investigator, PI) of the project: "Gamified Objects for Speech-Therapy" (GOST), approved by the Research Commission (CRC) of UniBZ in 2015.

**From 01-04-2016 to 30-08-2017.** Rosella Gennari wrote and was the Coordinator and Scientific Responsible (Principal Investigator, PI) of the "GAmified Probes for Health" (GAPH) project, which won the competitive tender for UniBZ RTD RTD in 2015, with peer review.

**From 01-01-2018 onwards.** Rosella Gennari wrote and is the Coordinator and Scientific Responsible (Principal Investigator, PI) of the "Smart Objects for Active Aging" (SOOfA) project, which won the competitive bid for UniBZ RTD RTD in 2017, with peer review.

**From 01-11-2018 onwards.** Rosella Gennari wrote and is the Coordinator and Scientific Responsible (Principal Investigator, PI) of the "Get out Kids and Interact" (GeKI) project, which won the competitive bid for UniBZ RTD RTD in 2018, with peer review.

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## B4. SELECTED PUBLICATIONS

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The following section lists: (1) **12 recent publications**, enumerated by year and type, which are considered to be illustrative of Gennari's recent research; (2) key-not speeches; (3) **all** relevant **publications in the latest 5 years**.

For further information on other publications, Scopus, Google Scholar or Researchgate can be consulted.

As for information in Scopus related to "Rosella Gennari", her ORCID identifier is <0000-0003-0063-0996>.

In Google Scholar, she can be found at <<https://scholar.google.it/citations?user=l9JnvKwAAAAJ&hl=it&oi=ao>>;

At Researchgate, she can be found at <[https://www.researchgate.net/profile/Rosella\\_Gennari](https://www.researchgate.net/profile/Rosella_Gennari)>.

### B4.1: 12 PUBLICATIONS

#### 2019

##### Paper in Journal

[1] Gennari, R., Melonio, A., Rizvi, M. 2019. Turn taking with turn-talk in group: Actions and reflections with children and teachers. In *Multimedia Tools and Applications*. DOI: 10.1007/s11042-018-7090-2

*Multimedia Tools and Applications* was classified #26 in 2017 by Scimago among 216 journals in Media Technology.

#### 2018

##### Papers in Conference Proceedings

[2] Saikishore Kalloori, Francesco Ricci, and Rosella Gennari. 2018. "Eliciting pairwise preferences in recommender systems". In *Proceedings of the 12th ACM Conference on*

Recommender Systems (RecSys '18). ACM, New York, NY, USA, 329-337. DOI: 10.1145/3240323.3240364 *RecSys is the top conference in Recommender System.*

[3] R. Gennari, A. Melonio, and M. Rizvi. "Evolving tangibles for children's social learning through conversations: Beyond Turntalk". In: TEI 2018 - Proceedings of the 12th International Conference on Tangible, Embedded, and Embodied Interaction. Vol. 2018-January. 2018, pp. 368-375. DOI: 10.1145/3173225.3173248. *TEI is an A conference, i.e., "a very good quality conference", according to GII-GRIN-SCIE (GGS).*

[4] R. Gennari, A. Melonio, and M. Rizvi. "Investigating Class Conversations with ClassTalk". In: Proceedings of the 2018 International Conference on Advanced Visual Interfaces (AVI'18). ACM, New York, NY, USA, Article 49. DOI: 10.1145/3206505.3206513. *AVI is a B conference, i.e., "a good quality conference", according to GII-GRIN-SCIE (GGS).*

## 2017

### Articles in Journals

[5] R. Gennari, A. Melonio, and S. Torello. "Gamified probes for cooperative learning: a case study". In: Multimedia Tools and Applications 76.4 (2017), pp. 4925-4949. DOI: 10.1007/s11042-016-3543-7. *Multimedia Tools and Applications is a top journal, see above.*

[6] R. Gennari, A. Melonio, D. Raccanello, M. Brondino, G. Doderò, M. Pasini, S. Torello. "Children's emotions and quality of products in participatory game design". *Le prime tre autrici hanno dato i contributi maggiori.* In: International Journal of Human Computer Studies 101 (2017), pp. 45-61. DOI: 10.1016/j.ijhcs.2017.01.006. *International Journal of Human Computer Studies is a top journal: it was classified #32 in 2017 by Scimago among 621 journals in Human Computer Interaction & Computer Science (Elsevier).*

[7] Tania Di Mascio, Rosella Gennari, Laura Tarantino, Pierpaolo Vittorini. "Designing visualizations of temporal relations for children: action research meets HCI". In: Multimedia Tools Appl. 76.4 (2017), pp. 4855-4893. DOI: 10.1007/s11042-016-3609-6. *Multimedia Tools and Applications is a top journal: see above.*



## 2016

### Articles in Journals

[8] V. Del Fatto, G. Dodero, and R. Gennari. "How measuring student performances allows for measuring blended extreme apprenticeship for learning Bash programming". In: *Computers in Human Behavior* 55 (2016), pp. 1231-1240. DOI: 10.1016/j.chb.2015.04.007. *Computers in Human Behavior is a top journal: classified #6 in 2017 by Scimago among 621 journals in Human Computer Interaction.*

[9] D. Di Giacomo, D., Cofini, V., Di Mascio, T., Cecilia, M.R., Fiorenzi, D., Gennari, R., Vittorini, P. "The silent reading supported by adaptive learning technology: Influence in the children outcomes". In: *Computers in Human Behavior* 55 (2016), pp. 1125-1130. DOI: 10.1016/j.chb.2014.09.053. *Computers in Human Behavior is a top journal; see above.*

