CURRICULUM VITAE – GUALTIERO VOLPE

1. Complete list of positions

- *Post-doc researcher*, 01/04/2003 – 31/03/2005
- *Tenure-track assistant professor*, 01/06/2005 – 31/05/2008
- *Assistant professor*, 01/06/2008 – 30/11/2014
- *Associate professor*, since 01/12/2014, up to now

All the positions listed above have been held at the Department of Computer Science, Systems Engineering and Telematics (DIST), later Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBRIS), of Università degli Studi di Genova. During the above-mentioned periods, with special reference to the position of post-doc researcher, the research activity within projects funded by the European Commission required short but frequent periods of work abroad, at research institutions of international prestige, such as IPEM - Ghent University and KTH - Stockholm.

2. Scientific activities

2.1 Research interests

Scientific activities are primarily positioned in the areas of human-machine interaction and of multimedia and multimodal systems (sectors H.5, H.5.2 and H.5.3 in the ACM Computing Classification System 1998 and further updates), with a focus on multimodal interactive systems, social signal processing, sound and music computing, and affective computing. Research topics include design and development of techniques for increasing effectiveness in human-machine interaction both for single users and for a group of users interacting collectively with the system. In more details, major research topics are:

- The investigation of the nonverbal expressive mechanisms involved in human-machine interaction, with a focus on how users convey emotional content through their full-body movement and gesture. The goal is to design and develop techniques for the automatic analysis of such emotional content.
- The investigation of social interaction mechanisms and their temporal dynamics in small groups of users, with a focus on the development of techniques for automated analysis of coordination in the behavior of the users, of functional roles in the group (e.g., leader-follower relationships), of relevant behaviors in individuals and in the group.
- The design of software architectures and interfaces for multimodal interactive systems to be exploited in application areas, including training and education, active experience of cultural heritage, technologies for the performing arts (e.g., music, dance, theatre), for entertainment, well-being, and rehabilitation.

Research activities are carried out mainly at Casa Paganini - InfoMus, a center of Università degli Studi di Genova for scientific research in technologies (multimedia and human-machine interaction, especially) applied to performing arts and new media. The center was created following an agreement Università degli Studi di Genova, the regional government (Regione Liguria), and the town government (Comune di Genova). I actively contributed to the creation of this research center, and I am deeply involved in the activities of the center, including supervision of scientific and educational activities at the center. Moreover, my research activity is carried out in the framework of several national and international research projects and benefits of many international collaborations (e.g., with University College London, KTH in Stockholm, IPEM – Ghent University and so on, see also my publications).

2.2 Bibliometric indexes

The reported values were retrieved in March 2023.

	Documents	**Citations**	**H-Index**
Scopus	153	2256	21
WoS	106	1313	16
Scholar	240	5242	32

2.3 Editorial activities

- *Associate editor*: Frontiers in Computer Science and Frontiers in Psychology, section on Human-Media Interaction, Frontiers Media S.A., since 2019.
- *Associate editor*: EAI Endorsed Transactions on Creative Technologies, EAI, since 2013.

- *Member of scientific committee*: book series on Visuality, Genova University Press, since 2021.
- *Guest editor*: R. Ramirez, G. Volpe, A. Williamon, and A. Perez (Eds.), Frontiers Research Topic on "Technology Enhanced Music Learning and Performance", joint publication of Frontiers in ICT (section on Human-Media Interaction), Frontiers in Psychology (sections on Human-Media Interaction and Performance Sciences), and Frontiers in Digital Humanities (section on Human-Media Interaction), Frontiers Media S.A., 2019.
- *Guest editor*: M. Mancini, R. Niewiadomski, S. Hashimoto, M.E. Foster, S. Scherer, and G. Volpe (Eds.), special issue on "Laughter Computing: towards machines able to deal with laughter", IEEE Transactions on Affective Computing, IEEE CS Press, 2017.
- *Guest editor*: D. Reidsma, G. Volpe, A. Camurri, and A. Nijholt (Eds.), special issue on "Expressive Interactive Systems that Tell a Story", International Journal of Arts and Technology, Inderscience Enterprises Ltd., 2015.
- *Guest editor*: G. Volpe, D. Reidsma, A. Camurri, and A. Nijholt (Eds.), special issue on "New Modalities for Interactive Entertainment", International Journal of Entertainment Computing, Elsevier, 2013.
- *Guest editor*: G. Volpe, A. Camurri, T. Dutoit, and M. Mancini (Eds.), special issue on "Cross-disciplinary approaches to multimodal user interfaces", Journal of Multimodal User Interfaces, Springer Verlag, 2010.
- *Guest editor*: G. Volpe (Ed.), special issue on "Expressive Gesture in Performing Arts and New Media", Journal of New Music Research, Taylor & Francis Publishers, 2005.
- *Editor*: A. Camurri and G. Volpe (Eds.), "Gesture-based Communication in Human-Computer Interaction", Lecture Notes on Artificial Intelligence (LNAI), no. 2915, Springer-Verlag, Heidelberg, Germany, 2004.
- *Editor*: E. Bistagnino, E. Bricco, F. Bracco, A. Di Biagio and G. Volpe (Eds.), "Storie di visualità", Genova University Press, Genova, Italy, 2021.
- *Editor*: E. Bistagnino, E. Bricco, F. Bracco, A. Di Biagio and G. Volpe (Eds.), "Storie di visualità 02_2022", Genova University Press, Genova, Italy, 2022.

2.4 Organization of international conferences e workshops

- *General chair*: 5th International Conference on Movement and Computing (MOCO2018), ACM in-cooperation conference, Genova, Italy, 2018. Co-organizers and co-chairs: G. Volpe and A. Camurri (Università degli Studi di Genova, Italy).
- *General chair*: 8th International Conference on New Interfaces for Musical Expression (NIME-08), Genova, Italy, 2008. Co-organizers and co-chairs: A. Camurri and G. Volpe (Università degli Studi di Genova, Italy).
- *General chair*: XVI Colloquio di Informatica Musicale (XVI CIM), Genova, Italy, 2006.
- *General chair*: 5th International Gesture Workshop (GW2003), Genova, Italy, 2003. Co-organizers and co-chairs: A. Camurri and G. Volpe (Università degli Studi di Genova, Italy).
- *Co-organizer*: Affective Movement Recognition (AffectMove) Challenge, in the framework of the 9th International Conference on Affective Computing & Intelligent Interaction (ACII 2021), virtual event, 2021. Co-organizers: T. Olugbade, N. Bianchi Berthouze, A. Williams, and N. Golds (Univerity College London, United Kingdom), G. Volpe, A. Camurri, R. Sagoleo, and S. Ghisio (Università degli Studi di Genova, Italy), B. de Gelder (Maastricht University, The Nederland).
- *Co-organizer*: International Workshop on Multi-scale Movement Technologies, in the framework of the 22nd ACM International Conference on Multimodal Interaction (ICMI2020), virtual event, 2020. Co-organizers: E. Ceccaldi, G. Volpe, and A. Camurri (Università degli Studi di Genova, Italy), B. Bardy (University of Montpellier, France), N. Bianchi Berthouze (Univerity College London, United Kingdom), and L. Fadiga (Università di Ferrara, Italy).
- *Co-organizer*: International Workshop on Emotion and Emergent States in Groups (EMERGent 2019), in the framework of the 8th International Conference on Affective Computing & Intelligent Interaction (ACII2019), Cambridge, United Kingdom, 2019. Co-organizers: G. Varni (LTCI, Télécom Paris, Institut polytechnique de Paris, France), N. Kumar, C. Segalin, and J. Kennedy (Disney Research, United States), M. Chetouani (ISIR, Sorbonne Université, France), J. A. Allen (University of Nebraska, United States), M. Mancini (University College Cork, Ireland), G. Volpe (Università degli Studi di Genova, Italy), T. Guya (University of Warwick, United Kingdom), and S. Mascarenhas (Technical University of Lisbon, Portugal).
- *Co-organizer*: 1st International Workshop on Multimodal Interaction for Education (MIE2017), in the framework of the 19th ACM International Conference on Multimodal Interaction (ICMI2017), Glasgow, United Kingdom, 2017. Co-organizers: G. Volpe, P. Alborno, and E. Volta (Università degli Studi di

Genova, Italy), M. Gori and G. Baud-Bovy (Istituto Italiano di Tecnologia, Italy), N. Bianchi Berthouze (Univerity College London, United Kingdom).

- *Co-organizer*: International Workshop on Hci and Education in a Changing World, in the framework o the 12th biannual Conference of the Italian SIGCHI Chapter (CHItaly 2017), Cagliari, Italy, 2017. Co-organizers: F. Pittarello (Università Ca' Foscari, Italy), G. Volpe (Università degli Studi di Genova, Italy), and M. Zancanaro (Fondazione Bruno Kessler, Italy).
- *Co-organizer*: 1st International Workshop on Motor Learning for Music Performance (MOTION 2017), in the framework of the 17th International Conference on New Interfaces for Musical Expressions (NIME-17), Copenhagen, Denmark, 2017. Co-organizers: G. Volpe, G. Gnecco, R. Niewiadomski, and K. Kolykhalova (Università degli Studi di Genova, Italy), R. Ramirez, P. Fernandez, A. Perez, and Z. Vamvakousis (Pompeu Fabra University, Spain), A. Williamon and G. Waddell (Royal College of Music, United Kingdom).
- *Co-organizer*: special session on "Laughter Computing: towards machines able to deal with laughter", 6th International Conference on Affective Computing and Intelligent Interaction (ACII2015), Xi'an, China, 2015. Co-organizers: A. Camurri, M. Mancini, R. Niewiadomski, G. Volpe (Università degli Studi di Genova, Italy), and C. Pelachaud (CNRS, France).
- *Co-organizer*: tutorial "A research platform for synchronised individual/group affective/social signal recording and analysis", 6th International Conference on Affective Computing and Intelligent Interaction (ACII2015), Xi'an, China, 2015. Co-organizers: M. Mancini, R. Niewiadomski, and G. Volpe (Università degli Studi di Genova, Italy).
- *Co-organizer*: 3rd Workshop on Social Behaviour in Music, in the framework of the 14th ACM International Conference on Multimodal Interaction (ICMI2012), Santa Monica, United States, 2012. Co-organizers: A. Camurri, D. Glowinski, M. Mancini, G. Varni, and G. Volpe (Università degli Studi di Genova, Italy).
- *Organizer*: Workshop on Sound and Music Computing for Human-Computer Interaction, at the 9th biannual Conference of the Italian SIGCHI Chapter (CHItaly2011), Alghero, Italy, 2011.
- *Co-organizer*: 2nd Workshop on Social Behaviour in Music, in the framework of the 4th ICST International Conference on Intelligent Technologies for Interactive Entertainment (Intetain2011), Genova, Italy, 2011. Co-organizers: G. Varni, A. Camurri, and G. Volpe (Università degli Studi di Genova, Italy).
- *Co-organizer*: 1st Workshop on Social Behaviour in Music, in the framework of the IEEE Social Computing International Conference 2009, Vancouver, Canada, 2009. Co-organizers: A. Camurri, D. Glowinski, M. Mancini, G. Varni, and G. Volpe (Università degli Studi di Genova, Italy).
- *Co-organizer*: 5th International Summer Workshop on Multimodal Interfaces (eNTERFACE'09), Genova, Italy, 2009. Co-organizers: A. Camurri, D. Glowinski, M. Mancini, B. Mazzarino, G. Varni, and G. Volpe (Università degli Studi di Genova, Italy).
- *Co-organizer*: International Workshop on Techniques for Gesture Measurement in Musical Performance in the framework of the 8th International Conference on New Interfaces for Musical Expression (NIME-08), Genova, Italy, 2008. Co-organizers: R.B. Knapp (Queen's University Belfast, United Kingdom), M.M. Wanderley (McGill University, Canada) e G. Volpe (Università degli Studi di Genova, Italy).
- *Organizer*: workshop "La visualità all'intersezione delle discipline umanistiche e tecnologiche", University of Genova, virtual event, 2022.

2.5 Participation in scientific committees

- *Member of the steering committee*: international conferences on Movement and Computing (MOCO), since 2019.
- *Member of the steering committee*: international conferences on New Interfaces for Musical Expression (NIME), 2008 - 2011.
- *Publication co-chair*: 25th ACM International Conference on Multimodal Interaction (ICMI2023), Paris, France, 2023.
- *Program co-chair of the doctoral consortium*: 15th edition of Biannual Conference of the Italian SIGCHI Chapter (CHItaly2023), Torino, Italy, 2023.
- *Program co-chair of the doctoral consortium*: 8th International Conference on Affective Computing & Intelligent Interaction (ACII2019), Cambridge, United Kingdom, 2019.
- *Technical program co-chair*: 4th ICST International Conference on Intelligent Technologies for Interactive Entertainment (Intetain2011), Genova, Italy, 2011.
- *Program co-chair for hands-on, demos and tutorials*: 5th International Conference on Enactive Interfaces (Enactive08), Pisa, Italy, 2008.