## 2015

### Paper in Conference Proceedings

[10] Dodero, G., Gennari, R., Melonio, A., & Torello, S. (2015). "There is no rose without a thorn": An assessment of a game design experience for children. *Gennari e Melonio hanno dato i contributi maggiori*. In: Proc. of CHIItaly 2015, ACM International Conference Proceeding Series, 28, pp. 10-17. DOI = 10.1145/2808435.2808436. *The paper received more than 11 citations in Scopus.*

## 2014

### Papers in Conference Proceedings

[11] G. Dodero, R. Gennari, A. Melonio, S. Torello. "Gamified Co-design with Cooperative Learning". *Gennari e Melonio hanno dato i contributi maggiori*. In: Conference on Human Factors in Computing Systems - Proceedings. ACM. 2014, pp. 707-716. DOI: 10.1145/2559206.2578870. *CHI is an A++ conference, i.e., "an excellent quality conference", according to GII-GRIN-SCIE (GGS). The paper has received more than 20 citations in Scopus.*

[12] G. Dodero, R. Gennari, A. Melonio, S. Torello. "Towards tangible gamified co-design at school: Two studies in primary schools". *Gennari e Melonio hanno dato i contributi maggiori*. In: CHI PLAY 2014 - Proceedings of the 2014 Annual Symposium on Computer-Human Interaction in Play. ACM. 2014, pp. 77-86. DOI: 10.1145/2658537.2658688.

*CHIPlay is a top recent ACM conference, not yet archived by GII-GRIN-SCIE (GGS). The paper has received more than 20 citations in Scopus.*

## **B4.2: KEY-NOTE**

**November 2017.** Invited speaker as "key-note speaker": lecture on "Learner and player experience: developing playful learning experiences", keynote by Rosella Gennari at "LearnT DTU Conference 2017, the 2nd Conference on Digital Learning Technology" in new Danish center dedicated to digital technologies for learning (<http://www.learnt.dtu.dk>), part of Danmarks Tekniske Universitet of Copenhagen.

**October 2018.** Invited speaker as "keynote scientific speaker": presentation on "From Serious Games to Head-up Gamification", keynote by Rosella Gennari at the L3S research center (<http://www.learnt.dtu.dk>), on the occasion of the days dedicated to the Italian language in the world, promoted by the Consulate General of Italy in Hannover, Germany, in collaboration with the L3S center (<https://www.l3s.de/en/seminar/italian>).

**December 2018.** Invited speaker as "keynote scientific speaker" on the World Usability Day, NOI Technology Park: presentation on "the Good, the Ugly, the Bad of Gamification", keynote by Rosella Gennari at NOI, on the occasion of world usability day The theme of the event was "Design for Good or Evil".

## **B4.3: PUBLICATIONS IN THE LATEST 5 YEARS**

Gennari was also a speaker at various scientific conferences in Italy and abroad. One of the most recent speaker she was in was in June 2018 to present

*Investigating Class Conversations with ClassTalk: A Study with Tangible Object Prototypes in a Primary School*

at the "International Conference on Advanced Visual Interfaces", AVI 2018, Castiglione della Pescaia, IT (B conference according to GII-GRIN-SCIE).

*Hereby follows a list of the most relevant scientific publications in the latest 5 years, in Italy or abroad, indexed in the Scopus or DBLB databases.*

## 2020

Rosella Gennari, Pierpaolo Vittorini, Fernando de la Prieta, Tania Di Mascio, Marco Temperini, Ricardo Azambuja Silveira, Demetrio Arturo Ovalle Carranza: Methodologies and Intelligent Systems for Technology Enhanced Learning, 9th International Conference, MIS4TEL 2019, Avila, Spain, 26-28 June, 2019. Book on Advances in Intelligent Systems and Computing 1007, Springer 2020, ISBN 978-3-030-23989-3

## 2019

Rosella Gennari, Alessandra Melonio, Mehdi Rizvi: From TurnTalk to ClassTalk: the emergence of tangibles for class conversations in primary school classrooms. Behaviour & Information Technology. Published online and forthcoming in-print publication. DOI: 10.1080/0144929X.2019.1614226

Rosella Gennari, Alessandra Melonio, Mehdi Rizvi: Turn taking with turn-talk in group-Actions and reflections with children and teachers. Multimedia Tools Appl. 78(10): 13461-1348. DOI = 10.1145/3173225.3173248.

Rosella Gennari, Alessandra Melonio: Designing the internet of tangible things for outdoors environments with university students. CHIItaly 2019: 13:1-13:9. ACM.

Rosella Gennari, Maristella Matera, Alessandra Melonio, Eftychia Roumelioti: A Board-Game for Co-Designing Smart Nature Environments in Workshops with Children. International Conference on End-User Development. IS-EUD 2019: 132-148. Springer.

Rosella Gennari, Maristella Matera, Alessandra Melonio, Eftychia Roumelioti: Research on Making Nature Smart with Children. International Conference on End-User Development (IS-EUD 2019): 249-253. Springer.

Rosella Gennari, Alessandra Melonio, Maristella Matera, Eftychia Roumelioti: A Board Game and a Workshop for Co-creating Smart Nature Ecosystems. MIS4TEL 2019: 137-145. Springer.

Tania Di Mascio, Pierpaolo Vittorini, Rosella Gennari, Fernando de la Prieta, Sara Rodríguez, Marco Temperini, Ricardo Azambuja Silveira, Elvira Popescu, Loreto Lancia: Methodologies and Intelligent Systems for Technology Enhanced Learning, 8th International Conference, MIS4TEL 2018, Toledo, Spain, 20-22 June, 2018. Advances in Intelligent Systems and Computing 804, Springer 2019, ISBN 978-3-319-98871-9.