- *Program co-chair for hands-on, demos and tutorials*: 2nd International Conference on Enactive Interfaces (Enactive05), Genova, Italy, 2005.
- *Senior program committee member*: ACM International Conference on Multimodal Interaction (ICMI), 2020, 2021, and 2022.
- *Senior program committee member*: International Conference on Affective Computing and Intelligent Interaction (ACII), 2021, 2022, and 2023.
- *Senior program committee member*: International Conference on New Interfaces for Musical Expression (NIME), 2019 - 2021.
- *Reviewer*: IEEE Transactions on Affective Computing.
- *Reviewer*: IEEE Transactions on Human-Machine Systems.
- *Reviewer*: IEEE Transactions on Systems, Man, and Cybernetics.
- *Reviewer*: IEEE Transactions on Multimedia.
- *Reviewer*: IEEE Transactions on Haptics.
- *Reviewer*: IEEE Transactions on Computational Intelligence and AI in Games.
- *Reviewer*: IEEE Transactions on Biometrics, Behavior, and Identity Science.
- *Reviewer*: IEEE Pervasive Computing.
- *Reviewer*: IEEE Robotics and Automation Letters.
- *Reviewer*: IEEE Consumer Electronics.
- *Reviewer*: IEEE Access.
- *Reviewer*: ACM Transactions on Interactive Intelligent System.
- *Reviewer*: International Journal of Human Computer Studies.
- *Reviewer*: Journal on Multimodal User Interfaces.
- *Reviewer*: Journal of Visual Languages and Computing.
- *Reviewer*: Image and Vision Computing Journal.
- *Reviewer*: Journal on Mobile Network Applications.
- *Reviewer*: Computer Music Journal.
- *Reviewer*: Journal of New Music Research.
- *Reviewer*: Information Processing & Management Journal.
- *Reviewer*: Intelligent Service Robotics.
- *Reviewer*: EURASIP Signal Processing Journal.
- *Reviewer*: IEICE Transactions on Information and Systems.
- *Reviewer*: Entertainment Computing.
- *Reviewer*: Frontiers in Computer Science, section on Human-Media Interaction; Frontiers in Psychology, section on Human-Media Interaction and on Performance Science; Frontiers in Digital Humanities.
- *Reviewer*: Royal Society Open Science & Proceedings B.
- *Reviewer*: PeerJ Computer Science Journal.
- *Reviewer*: SoftwareX Journal.
- *Reviewer*: Wearable Technologies.
- *Reviewer*: Journal of Nonverbal Behavior.
- *Reviewer*: Journal of Visualization.
- *Reviewer*: International Journal of Music Education.
- *Reviewer*: Learning and Motivation.
- *Reviewer*: Italian Journal of Educational Technology.
- *Reviewer*: IEEE International Conference on Social Computing.
- *Reviewer*: IEEE International Conference on Automatic Face and Gesture Recognition.
- *Reviewer*: IEEE International Symposium on Robot and Human Interactive Communication.
- *Reviewer*: IEEE/RSJ International Conference on Intelligent Robots and Systems.
- *Reviewer*: ACM International Conference on Human Factors in Computing Systems.
- *Reviewer*: ACM International Conference on Multimedia.
- *Reviewer*: ACM International Conference on Intelligent User Interfaces.
- *Reviewer*: ACM International Conference on Designing Interactive Systems.
- *Reviewer*: ACM International Conference on Tangible, Embedded and Embodied Interaction.
- *Reviewer*: ACM International Conference on Creativity & Cognition.
- *Reviewer*: ACM Interaction Design and Children Conference.
- *Reviewer*: ACM International Joint Conference on Pervasive and Ubiquitous Computing.
- *Reviewer*: International Conference on Affective Computing and Intelligent Interaction.
- *Reviewer*: Advances in Computer Entertainment Technology Conference.

- *Reviewer*: International Conference on New Interfaces for Musical Expression.
- Reviewer for further national and international journals and workshops: UCM, INTETAIN, KEER, NIME, DAFx, Gesture Workshop, ICMC, SMC, ESSEM, VINCI, CHItaly, HUCAPP, ICEIS, CHIRA.

2.6 Invited talks

- *Keynote speech*: Automated analysis of expressive gesture and social interaction for active experience of cultural heritage, 2nd Workshop on Advanced Visual Interfaces for Cultural Heritage (AVICH 2018), in the framework of the 2018 International Conference on Advanced Visual Interfaces (AVI2018), Castiglione della Pescaia, Italy, 2018.
- *Keynote speech*: Multimodal Systems for Embodied Experience of Music and Audiovisual Content, 4th Intl. Workshop on Human Behavior Understanding (HBU), in the framework of the ACM Multimedia International Conference, Barcelona, Spain, 2013.
- *Seminar*: Automated Analysis of Expressive Full-body Movement Qualities: Techniques and Applications in the Areas of Education and Rehabilitation, Doctoral Course on Emotion-Oriented Systems, Università degli Studi di Torino, Italy, 2018.
- *Panel*: International workshop on Emotion and Sentiment in Social and Expressive Media: opportunities and challenges for emotion-aware multi agent systems (ESSEM2015), in the framework of the International Conference on Autonomous Agents and Multiagent Systems (AAMAS2015), Istanbul, Turkey, 2015.
- *Presentation*: Automated analysis of human movement for investigating social interaction in groups, Summer School EU-H2020-MSCA-ITN Multitouch, Genova, Italy, 2022.
- *Presentation*: Current technologies and future perspectives for analysis of movement qualities, NeuRehab Summer School, Savona, Italy, 2022.
- *Presentation*: Automated human movement analysis for investigating social interaction in groups, Final event ANR JCJC GRACE (Groups' Analysis for automated Cohesion Estimation), Paris, France, 2022.
- *Presentation*: Analysis of expressive gesture in multimodal technologies for education, Training Activity in the framework of the EU-H2020-MSCA-ITN Multitouch, online, 2021.
- *Presentation*: How we learn to play musical instruments: scientific perspectives for new interactive systems capturing and assessing the motor performance of a violin player, International Conference on "Distance Learning in Higher Music Education: teaching technologies and methodologies", Milano, Italy, 2018.
- *Presentation*: Interazioni motorie nella musica di insieme, national event about music, education, and cognitive and emotional development (original title of the event: "Più Musica. Educazione musicale, sviluppo cognitivo ed emotivo. Il progetto "San Siro" tra risultati e prospettive"), Milano, Italy, 2017.
- *Presentation*: Multimodal Interactive Systems for Active Experience of Audiovisual Content, Game Happens!2015, workshop and networking event on innovation in games and serious games, Genova, Italy, 2015.
- *Presentation*: Synchrony in a string quartet, International Workshop "Attending and Neglecting People 2015", Helsinki, Finland, 2015.
- *Presentation*: research and development activities at the Casa Paganini – InfoMus research center, Game Happens!2014, workshop and networking event on innovation in games and serious games, Genova, Italy, 2014.
- *Presentation*: EyesWeb XMI: a platform for real-time analysis of multimodal data streams, Joint 40th Italian Annual Conference on Acoustics (AIA) and 39th German Annual Conference on Acoustics (DAGA), Special Session on Auditory Scene Analysis, Merano, Italy, 2013.
- *Presentation*: Analysis of expressive gesture in human full-body movement, 7th Eurographics Italian Chapter Conference, Verona, Italia, 2009.
- *Presentation*: Nuovi paradigmi per l'ascolto attivo di contenuto sonoro e musicale: il progetto SAME, IX Workshop su Tecnologie per la Musica (national event on music technology), Roma, Italy, 2009.

2.7 International research projects

For the projects I managed as scientific responsible (i.e., coordinator or local project manager), the amount of funding is reported.

- *Coordinator*: EU-H2020-ICT Collaborative project, IMPART (Interactive Music Pedagogy via Augmented Reality and Touch), not funded for lack of resources, score: 10.5/15. Then partially funded by Università degli Studi di Genova as a local grant for an amount of 54.000,00 Euro.
- *Coordinator*: EU-FP7-ICT STREP Collaborative project, EPICUREAN (Empowering People wIth ChRonic pAiN), not funded for lack of resources, score: 11.5/15.

- *Local Project Manager*: EU-H2020-ICT Collaborative project, weDRAW (Exploiting the best sensory modality for learning arithmetic and geometrical concepts based on multisensory interactive Information and Communication Technologies and serious games), 300.308,75 Euro, 2017-2018. Participation in the coordination of the project as coordinator of the technological research activities.
- *Local Project Manager*: EU-H2020-ICT Collaborative project, TELMI (Technology Enhanced Learning of Musical Instrument Performance), 393.750,00 Euro, 2016-2019.
- *Local Project Manager*: EU-FP7-ICT STREP, MIROR (Musical Interaction Relying On Reflexion), 366.310,00 Euro, 2010-2013. Participation in the scientific and technological coordination of the project.
- *Local Project Manager*: EU-FP7-ICT-FET STREP, ILHAIRE (Incorporating laughter into Human-Avatar Interactions: Research and Evaluation), 290.387,00 Euro, 2011-2014.
- *Workpackage leader*: EU-FP7-ICT-FET STREP, SIEMPRE (Social Interaction and Entrainment using Music PeRformance Experimentation), 2010-2013. Participation in the preparation of the project proposal and in the coordination of the project.
- *Workpackage leader*: EU-FP7-ICT STREP, SAME (Sound and Music for Everyone, Everyday Everywhere, Every way), 2008-2010. Participation in the preparation of the project proposal and in the coordination of the project.
- *Workpackage leader*: EU-FP6-ICT, TAI-CHI (Tangible Acoustic Interfaces for Computer-Human Interaction), 2003-2006.
- *Workpackage leader*: EU-FP5-IST, MEGA (Multisensory Expressive Gesture Applications), 2000-2003. Participation in the preparation of the project proposal and in the coordination of the project.
- *Workgroup leader*: EU-FP6-ICT Coordination action, S2S^2 (Sound to sense, sense to sound), 2004-2007.
- *Task leader*: EU-FP7-ICT STREP, I-SEARCH (A unified framework for multimodal content search), 2010-2012.
- *Task leader*: EU-FP6-ICT Network of Excellence, HUMAINE (Human-Machine Interaction Network on Emotion), 2004-2007.
- *Task leader*: EU-FP6-ICT Network of Excellence, Enactive (Enactive interfaces), 2004-2007.
- *Participant*: EU-H2020-ICT Collaborative project, WhoLoDancE (Whole-Body Interaction Learning for Dance Education), 2016-2018.
- *Participant*: EU-H2020-ICT Collaborative project, DANCE (Dancing in the dark), 2015-2017.
- *Participant*: EU-FP6-ICT Coordination action, CAPSIL (Common Awareness and Knowledge Platform for Studying and Enabling Independent Living), 2008-2010.
- *Participant*: EU-FP5-IST, CARE-HERE (Creating Aesthetically Resonant Environments for the Handicapped, Elderly and Rehabilitation), 2001-2002.
- *Participant*: EU-FP5-IHP-RTN, MOSART (Music Orchestration Systems in Algorithmic Research and Technology), 2000-2003.
- *Participant*: EU-Culture Programme 2007-2013, COMEDIA (Cooperation and Mediation in Digital Arts), 2007-2010.
- *Participant*: EU COST Action 287, ConGAS (Gesture Controlled Audio Systems), 2003-2007.
- *Partner*: EU-H2020-MSCA-ITN-2019, Multitouch (Multimodal haptic with touch devices), 2020-2024.

2.8 National and local research projects

For the projects I managed as scientific responsible (i.e., PI), the amount of funding is reported.

- *Coordinator*: FISR 2020 (Italian Ministry of University and Research), BAEIT (Bilateral asymmetric enhanced intensive therapy: integrazione di tecnologie multimodali interattive nell'intervento riabilitativo ospedale-domicilio), 56.518,40 Euro, 2021.
- *Work-package leader*: in the framework of Spoke 1 (Urban Technologies for Inclusive Engagement), innovation ecosystem RAISE (Robotics and AI for Socio-Economic Empowerment), funded by MUR (Italian Ministry of University and Research), Investimento 1.5 (M4C2) of PNRR, 2022-2025.
- *Coordinator*: CNR Agenzia 2000 (Italian National Research Council) for young researchers, Metodi di analisi dell'espressività nel movimento umano per applicazioni in Virtual Environment, 15.000.000 Italian lire (7.746,85 Euro), 2001-2003.
- *Coordinator*: local university project, Tecniche per l'elaborazione di informazione relativa al contesto nella fruizione attiva di contenuti sonori e musicali, 2.452,00 Euro, 2007.
- *Coordinator*: local university project, Sistemi multimodali riflessivi per l'apprendimento della musica, 3.455,00 Euro, 2010.
- *Coordinator*: local university project, Analisi del gesto e del movimento per l'inclusione sociale di bambini affetti da Autism Spectrum Conditions (ASC), 3.000,00 Euro, 2011.

- *Participant*: in the framework of Spoke 2 (Smart Devices and Technologies for Personal and Remote Healthcare), innovation ecosystem RAISE (Robotics and AI for Socio-Economic Empowerment), funded by MUR (Italian Ministry of University and Research), Investimento 1.5 (M4C2) of PNRR, 2022-2025.
- *Participant*: PRIN 2003 (Italian Ministry of University and Research), Strategie per il controllo gestuale espressivo di algoritmi di sintesi ed elaborazione audio, 2003-2005.
- *Participante*: COFIN 2000 (Italian Ministry of University and Research), Modelli per il suono nell'interazione uomo-macchina e uomo-ambiente, 2001-2002.

2.9 Contracts for research activities

- Agreement with the Faculty of Humanities of Università di Udine for an internship in co-tutorship, 2008.
- Agreement with INOVA+ International (Portugal) for a residency period at the Casa Paganini - InfoMus research center by artist Liat Grayver as part of the EU-H2020-STARTS VERTIGO and EU-H2020-ICT weDRAW projects, 2019.
- Agreement with IL Ce.Sto Cooperativa Sociale (project leader) for the implementation of the project "Dimensione LUDA" funded by Impresa Sociale con I Bambini, amount of funding equal to 19,718.00 euros, 2019-2023.
- Collaboration with IC-MARASSI (a school in the Marassi area in Genova) for the implementation of the project "Realizzazione di ambienti di apprendimento innovativi" #PNSD - action #7, funded by the Italian Ministry of Education, 2019.

2.10 Reviewer of research projects

- Mitacs, Canada, 2022.
- University degli Studi di Parma (local university projects), 2022.
- Mitacs, Canada, 2021.
- Project Selection Division of the Central Finance and Contracting Agency (CFCA), Latvia, 2020.
- Mitacs, Canada, 2020.
- Cyprus Research Promotion Foundation (RPF), 2019.
- Mitacs, Canada, 2019.
- Italian Ministry of University and Research (PRIN projects), 2018.
- Advisory Board, INTERMUSIC (INTERactive environment for MUSIC learning and practising) project, funded by the Erasmus+ Italian National Agency in the framework of the Key Action 2 (strategic Partnership for Higher Education), 2018 – 2020.
- Università Roma Tre (local university projects), 2018.
- Cyprus Research Promotion Foundation (RPF), 2017.
- Regione Piemonte, post-hoc evaluation of projects in the area of cultural heritage, 2017.
- Italian Ministry of University and Research (SIR projects), 2014.
- Start Cup Veneto, 2013.
- Research Foundation Flanders (FWO, Belgium), 2011.
- Research Foundation Flanders (FWO, Belgium), 2010.
- Regione Piemonte (projects in the area of cultural heritage), 2009.
- Università di Verona (local university projects), 2008.
- Università di Verona (local university projects), 2006.
- The Netherlands Organisation for Scientific Research (NWO), 2006.
- Natural Sciences and Engineering Research Council of Canada (NSERC), 2005.