## 2018

R. Gennari, A. Melonio, and M. Rizvi. "Evolving tangibles for children's social learning through conversations: Beyond Turntalk". In: vol. 2018- January. 2018, pp. 368-375. DPO: 10.1145/3173225.3173248. DOI = 10.1145/3173225.3173248.

R. Gennari, A. Melonio, and M. Rizvi. "Investigating class conversations with Classtalk". In: Proc. of AVI 2018 conference, ACM, 2018. DOI = 10.1145/3206505.3206513 (*Then extended and accepted in Behaviour & Information Technology, Taylor, on-going in-print publication, already online*).

R. Gennari, A. Melonio, and S.U. Yavuz. "Prototyping for investigating affective objects with and for children". In: Proc. of CODPA workshop, co-located with AVI 2018, vol. 2101. 2018, pp. 21-33. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85048384533&partnerID=40&md5=ac6d2bb12fe6003b2125b430df85a798>.

A. Bonani, V. Del Fatto, G. Dodero, R. Gennari, Raimato G. "Participatory design of tangibles for graphs: A small-scale field study with children". In: Proc. of Conf. on Smart Innovation, Systems and Technologies 80 (2018), pp. 161-168. DOI: 10.1007/978-3-319-61322-2\_16.

A. Bonani, V. Del Fatto, G. Dodero and R. Gennari. "Tangibles for Graph Algorithmic Thinking: Experience with Children (Abstract Only)". In Proc, of the 49th ACM Technical Symposium on Computer Science Education (SIGCSE '18). ACM, New York, NY, USA, 1094-1094. DOI: 10.1145/3159450.3162267

Del Fatto, V., Dodero, G., Gennari, R., Gruber, B, Helmer, S., Raimato, G. "Automating assessment of exercises as means to decrease MOOC teachers' efforts". In: Proc. of Conf. on Smart Innovation, Systems and Technologies 80 (2018), pp. 201-208. DOI: 10.1007/978-3-319-61322-2\_20.

M. Elahi, R. Gennari, A. Melonio, F. Ricci. "It takes two, baby: Style and tangibles for recommending and interacting with videos". In: Proc. of IIR 2018 workshop, vol. 2140. 2018. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85050938491&partnerID=40&md5=50afc6cb546bed359a713736c8934fbb>.

Saikishore Kalloori, Francesco Ricci, and Rosella Gennari. 2018. Eliciting pairwise preferences in recommender systems. In: Proc. of the 12th ACM Conference on Recommender Systems (RecSys '18). ACM, New York, NY, USA, 329-337. DOI: 10.1145/3240323.3240364

## 2017

R. Gennari, A. Melonio, and S. Torello. "Gamified probes for cooperative learning: a case study". In: *Multimedia Tools and Applications* 76.4 (2017), pp. 4925-4949. DOI: 10.1007/s11042-016-3543-7. *Multimedia Tools and Applications is a top journal, see above.*

R. Gennari, A. Melonio, D. Raccanello, M. Brondino, G. Dodero, M. Pasini, S. Torello. "Children's emotions and quality of products in participatory game design". *Le prime tre autrici hanno dato i contributi maggiori*. In: *International Journal of Human Computer Studies* 101 (2017), pp. 45-61. DOI: 10.1016/j.ijhcs.2017.01.006. *International Journal of Human Computer Studies is a top journal: it was classified #32 in 2017 by Scimago among 621 journals in Human Computer Interaction & Computer Science (Elsevier).*

Tania Di Mascio, Rosella Gennari, Laura Tarantino, Pierpaolo Vittorini. "Designing visualizations of temporal relations for children: action research meets HCI". In: *Multimedia Tools Appl.* 76.4 (2017), pp. 4855-4893. DOI: 10.1007/s11042-016-3609-6. *Multimedia Tools and Applications is a top journal: see above.*

A. Bonani, V. Del Fatto, G. Dodero, R. Gennari, Raimato G.. "Algorithmic thinking with interactive objects goes to school [Il Pensiero Algoritmico con Oggetti Interattivi Va a Scuola]". In: *Mondo Digitale* 16.72 (2017). URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85037569542&partnerID=40&md5=757aa7ee1391f5c944720e3f329659c7>.

A. Bonani, V. Del Fatto, G. Dodero, R. Gennari, Raimato G. "First steps towards the design of tangibles for graph algorithmic thinking". In: *Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. MIS4TEL 2017. Advances in Intelligent Systems and Computing* 617 (2017), pp. 110-117. DOI: 10.1007/978-3-319-60819-8\_13.

Del Fatto, V., Gennari, R., Melonio, A., Raimato, G. "The design of a smart tray with its canteen users: A formative study". In: *Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. MIS4TEL 2017. Advances in Intelligent Systems and Computing* 617 (2017), pp. 36-43. DOI: 10.1007/978-3-319-60819-8\_5.

R. Gennari, A. Melonio, and M. Rizvi. "The participatory design process of tangibles for children's socio-emotional learning". In: *Proc. of End-User Development. IS-EUD 2017. Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)* 10303 LNCS (2017), pp. 167-182. DOI: 10.1007/978-3-319-58735-6\_12

R. Gennari, F. Pavani, and M. Rizvi. "Tangible design for inclusive conversations with deaf or hard-of-hearing children". In: Proc. of SETE 2016, co-located with ICWL 2016. Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) 10108 LNCS (2017), pp. 288-297. DOI: 10.1007/978-3-319-52836-6\_29

Y.-M. Huang, R. Gennari, Y. Cao, H. Xie, T.-T. Wu. "Preface" of SETE co-located with ICWL 2016, co-chair and co-editor of Proc. of SETE 2016, co-located with ICWL 2016. Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) 10108 LNCS (2017), pp. V-VI. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85014151064&partnerID=40&md5=b810d5559253822582ea34c2a4113829>.