2.11 Supervisor of post-doc researchers

- *Paolo Alborno*, 01/12/2017 - 30/11/2018.
- *Eleonora Ceccaldi*, 01/11/2020 - 28/02/2023 now assistant professor (RTDBA) at Università degli Studi di Genova.
- *Nicola Ferrari*, 01/09/2017 - 31/01/2018, now associate professor (RTDB) at Università degli Studi di Genova.
- *Simone Ghisio*, 01/06/2012 - 31/05/2014.
- *Donald Glowinski*, 01/03/2011 - 28/02/2012, now Senior researcher and lecturer at the Neuroscience of Emotion and Affective Dynamics Lab, Geneva, Switzerland.
- *Ksenia Kolykhalova*, 01/02/2018 - 31/01/2019.
- *Maurizio Mancini*, 01/12/2012 - 31/12/2015, now associate professor at Sapienza Università di Roma.
- *Radoslaw Niewiadomski*, 01/06/2013 - 31/05/2016, and again 01/06/2017 - 31/05/2019, now tenure-track assistant professor (RTDB) at Università degli Studi di Trento.
- *Giovanna Varni*, 01/03/2012 - 28/02/2014, now associate professor at Università degli Studi di Trento.

- *Erica Volta,* 01/12/2019 - 04/06/2021, now post-doc researcher at Italian Research Council (CNR).

2.12 Supervisor of research collaborators

- *Corrado Canepa*, in the framework of the EU-ICT-FP7 STREP project MIROR.
- *Corrado Canepa*, in the framework of the EU-ICT H2020 project TELMI, 36 months.
- *Simone Ghisio*: in the framework of the EU-ICT H2020 project weDRAW, 24 months.
- *Giorgio Gnecco,* in the framework of the EU-ICT H2020 project TELMI, 4 months.
- *Barbara Mazzarino*, in the framework of the EU-ICT-FP7 STREP project MIROR.
- *Roberto Sagoleo*, in the framework of the EU-ICT-FP7 STREP project MIROR.
- *Roberto Sagoleo*, in the framework of the EU-ICT H2020 project TELMI, 28 months.

2.13 Awards

- Outstanding Reviewers Award, 21st ACM International Conference on Multimodal Interaction (ICMI2019), Suzhou, Jiangsu, China, 2019.
- Selected (2 selected candidates over 24 participants) by the Italian Embassy in London in the framework of the program "Meet Italian Scientist", 2016
- Best Presentation Award, International Conference KEER 2010, 2010.
- Finalist of the ACM Multimedia Grand Challenge, ACM Multimedia 2010 International Conference, 2010.
- IEEE-CS Outstanding Leadership Award, 2009.
- Best Paper Candidate, International Conference UCM2009, 2009.
- The EU IST TAI-CHI project (6th framework program) I participated in as a Workpackage Leader, received the Best Booth Award as the best booth for the EU ICT projects at the IST 2006 Convention, Helsinki, Finland, 2006.
- The EU IST MEGA project (5th framework program) I participated in as a Workpackage Leader, was evaluated at the end of the three years of project activities (2001-2003) as the best project in a cluster of 23 EU projects on Multimodal Interfaces, 2003.

2.14 Qualifications

- Qualification to hold the position of full professor, 09/H1 (computer engineering), 04/04/2017.
- Qualification to hold the position of associate professor, 09/H1 (computer engineering), 03/12/2013.
- Qualification to hold the position of associate professor, 01/B1 (computer science), 29/01/2014.

2.15 Activities at foreign universities

- I was included in the APELLA database, which is used to appoint evaluators to serve in the evaluation committees for academic position in Greece.

2.16 Participation in activities organized by the European Union

- *Invited expert*: workshop on Interactive Technologies, DG CONNECT, 2019.
- *Contributor*: white paper on User Centric Future Media Internet, EU-ICT User Centric Media Projects Cluster (I. Laso-Ballesteros and P. Daras editors), EU-ICT Networked Media Unit, 2008.
- *Contributor*: white paper on User Centric Media in the Future Internet, EU-ICT User Centric Media Projects Cluster (I. Laso-Ballesteros e P. Daras editors), EU-ICT Networked Media Unit, 2009.
- *Contributor*: roadmap for future research in the area of Sound and Music Computing (subject H.5.5 - Information Systems, Information Interfaces and Presentation, Sound and Music Computing - ACM Computing Classification System, 1998), including a section devoted to the definition of European curricula in Sound and Music Computing. Roadmap prepared and published by the coordination action EU-FP6-ICT S2S^2 (Sound to sense, sense to sound), 2007.

3. Teaching activities

3.1 Courses for doctoral students

- *Multimodal Interfaces*, AY 2014-2015, 20 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.
- *Multimodal Interfaces*, AY 2015-2016, 23 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.
- *Multimodal Interfaces*, AY 2016-2017, 20 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.
- *Multimodal Interfaces*, AY 2017-2018, 21 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.

- *Multimodal Interfaces*, AY 2018-2019, 14 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.
- *Multimodal Interfaces*, AY 2019-2020, 20 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.
- *Multimodal Interfaces*, AY 2021-2022, 20 hours, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova.

3.2 Courses for master students

The percentage of satisfied students is reported for each course. This is computed as the percentage of students who filled in the questionnaire for assessing the course and answered to be either fully satisfied or satisfied rather than unsatisfied to the question asking the extent to which they were satisfied with the course. This data is reported only for the courses that reached the minimum number of assessment questionnaires as required for anonymity. All the courses were held at Università degli Studi di Genova, Italy.