Vittorini, P., Gennari, R., Di Mascio, T., Rodríguez, S., De la Prieta, F., Ramos, C., Silveira, R.A. "Preface". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. MIS4TEL 2017. Advances in Intelligent Systems and Computing 617 (2017), pp. v-vi. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85021185661&partnerID=40&md5=ebe71ed65907247841736ff8ccd6a57e>.

R. Gennari and P. Vittorini. "Time out of joint in temporal annotations of texts: Challenges for artificial intelligence and human computer interaction". In Proc. of AI\*IA: vol. 1802. 2017, pp. 50-55. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85015879641&partnerID=40&md5=3b2b03a2ba43492c2695fd375008003d>.

R. Gennari, A. Melonio, A. Bonani, M. Rizvi. "Design of IoT tangibles for primary schools: A case study". In: Proc. of CHIItaly 2017 conference, ACM, vol. Part F131371. 2017. DOI = 10.1145/3125571.3125591

## 2016

V. Del Fatto, G. Doderò, and R. Gennari. "How measuring student performances allows for measuring blended extreme apprenticeship for learning Bash programming". In: Computers in Human Behavior 55 (2016), pp. 1231-1240. DOI: 10.1016/j.chb.2015.04.007. *Computers in Human Behavior is a top journal: classified #6 in 2017 by Scimago among 621 journals in Human Computer Interaction.*

D. Di Giacomo, D., Cofini, V., Di Mascio, T., Cecilia, M.R., Fiorenzi, D., Gennari, R., Vittorini, P. "The silent reading supported by adaptive learning technology: Influence in the children outcomes". In: Computers in Human Behavior 55 (2016), pp. 1125-1130. DOI: 10.1016/j.chb.2014.09.053. *Computers in Human Behavior is a top journal; see above.*

Caporuscio, M, de la Prieta, F., Di Mascio, T., Gennari, R., Gutierrez-Rodriguez, J., Azambuja-Silveira, R., Vittorini, P. "Preface". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. MIS4TEL 2016. Advances in Intelligent Systems and Computing 478 (2016), pp. v-vi. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-84976509403&partnerID=40&md5=c3cd88eff6e85dd49c6ffb3c8b56e73f>.

G. Dodero, R. Gennari, and A. Melonio. "Game design journeys in primary schools: How to". In Didamatica e poi in Mondo Digitale 15.64 (2016). URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-84992104301&partnerID=40&md5=c3b35845f044c28e725916da554cbaed>.

R. Gennari, M. Divitini, and G. Dodero. Editorial for the workshop "Player and learner eXperience-PaLX" , in: Interaction Design and Architecture(s) 29.1 (2016), pp. 3- 5. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-84994791904&partnerID=40&md5=e13ffceba3ad09bd724ccbe9dd031422>.

R. Gennari and A. Melonio. "A three-year long journey across the fields of participatory game design". In: Proc. of Fourth International Workshop on Cultures of Participation in the Digital Age-CoPDA 2016, vol. 1776. 2016, pp. 35-41. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-85013391705&partnerID=40&md5=68883ec9817502d860257ee8e27c9cae>.

## **2015**

Corral, L., Fronza, I., Gennari, R., Melonio, A. "From game design with children to game development with university students". In: Proc. of CHIItaly 2015 conf., ACM, vol. 28. 2015, pp. 30-33. DOI = 10.1145/2808435.2808441

M. Brondino, G. Dodero, R. Gennari, A. Melonio, M. Pasini, D. Raccanello, S. Torello. "Emotions and inclusion in co-design at school: Let's measure them!" In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2015. Advances in Intelligent Systems and Computing 374 (2015), pp. 1-8. DOI: 10.1007/978-3-319-19632-9\_1.

Di Mascio, T., Gennari, R., Vittorini, P., De La Prieta, F. . "Methodologies and intelligent systems for technology enhanced learning". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2015. Advances in Intelligent Systems and Computing 374 (2015). DOI: 10.1007/978-3-319-19632-9.

G. Dodero, R. Gennari, A. Melonio, S. Torello. "Alex in the country of computer science objects": Play, explore and learn applications of computer science with the junior ones ["Alex nel paese degli oggetti informatici": Gioco, esploro e apprendo applicazioni dell'informatica con junior uni]. In *Didamatica e poi in Mondo Digitale* (2015), pp. 14-31. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-84938234676&partnerID=40&md5=94d7441a029da7d247250d409cb9d7c9>.

G. Dodero, R. Gennari, and A. Melonio. "PALX: Player and learner experience design: Can we design for both?" Editorial of the PALX workshop, co-located with CHIItaly 2015, co-chaired by Gennari, and published in: vol. 28. 2015, pp. 186-187. DOI: 10.1145/2808435.2814577.