- *Human-Computer Interaction*, AY 2008-2009, code 52274, first year, master's degree program in computer engineering, 2 CFU (out of a total of 4 CFU), 12 students. The minimum number of questionnaires required for anonymity was not reached.
- *Human-Computer Interaction, Artificial Intelligence*, AY 2009-2010, code 56738, first year, master's degree program in robotics engineering, 1 CFU (out of a total of 8 CFU), 7 students. The minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems for Human-Computer Interaction*, AY 2010-2011, code 60164, second year, master's degree program in computer engineering, 5 CFU (out of a total of 10 CFU), 11 students. The minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems for Human-Computer Interaction*, AY 2011-2012, code 60164, second year, master's degree program in computer engineering, 5 CFU (out of a total of 10 CFU), 7 students. The minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems for Human-Computer Interaction*, AY 2012-2013, code 72460, second year, master's degree program in computer engineering, 5 CFU (out of a total of 10 CFU), 23 students. Satisfaction: satisfied rather than unsatisfied: 50.00%; fully satisfied: 33.33%; the 83.33% of the students was overall satisfied with the course.
- *Multimodal Systems for Human-Computer Interaction*, AY 2013-2014, code 72460, second year, master's degree program in computer engineering, 5 CFU (out of a total of 10 CFU), 9 students. Satisfaction: satisfied rather than unsatisfied: 66.67%; fully satisfied: 16.67%; the 83.34% of the students was overall satisfied with the course.
- *Multimodal Systems*, AY 2015-2016, code 80164, second year, master's degree program in computer engineering, 6 CFU, 8 students. Satisfaction: satisfied rather than unsatisfied: 60.00%; fully satisfied: 40.00%; the 100.00% of the students was overall satisfied with the course.
- *Interazione uomo-macchina* (*Human-Computer Interaction*), AY 2016-2017, code 90617, first year, master's degree program in digital humanities, 1 CFU (out of a total of 6 CFU), 31 students. The number of hours of teaching (1 CFU) was too small for allowing a sound assessment.
- *Multimodal Systems*, AY 2016-2017, code 80164, second year, master's degree program in computer engineering, 6 CFU, 6 students. The minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems*, AY 2017-2018, code 80164, second year, master's degree in program computer engineering, 6 CFU, 4 students. The minimum number of questionnaires required for anonymity was not reached.
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2017-2018, code 90690, second year, master's program degree in digital humanities, 6 CFU, 5 students. The minimum number of questionnaires required for anonymity was not reached.
- *Arti performative* (*Performing arts lab*), AY 2017-2018, code 90704, second year, master's degree program in digital Humanities, 6 CFU, 5 students. The minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems*, AY 2018-2019, code 80164, second year, master's degree program in computer engineering, 6 CFU, 15 students. Satisfaction: satisfied rather than unsatisfied: 42.86%; fully satisfied: 57.14%; the 100.00% of the students was overall satisfied with the course.
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2018-2019, code 90690, second year, master's degree program in digital humanities, 6 CFU, 7 students. Satisfaction:

satisfied rather than unsatisfied: 40.00%; fully satisfied: 60.00%; the 100.00% of the students was overall satisfied with the course.

- *Arti performative* (*Performing arts lab*), AY 2018-2019, code 90704, second year, master's degree program in digital humanities, 6 CFU, 7 students. Satisfaction: satisfied rather than unsatisfied: 60.00%; fully satisfied: 20.00%; the 80.00% of the students was overall satisfied with the course.
- *Multimodal Systems*, AY 2019-2020, code 80164, second year, master's degree program in computer engineering, 6 CFU, 8 students. Satisfaction: the minimum number of questionnaires required for anonymity was not reached.
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2019-2020, code 90690, second year, master's degree program in digital humanities, 6 CFU, 4 students. Satisfaction: the minimum number of questionnaires required for anonymity was not reached.
- *Arti performative* (*Performing arts lab*), AY 2019-2020, code 90704, second year, master's degree program in digital humanities, 6 CFU, 27 students. Satisfaction: satisfied rather than unsatisfied: 57.14%; fully satisfied: 21.43%; the 78.57% of the students was overall satisfied with the course. The remaining 14.29% of the students did not respond to the question. Satisfaction for the teacher reached however the 100% of the students (satisfied rather than unsatisfied: 38.46%; fully satisfied: 61.54%).
- *Multimodal Systems*, AY 2020-2021, code 80164, second year, master's degree program in computer engineering, 6 CFU, 20 students. Satisfaction: satisfied rather than unsatisfied: 45.45%; fully satisfied: 54.55%; the 100.00% of the students was overall satisfied with the course.
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2020-2021, code 90690, second year, master's degree program in digital humanities, 6 CFU, 22 students. Satisfaction: satisfied rather than unsatisfied: 50.00%; fully satisfied: 33.33%; the 83.33% of the students was overall satisfied with the course. The remaining 16.67% of the students did not respond to the question. Satisfaction for the teacher reached however the 100% of the students (satisfied rather than unsatisfied: 20.00%; fully satisfied: 80.00%).
- *Arti performative* (*Performing arts lab*), AY 2020-2021, code 90704, second year, master's degree program in digital humanities, 6 CFU, 14 students. Satisfaction: the minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems*, AY 2021-2022, code 80164, second year, master's degree program in computer engineering, 6 CFU, 11 students. Satisfaction: satisfied rather than unsatisfied: 40.00%; fully satisfied: 40.00%; the 80.00% of the students was overall satisfied with the course. The remaining 20.00% of the students did not respond to the question. Satisfaction for the teacher reached however the 100% of the students (satisfied rather than unsatisfied: 25.00%; fully satisfied: 75.00%).
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2021-2022, code 90690, second year, master's degree program in digital humanities, 6 CFU, 6 students. Satisfaction: the minimum number of questionnaires required for anonymity was not reached.
- *Arti performative* (*Performing arts lab*), AY 2021-2022, code 90704, second year, master's degree program in digital humanities, 6 CFU, 4 students. Satisfaction: the minimum number of questionnaires required for anonymity was not reached.
- *Multimodal Systems*, AY 2022-2023, code 80164, second year, master's degree program in computer engineering, 6 CFU, 25 students. Satisfaction: data for AY 2022-2023 is not available yet.
- *Elaborazione digitale del suono e della musica* (*Sound and Music Computing*), AY 2022-2023, code 90690, second year, master's degree program in digital humanities, 6 CFU, 17 students. Satisfaction: data for AY 2022-2023 is not available yet.
- *Arti performative* (*Performing arts lab*), AY 2022-2023, code 90704, second year, master's degree program in digital humanities, 6 CFU, 4 students. Satisfaction: data for AY 2022-2023 is not available yet.

3.3 Courses for bachelor students

The percentage of satisfied students is reported for each course. This is computed as the percentage of students who filled in the questionnaire for assessing the course and answered to be either fully satisfied or satisfied rather than unsatisfied to the question asking the extent to which they were satisfied with the course. This data is reported only for the courses that reached the minimum number of assessment questionnaires as required for anonymity. All the courses were held at Università degli Studi di Genova, Italy.

- *Fondamenti di Informatica 1* (*Foundations of Computer Engineering*), AY 2006-2007, code 20357, first year, bachelor's degree program in mechanical engineering, 2.5 CFU (out of a total of 5 CFU).

Satisfaction: satisfied rather than unsatisfied: 33.87%; fully satisfied: 17.74%; the 51.61% of the students was overall satisfied with the course.