G. Dodero, R. Gennari, and A. Melonio, S. Torello. "'There is no rose without a thorn": An assessment of a game design experience for children". In: *Proc. of CHIItaly 2015 conf.*, ACM, vol. 28. 2015, pp. 10-17. DOI: 10.1145/2808435.2808436

## 2014

G. Dodero, R. Gennari, and A. Melonio, S. Torello. "Gamified Co-design with cooperative learning". In: *Proc. of CHI EA '14 conf.*, ACM, 2014, pp. 707-716. DOI: 10.1145/2559206.2578870

V. Del Fatto, G. Dodero, and R. Gennari. "Assessing student perception of extreme apprenticeship for operating systems". In: *Proc. of 2014 IEEE 14th International Conference on Advanced Learning Technologies*, pp. 459-460. DOI: 10.1109/ICALT.2014.137

Del Fatto, V., Dodero, G., Gennari, R., Melonio, A., Montali, M., Razniewski, S., Torello, S., Wang, X., Zini, F. "Gamified children universities: An exploratory study". In: *Proc. of CHIplay 2014 conf.*, ACM, pp. 409-410. DOI: 10.1145/2658537.2661300

T. Di Mascio, R., Gennari, A. Melonio, L. Tarantino. "Engaging "New users" into design activities: The TERENCE experience with children". In: *Proc. of Smart Organizations and Smart Artefacts conf. Lecture Notes in Information Systems and Organisation*, Springer, vol. 7. 2014, pp. 241-250. DOI: 10.1007/978-3-319-07040-7\_23

Cofini, V., Di Giacomo, D., di Mascio, T., Gennari, R., Vittorini, P. "The pedagogical evaluation of TERENCE: Preliminary results for hearing learners in Italy". In: *Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2014. Advances in Intelligent Systems and Computing* 292 (2014), pp. 173-180. DOI: 10.1007/978-3-319-07698-0\_22



V. Del Fatto, Dodero G., Gennari, R. "Extreme apprenticeship meets playful design at operating systems labs: A case study". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2014. Advances in Intelligent Systems and Computing 292 (2014), pp. 19-26. DOI: 10.1007/978-3-319-07698-0\_3

Di Mascio, T., Gennari, R., Melonio, A., Vittorini, P. "Gamify your field studies for learning about your learners". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2014. Advances in Intelligent Systems and Computing 292 (2014), pp. 135-142. DOI: 10.1007/978-3-319-07698-0\_17

Di Mascio, T., Gennari, R., Vittorini, P., Vicari, R., de la Prieta, F. "Methodologies and intelligent systems for technology enhanced learning". In: Proc. of Methodologies and Intelligent Systems for Technology Enhanced Learning. Mis4TEL 2014. Advances in Intelligent Systems and Computing 292 (2014). DOI: 10.1007/978-3-319-07698-0

Ravanelli, F., Del Fatto, V., Dodero, G., Gennari, R., Mastachi, N., Franceschini, B., Macola, C. "MOOC in school, approaches and perspectives [Un Mooc a scuola, approcci e prospettive]". In Didamatica con articolo poi apparso in Mondo Digitale 13.51 (2014), pp. 62-71. URL at Scopus: <https://www.scopus.com/inward/record.uri?eid=2-s2.0-84923132341&partnerID=40&md5=7a84c84e5f249f1ff924e46042e37807>.

G. Dodero, R. Gennari, and A. Melonio, S. Torello. "Towards tangible gamified co-design at school: Two studies in primary schools". In: Proc. of CHI-Play 2014 conf., ACM, pp. 77-86. DOI: 10.1145/2658537.2658688

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## **B5. "ABILITAZIONI"**

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Gennari has both the following "abilitazioni" (national qualifications), ASN 2016, for the role of associate professor in

- INF/01, 01/B1
- ING/INF, 09/H1,

obtained: the former, 07.08.2018; the latter, 26.07.2018. Therefore they are both valid until summer 2024.

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## B6. FELLOWSHIPS AND SCHOLARSHIPS

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**From 01-09-1998 to 02-12-2002.** Winner of a 4-year fellowship at the University of Amsterdam to conduct her doctoral research in computer science (PhD in Computer Science) at the prestigious Dutch Institute of Logic, Language and Computation (ILLC, <https://www.illc.uva.nl>) of the University of Amsterdam (UvA, <http://www.uva.nl/en/home>), Netherlands, with a 3-month stop for teaching abroad. The thesis on automated reasoning in the field of modal logic and constraint reasoning, entitled "Mapping Inferences: Constraint Propagation and Diamond Satisfaction" ([https://pure.uva.nl/ws/files/3416514/21523\\_Thesis.pdf](https://pure.uva.nl/ws/files/3416514/21523_Thesis.pdf)), was discussed on December 2nd, 2012.

The PhD commission was as follows: Prof. Dr. Francesca Rossi, University of Padua; Prof. Dr. J.F.A.K. van Benthem, UvA; Dr. F. De Boer, Centrum Wiskunde & Informatica (CWI, <http://www.cwi.nl>); Prof. Dr. M. van Lambalgen, UvA; Prof. Dr. J.-J.Ch. Meyer, Utrecht University; Dr. Zs.M. Ruttkay, CWI; Dr. L. Torenvliet, UvA.

Supervisor: Prof. K.R. Apt, CWI & UvA (<https://homepages.cwi.nl/~apt/>). Co-supervisor: Prof. M. de Rijke, UvA (<https://staff.fnwi.uva.nl/m.derijke/>).

**From 01-01-2004 to 05-11-2005.** Research fellowship winner through a competitive competition with peer review for post-doc applications, funded by the Province of Trento as part of a framework for "rientro dei cervelli". The assignment was at (the then) division of Automatic Reasoning Systems (SRA), of the ITC-irst Research Center, currently FONDAZIONE BRUNO KESSLER FBK - Santa Croce, 77 - Trento Trento (Italy). See: <http://www.fbk.eu>

**From 01-12-2002 to 30-03-2003.** ERCIM post-doc European fellowship winner "Alain Bensoussan", a fellowship reserved to "talented young researchers", obtained through a competitive call and with peer evaluations, to conduct research at the CWI international research center (Dutch Research Center for Applied Mathematics and Informatics), Amsterdam, Netherlands. Head: Prof. K. Apt.

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## **B7, ORGANISATION OF EVENTS AND MEMBERSHIP IN SCIENTIFIC COMMITTEES IN ITALY OR ABROAD, RELATED TO INF/01**

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*Gennari has been/is part of scientific committees in journals or conferences, in which she acted as (co-)chair and as (co)editor. The following gives a list.*

**From 2011 to 2012.** Co-editor, organiser and member of the scientific committee of the international workshop ebTEL 2012, proc. in Advances in Intelligent and Soft Computing, Springer:

Vittorini, P., Gennari, R., Marenzi, I., De La Prieta, F., Corchado Rodríguez, J.M. Advances in Intelligent and Soft Computing (2012), Springer. DOI: 10.1007/978-3-642-28801-2  
Vedasi: <<https://link.springer.com/book/10.1007%2F978-3-642-28801-2>>.

**From 2012 to 2013.** Co-editor, organiser and member of the scientific committee of the international workshop ebTEL 2013, proc. in Advances in Intelligent and Soft Computing, Springer:

Vittorini, P., Gennari, R., Marenzi, I., Di Mascio, T., De la Prieta, F. 2nd International Workshop on Evidence-Based Technology Enhanced Learning (2013) Advances in Intelligent Systems and Computing, 218, Springer. DOI: 10.1007/978-3-319-00554-6.  
Vedasi <<https://link.springer.com/book/10.1007/978-3-319-00554-6>>.

**In 2013.** Guest Editor, organiser and main editor of:

"Special Issue on Evidence and User Based Technology Enhanced Learning"  
in the journal entitled "International Journal of Technology Enhanced Learning"  
2013, Vol. 5 No. 3/4, with impact factor equal to 1.12 in 2013.

**From 2013 to 2014.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2014, proc. in Advances in Intelligent and Soft Computing, Springer:

Di Mascio, T., Gennari, R., Vittorini, P., Vicari, R., de la Prieta, F. Methodologies and intelligent systems for technology enhanced learning (2014) Advances in Intelligent Systems and Computing, 292, Springer. DOI: 10.1007/978-3-319-07698-0.  
Vedasi: <<https://link.springer.com/book/10.1007%2F978-3-319-07698-0>>.

**In 2014.** Guest Editor, organiser and main editor of a "Special Issue on The Design of TeL with Evidence and Users", in the international journal "International Journal of Interaction Design and Architecture (IxD&A)", 2014.

**From 2014 to 2015.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2015, proc. in Advances in Intelligent and Soft Computing, Springer:

Di Mascio, T., Gennari, R., Vittorini, P., De La Prieta, F. Methodologies and intelligent systems for technology enhanced learning (2015). Advances in Intelligent Systems and Computing, 374, Springer. DOI: 10.1007/978-3-319-19632-9.

Vedasi: <<http://www.springer.com/gp/book/9783319196312>>.

**From 2015 to 2016.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2016, proc. in Advances in Intelligent and Soft Computing, Springer:

Caporuscio, M., de la Prieta, F., di Mascio, T., Gennari, R., Gutierrez-Rodriguez, J., Azambuja-Silveira, R., Vittorini, P. Methodologies and intelligent systems for technology enhanced learning (2016), Advances in Intelligent Systems and Computing, 478, pp. v-vi, Springer. DOI: 10.1007/978-3-319-40165-2\_20. Vedasi <<https://link.springer.com/book/10.1007/978-3-319-40165-2>>.

**In 2016.** Guest Editor, organiser and main editor of:

"Focus Session on Player and Learner eXperience (PaLX)", workshop and then special issue in the "International Journal of Interaction Design and Architecture (IxD&A)" 2016 No. 29 (see Scimago classificatoin in Media Technology).

**From 2016 to 2017.** Co-editor, organiser and member of the scientific committee of the international symposium SETE 2016, in Springer proc.: Emerging Technologies for Education-First International Symposium, SETE 2016, Held in Conjunction with ICWL 2016, Rome, Italy, October 26-29, 2016, Revised Selected Papers. Lecture Notes in Computer Science 10108, Springer 2017, ISBN 978-3-319-52835-9

**From 2016 to 2017.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2017, in proc. Advances in Intelligent and Soft Computing, Springer:

Vittorini, P., Gennari, R., Di Mascio, T., Rodríguez, S., De la Prieta, F., Ramos, C., Azambuja-Silveira, R.. Methodologies and Intelligent Systems for Technology Enhanced Learning (2017). Advances in Intelligent Systems and Computing book series, 617, Springer, Cham. DOI=10.1007/978-3-319-60819-8.

Vedasi: <<https://link.springer.com/book/10.1007/978-3-319-60819-8>>.

**From 2017 to 2018.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2018, in proc. Advances in Intelligent and Soft

Computing, Springer:

Vittorini, P., Gennari, R., Di Mascio, T., Rodríguez, S., De la Prieta, F., Ramos, C., Azambuja-Silveira, R.. Methodologies and Intelligent Systems for Technology Enhanced Learning. Advances in Intelligent Systems and Computing book series, 617, Springer, Cham. DOI=10.1007/978-3-319-60819-8.

Vedasi: <<https://link.springer.com/book/10.1007/978-3-319-60819-8>>.