- *Fondamenti di Informatica 1* (*Foundations of Computer Engineering*), AY 2007-2008, code 20357, first year, bachelor's degree program in mechanical engineering, 5 CFU, 127 students. Satisfaction: satisfied rather than unsatisfied: 54.76%; fully satisfied: 10.71%; the 65.47% of the students was overall satisfied with the course.
- *Fondamenti di Informatica 1* (*Foundations of Computer Engineering*), AY 2008-2009, code 20357, first year, bachelor's degree program in mechanical engineering, 5 CFU, 142 students. Satisfaction: satisfied rather than unsatisfied: 58.97%; fully satisfied: 33.33%; the 92.30% of the students was overall satisfied with the course
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2009-2010, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 164 students. Satisfaction: satisfied rather than unsatisfied: 50.00%; fully satisfied: 18.18%; the 68.18% of the students was overall satisfied with the course.
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2010-2011, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 155 students. Satisfaction: satisfied rather than unsatisfied: 50.00%; fully satisfied: 20.91%; the 70.91% of the students was overall satisfied with the course.
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2011-2012, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 176 students. Satisfaction: satisfied rather than unsatisfied: 53.57%; fully satisfied: 42.86%; the 96.43% of the students was overall satisfied with the course.
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2012-2013, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 153 students. Satisfaction: satisfied rather than unsatisfied: 51.43%; fully satisfied: 40.00%; the 91.43% of the students was overall satisfied with the course.
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2013-2014, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 179 students. Satisfaction: satisfied rather than unsatisfied: 44.23%; fully satisfied: 42.31%; the 86.54% of the students was overall satisfied with the course.
- *Informatica per l'Ingegneria Industriale* (*Computer Science for Industrial Engineering*), AY 2014-2015, code 56760, first year, bachelor's degree program in mechanical engineering, 6 CFU, 163 students. Satisfaction: satisfied rather than unsatisfied: 49.07%; fully satisfied: 29.81%; the 78.88% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2015-2016, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 116 students. Satisfaction: satisfied rather than unsatisfied: 45.83%; fully satisfied: 29.17%; the 74.46% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2016-2017, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 139 students. Satisfaction: satisfied rather than unsatisfied: 48.24%; fully satisfied: 25.88%; the 74.12% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2017-2018, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 110 students. Satisfaction: satisfied rather than unsatisfied: 36.76%; fully satisfied: 42.65%; the 79.41% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2018-2019, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 146 students. Satisfaction: satisfied rather than unsatisfied: 55.10%; fully satisfied: 27.55%; the 82.65% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2019-2020, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 109 students. Satisfaction: satisfied rather than unsatisfied: 49.41%; fully satisfied: 35.29%; the 84.70% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2020-2021, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 113

students. Satisfaction: satisfied rather than unsatisfied: 51.67%; fully satisfied: 38.33%; the 90.00% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2021-2022, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 124 students. Satisfaction: satisfied rather than unsatisfied: 41.86%; fully satisfied: 55.81%; the 97.67% of the students was overall satisfied with the course.
- *Fondamenti di Informatica* (*Foundations of Computer Engineering*), AY 2022-2023, code 66054, first year, bachelor's degree program in computer engineering, 4.5 CFU (out of a total of 9 CFU), 127 students. Satisfaction: data for AY 2022-2023 is not available yet.

3.4 Courses for training and specialization schools

- *Teacher*: Programmazione di Base – Fase I, introduction to programming in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 40 hours, 2022.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 30 hours, 2020.
- *Teacher*: Programmazione di Base – Fase I, introduction to programming in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 24 hours, 2020.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 35 hours, 2019.
- *Teacher*: Programmazione di Base – Fase I, introduction to programming in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 16 hours, 2019.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 30 hours, 2016.
- *Teacher*: Programmazione di Base – Fase I, introduction to programming in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 30 hours, 2016.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 35 hours, 2015.
- *Teacher*: Programmazione di Base – Fase I, introduction to programming in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 11.5 hours, 2015.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (Telecommunication School of the Italian Army), 35 hours, 2014.
- *Teacher*: Programmazione di base – Fase II (Linguaggio C), foundational C language course in the framework of the training courses in computer science held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces), 32 hours, 2013.
- *Teacher*: User Interface and Interaction, "master universitario integrato di II livello" on Internet of Things and Big Data, Università degli Studi di Genova, 2018.
- *Teacher*: Interfacce uomo macchina (virtual reality, web interfaces, human-robot interaction), "master universitario integrato di II livello" for experts in innovation management and enabling technologies for industry 4.0, Università degli Studi di Genova, 2018.
- *Teacher*: Software design: i linguaggi di programmazione e la loro applicazione (introduction to programming languages and software design), "master universitario integrato di II livello" on ICT and security for innovation, Università degli Studi di Genova, 2010.
- *Teacher*: Interfacce Multimodali (multimodal interfaces), "master universitario integrato di II livello" on advanced technologies for integrated intelligent systems, Università degli Studi di Genova, 2008.

3.5 Courses at foreign universities

- *Creating with Interactive Media*, AY 2002-2003, New York University, United States, Music and Dance Summer Program in Italy, NYU program at Università degli Studi di Genova, 6 CFU.

- *Creating with Interactive Media*, AY 2003-2004, New York University, United States, Music and Dance Summer Program in Italy, NYU program at Università degli Studi di Genova, 6 CFU.
- *Creating with Interactive Media*, AY 2004-2005, New York University, United States, Music and Dance Summer Program in Italy, NYU program at Università degli Studi di Genova, 6 CFU.
- *Creating with Interactive Media*, AY 2005-2006, New York University, United States, Music and Dance Summer Program in Italy, NYU program at Università degli Studi di Genova, 6 CFU.
- *Human-Computer Interaction*, AY 2008-2009, Ecole Centrale de Nantes, France, in the framework of the Erasmus-Mundus project EMARO (European Master on Advanced RObotics), 32 hours.
- *Human-Computer Interaction*, AY 2009-2010, Ecole Centrale de Nantes, France, in the framework of the Erasmus-Mundus project EMARO (European Master on Advanced RObotics), 32 hours.
- *Human-Computer Interaction*, AY 2010-2011, Ecole Centrale de Nantes, France, in the framework of the Erasmus-Mundus project EMARO (European Master on Advanced RObotics), 32 hours.
- *Human-Computer Interaction*, AY 2011-2012, Ecole Centrale de Nantes, France, in the framework of the Erasmus-Mundus project EMARO (European Master on Advanced RObotics), 32 hours.
- *Human-Computer Interaction*, AY 2012-2013, Ecole Centrale de Nantes, France, in the framework of the Erasmus-Mundus project EMARO (European Master on Advanced RObotics), 32 hours.

3.6 Support activities (exercises, participation in committees)

- *Ingegneria del Software*, AY 2002-2003, master's degree in computer engineering: exercises on libraries of classes, COM/DCOM standard, introduction to software development of multimedia applications, Università degli Studi di Genova.
- *Progettazione e Produzione Multimediale 1*, AY 2008-2009 and 2009-2010, master's degree in computer engineering: exercises on processing of multimedia data streams, design and development of multimodal interactive systems and human-machine interfaces, Università degli Studi di Genova.
- *Fondamenti di Informatica*, AY 2008-2009 and 2009-2010, bachelor's degree in computer engineering: introductory exercises to C++ programming, Università degli Studi di Genova.
- President of the committee for awarding the master's degree in digital humanities, Università degli Studi di Genova.
- Participation in the committees for awarding the master's and bachelor's degree in computer engineering, and the master's degree in digital humanities, robotics engineering, and mechanical engineering, Università degli Studi di Genova.
- Member of the committee for the admission of bachelor students to the Faculty of Engineering (now Polytechnic School), Università degli Studi di Genova, 2008 – 2018.
- Examiner for awarding the EUCIP Core Level certification (Italian professional certification in computer science and engineering), Università degli Studi di Genova, 2005 – 2010.