**From 2018 to 2019.** Co-editor, organiser and member of the scientific committee of the international conference mis4TEL 2019 (and general chair), in proc. Advances in Intelligent and Soft Computing, Springer:

Gennari, R., et al. Methodologies and Intelligent Systems for Technology Enhanced Learning (2019). Advances in Intelligent Systems and Computing book series, Springer, Cham. Vedasi: <<https://www.mis4tel-conference.net/organization/committee>>.

In 2019, Gennari was appointed "**Associated Chair**" of the international conference Interaction Design and Children (IDC 2019, <http://idc.acm.org/2019/>), a prestigious conference for the area Human Computer Interaction & Children.

*The following lists the most recent conferences or journal for which Gennari had a role different than chair or editor (e.g., she acts as Scientific Assistant in a journal).*

**From 2016 onwards.** Scientific Editor Assistant in the committee of the journal IxD&A, Interaction Design and Architectures, classified #37 in 2017 da Scimago among the 216 in Media Technology: <http://ixdea.uniroma2.it/inevent/events/idea2010/index.php?s=9&a=2>

**From 01-01-2016 onwards.** Scientific reviewer for several journals in Human Computer Interaction & Media Technology, such as:

- Multimedia Tools and Applications (Springer), classified #26 in 2017 by Scimago among 216 in Media Technology;
- Journal of Human Computer Behaviour (Elsevier), classified #6 in 2017 by Scimago among 621 in Human Computer Interaction;
- Journal of Human Computer Studies (Elsevier), classified #32 in 2017 by Scimago among 621 in Human Computer Interaction & Computer Science;
- Journal of Behavior and Information Technology (Taylor), classified #21 in 2017 by Scimago among 621 in Human Computer Interaction & Computer Science.

**2018 e precedenti edizioni.** Member of the review committee of the international conference CHI 2018 (<https://chi2018.acm.org>), Montreal, Canada, 21–26 April 2018, and in previous editions. This is an A++ conference according to the GII-GRIN-SCIE classification system (<http://valutazione.unibas.it/gii-grin-scie-rating/ratingSearch.jsf>).

**In 2017.** Member of the review and program committee of the International Conference "Intelligent Technologies for Interactive Entertainment" (INTETAIN) 2017 (<http://www.intetain.org/2017/show/home>), Funchal, Portugal, 20–22 June 2017. Its classification is on-going in GII-GRIN-SCIE (<http://valutazione.unibas.it/gii-grin-scie-rating/ratingSearch.jsf>).

**In 2017.** Member of the review and program committee of the international conference "User Modelling, Adaptation and Personalization" (UMAP) 2017 (<http://www.um.org/umap2017/>), Bratislava, Slovakia, 9–12 July 2017. Classified as A-, B by GII-GRIN-SCIE (<http://valutazione.unibas.it/gii-grin-scie-rating/ratingSearch.jsf>).

**In 2017.** Member of the review and program committee of the international conference CHIItaly 2017 (<http://sites.unica.it/chitaly2017/>), Cagliari, Italy, 18–20 September 2017.

**In 2017.** Member of the review committee of the international conference INTERACT 2017 (<https://www.interact2017.org>), Mumbai, India, 25–29 September 2017. Classified as A-, A by GII-GRIN-SCIE (<http://valutazione.unibas.it/gii-grin-scie-rating/ratingSearch.jsf>).

**In 2018.** Member of the review committee of the international conference and co-author of 2 papers accepted for presentation at "Tangible, Embedded and Embodied Interactions" (TEI) 2018 (<https://tei.acm.org/2018/>), Sweden, 18–21 March 2018. Classified as A, A- by GII-GRIN-SCIE (<http://valutazione.unibas.it/gii-grin-scie-rating/ratingSearch.jsf>).

*Annex for Title C*

# ROSELLA GENNARI

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## THIRD MISSION ACTIVITIES

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On the behalf of the Free University of Bozen-Bolzano, Gennari was also responsible for **a number of third mission** initiatives.

A **first type** of third-mission activities is related to the exploitation of research results obtained by Gennari and colleagues, by means of "ricerca per conto terzi", dissemination events targeting specialised non-research audiences etc.

A **second type** of third-mission activities aim at promoting the cultural growth of society at large, aiming at the responsible participation and inclusion of all citizens in the cultural growth.

Both types of activities are described in the remainder.

**From 1.10.2010 onwards.** Gennari has organised and participated in round tables and public events with education stakeholders, in the role of Scientific and Technological Coordinator on the behalf of the Free University of Bozen-Bolzano for the FP7 European **TERENCE** project. Among others are:

- meetings with Education Bodies of South Tyrol (Intendenze Scolastiche), Italian and German, to disseminate the project findings in relation to the needs of so-called poor text comprehenders, besides the results with high societal impact of the TERENCE project, such as, the educational role of gamified solutions for training the reading skills of poor comprehenders;
- dissemination events related to the TERENCE project for education actors, such as English teachers, still on-going, e.g., in January 2019, in collaboration with members of the Linguistics Center, Gennari held a laboratory for English teachers of the Province in relation to story comprehension and related games for non-native speakers;
- meetings and collaborations with education industry actors, such as Lisciani from Teramo, and Eriksson from Trento.

**From 01-01-2011 to 2018, yearly.** Responsible for the Faculty of Computer Science of the Free University of Bozen-Bolzano for **JuniorUni (Children University)**, addressing children

and schools from the Province of Bozen-Bolzano, continued along the years because highly appreciated.

Such initiatives had different formats, according to the age and type of participants, such as:

- laboratories for children and citizens from the Province of Bozen-Bolzano,
- laboratories for school classes or teachers from the Province of Bozen-Bolzano and Verona.

Such activities were also been documented in publications, some of which were part of the PhD thesis by Alessandra Melonio, and others in which Gennari involved other researchers from the Faculty of Computer Science of the Free University of Bozen-Bolzano, such as:

Rosella Gennari, Alessandra Melonio, Mehdi Rizvi, and Andrea Bonani. 2017. Design of IoT Tangibles for Primary Schools: A Case Study. In Proceedings of the 12th Biannual Conference on Italian SIGCHI Chapter (CHIItaly '17). ACM, New York, NY, USA, Article 26, 6 pages. DOI: <https://doi.org/10.1145/3125571.3125591>

Vincenzo Del Fatto, Gabriella Doderò, Rosella Gennari, Alessandra Melonio, Marco Montali, Simon Razniewski, Santina Torello, Xiaofeng Wang, and Floriano Zini. 2014. Gamified children universities: an exploratory study. In Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play (CHI PLAY '14). ACM, New York, NY, USA, 409-410. DOI: <https://doi.org/10.1145/2658537.2661300>

**From 01/10/2010 to 30/09/2013.** Gennari was Coordinator and PI for the Free University of Bozen-Bolzano of **CRESCO** (CRC 2010-2011), and as such she organised several initiatives for schools of the Province of Bozen-Bolzano.

**From 2012 to 2014.** Gennari and colleagues organised the TEL@FUB series of events within the **DARE** project, financed by the Province of Bozen-Bolzano by means of its 1st Research Call. The events addressed teachers, members of the local Education Bodies and education researchers, so as to create synergies among different stakeholders in the area of IT and education. The TEL@FUB events had different formats according to the needs of participants and their goals:

TEL@FUB 2012 workshops,

TEL@FUB 2013 workshops and round tables,

TEL@FUB 2014 workshops e laboratories with teachers and researchers.

This was documented at <<http://www.inf.unibz.it/dare/events.html>>.

**From 2012 to 2014.** Gennari and colleagues organised co-design initiatives for primary and secondary schools within the framework of the **DARE** project, financed by the Province of Bozen-Bolzano by means of its 1st Research Call. The events had different formats according to the needs of participants and their goals:

- dissemination events, such as gamified laboratories at the Faculty of Computer Science of the Free University of Bozen-Bolzano;
- co-design laboratories in primary and secondary schools related to video-game design and prototyping.

The following tables recap the main initiatives.

#### DISSEMINATION

Level	Teachers	School	Town	Academic year
I	Birgit Daniel, Paolo Soldani	Negrelli scuola secondaria	Merano	2013-2014
III	Stefania Marsich	King scuola primaria	Bolzano	2012-2013
IV	Ariella Zanella	Negrar scuola primaria	Verona	2013-2014
IV	Stefania Marsich	King scuola primaria	Bolzano	2013-2014
III	Anna Santon	Galilei scuola primaria	Brunico	2013-2014

#### LABORATORI

Level	Teachers	School	Town	Academic year
I	Birgit Daniel, Stefano Rento, Paolo Soldani, Ambra Tarter	Negrelli scuola secondaria	Merano	2012-2013
III e V	Daniela Marina, Stefania Marsich	King scuola primaria	Bolzano	2012-2013
III e V	Carla Campanella, Anna Santon	Galilei scuola primaria	Brunico	2012-2013
IV	Stefania Marsich	King scuola primaria	Bolzano	2013-2014
III	Anna Santon	Galilei scuola primaria	Brunico	2013-2014

**From 01/01/2016 to 31/05/2017.** Coordinator and PI for the Free University of Bozen-Bolzano of **GOST**, a project financed by the University Council. Gennari was responsible of several GOST initiatives for schools of the Province of Bozen-Bolzano, e.g, see <<http://>

[www.inf.unibz.it/gost/](http://www.inf.unibz.it/gost/)>. The outcomes were also part of the PhD work of Mehdi Rizvi and published in ResearchGate at <<https://www.researchgate.net/project/GOST--Gamified-objects-for-speech-therapy>>.

**From 01-10-2017 onwards.** Scientific coordinator, PI and organiser of teaching and research activities revolving around participatory **design and making for teachers** of the Province of Bozen-Bolzano for the **Prodi** project, approved by the local Education Body, 2017-2018.

**In 2018-2019.** Gennari and Melonio have had meetings with Centro Studi Erickson (<https://www.erickson.it/Pagine/Chi-siamo.aspx>) for producing a textbook for teachers, related to the PhD thesis research by Melonio and the aforementioned Prodi project.

**From 01-10-2017 onwards.** Scientific coordinator, PI and organiser of teaching and research activities revolving around participatory **design and making for primary and middle school children** of the Province of Bozen-Bolzano at Bitz, in 2017-2018. Among such initiatives were "Digital Summer Camps", organised in the Summer Falls of 2018 and 2019. The number of requests of participation was in between 50 and 60 in both years.

**From 01-06-2018 onwards.** Scientific coordinator, PI and organiser of teaching and research activities revolving around participatory **design and making of novel smart outdoors ecosystems** in relation to the RTD **GEKi** and **SNaP** projects, financed by the University Council, and addressing **secondary schools** of the Province of Bozen-Bolzano, supported by the local education bodies, along 2018-2019 and 2019-2020.

**From 1.10.2017 onwards.** Gennari participated in different round tables, workshops and meetings with industrials on the behalf of the Faculty of Computer Science or the SMART Data Factory of the Free University of Bozen-Bolzano, within the framework "Computer Science Research Meets Business", in relation to Human Computer Interaction (HCI).

**From 2018 onwards.** Gennari co-wrote or participated in project proposals ex Legge 14– pending outcomes.