3.7 Supervisor of PhD students

- *Paolo Alborno*, cycle XXX.
- *Ksenia Kolykhalova*, cycle XXX.
- *Erica Volta*, cycle XXXII.
- *Eleonora Ceccaldi*, cycle XXXIII.
- *Sanket Rajeev Sabharwal*, cycle XXXVI.
- *Nicola Corbellini*, cycle XXXVII.
- *Silvia Ferrando*, cycle XXXVIII.

3.8 Participation in committees for doctoral schools

- *President*: evaluation committee for the public defense of a doctoral candidate, Universitat Pompeu Fabra, Barcelona, Spain, 2020.
- *President*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Torino, Italy, 2015.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Genova, Italy, 2023.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Milano, Italy, 2022.
- *Member*: admission committee to doctoral program, Doctoral School in Bioengineering and Robotics, Università degli Studi di Genova, Italy 2022.
- *Member*: admission committee to doctoral program, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, Italy 2021.

- *Member*: admission committee to doctoral program, Doctoral School in Bioengineering and Robotics, Università degli Studi di Genova, Italy 2021.
- *Member*: admission committee to doctoral program, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, Italy 2020.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Genova, Italy, 2019.
- *Member*: admission committee to doctoral program, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, Italy, 2018.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Queen Mary University of London, United Kingdom, 2016.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Padova, Italy, 2016.
- *Member*: admission committee to doctoral program, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, Italy, 2016.
- *Member*: admission committee to doctoral program, Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, Italy, 2015.
- *Member*: evaluation committee for the public defense of a doctoral candidate, Università degli Studi di Verona, Italy, 2009.
- *Reviewer*: thesis submitted by a doctoral candidate, University of Oulu, Finland, 2022.
- *Reviewer*: thesis submitted by a doctoral candidate, Università degli Studi di Cagliari, Italy, 2018.
- *Reviewer*: thesis submitted by a doctoral candidate, Università degli Studi di Padova, Italy, 2017.

3.9 Supervisor of master's and bachelor's theses

- *Supervisor*: bachelor thesis in Computer Engineering, 12 students, 7 theses.
- *Supervisor:* bachelor thesis in Biomedical Engineering, 2 students, 1 thesis.
- *Supervisor*: master thesis in Computer Engineering, 8 students, 6 theses, and 1 ongoing thesis (1 student).
- *Supervisor*: master thesis in Digital Humanities, 7 students, 7 theses, and 1 ongoing thesis (1 student).
- *Supervisor*: master thesis in Robotics Engineering, 3 students, 3 theses.
- *Supervisor*: master thesis in Electronic Engineering, 1 student, 1 thesis (in collaboration with a student in computer engineering).
- *Examiner*: 4 master theses in Computer Engineering.

3.10 Organization activities and teaching for international schools

- *Teacher and co-organizer*: 6th EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2018.
- *Teacher and co-organizer*: 5th EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2016.
- *Teacher and co-organizer*: Erasmus Intensive Program International School on Systematic Musicology and Sound and Music Computing (ISSSM), Genova, Italy, 2014.
- *Teacher and co-organizer*: 4th EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2014.
- *Teacher and co-organizer*: 3rd EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2012.
- *Teacher and co-organizer*: 4th Summer School on Sound and Music Computing, Genova, Italy, 2008.
- *Teacher and co-organizer*: 2nd EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2008.
- *Teacher and co-organizer*: 1st EyesWeb Week, international tutorial on the EyesWeb software platform, Genova, Italy, 2006.
- *Teacher and co-organizer*: 1a Summer School on Sound and Music Computing, Genova, Italy, 2005.
- *Teacher*: Erasmus Intensive Program International School on Systematic Musicology and Sound and Music Computing (ISSSM), Jyvaskyla, Finland, 2009.
- *Teacher*: Erasmus Intensive Program International School on Systematic Musicology and Sound and Music Computing (ISSSM), Gent, Belgium, 2008.
- *Teacher*: 3a Summer School on Sound and Music Computing, Stockholm, Sweden, 2007.
- *Teacher*: International Humaine Summer School 2006 on technology of emotion, Genova, Italy, 2006.

4. Technological transfer and scientific dissemination

4.1 Patents

- US20160294902, also published as WO2015063684 A1 and EP3063678A1, application date: 28/10/2014, Network communication architecture and method for the reproduction of multimedia content items. Patent concerning applications for active listening of music content.

4.2 Exploitation of research results in real world contexts

- Contribution to the design and development of the EyesWeb platform (2000 – 2023) for synchronized processing of multimedia data streams. EyesWeb can be download from the Internet for free. Moreover, the platform was selected by INTEL in between more than thirty other platforms to be adopted in research and development activities promoted by INTEL in the area of active assisted living.
- Within the EyesWeb project, in addition to the contribution to the platform, I was also coordinator of the design and development of libraries of software modules for the analysis of expressive gesture (EyesWeb Motion Analysis Library and EyesWeb Expressive Gesture Processing Library).
- Contribution to the design and development of multimodal interactive systems for the joint laboratory ARIEL (Augmented Rehabilitation in Interactive / multimodal Environment Lab, a laboratory working on multimodal technologies for the rehabilitation of children with cognitive and motor deficits), established by an agreement between Università degli Studi di Genova and Istituto Gaslini.
- In collaboration with Télécom Paris, Institut polytechnique de Paris, France (Prof. G. Varni), contribution to the design and development of multimodal interactive systems for the analysis of group interaction. The systems were presented at the Genoa Science Festival 2019 (workshop "Uomini e macchine: gioco di squadra – Tutti per uno, un gruppo per tutti").
- Contribution to the design and development of multimodal interactive systems to support violin teaching, developed in the framework of the EU-H2020-ICT TELMI project and presented at the International Symposium on Performance Science 2017 (ISPS2017, Reykjavík, Iceland) and at the Genoa Science Festival 2018 (workshop "TELMI: il violino allo specchio").
- Contribution to the design and development of multimodal interactive systems presented at the Genoa Science Festival in 2017 and 2018 and at the BergamoScienza event. These systems, developed within the EU-H2020-ICT weDRAW project, support multisensory paradigms for the learning of arithmetic and geometry by elementary school pupils. The systems were also presented in a series of workshops for elementary school teachers, organized by De Agostini Scuola (Italian publisher of textbooks).
- Contribution to the design and development of two reflexive multimodal systems ("The Potter" and "BeSound") for the music education of school and preschool children, developed within the EU-FP7-ICT MIROR project and tested at the University of Gothenburg and at Alma Mater Studiorum - Università di Bologna, 2013.
- Contribution to the design and development of multimodal interactive systems presented at Casa Paganini (Genova) during the Genoa Science Festival (2009 – 2012). Systems include an instance of "Mappe per Affetti Erranti", a system for active and social listening of sound and music content, other systems for active listening (e.g., "Sync'n'Move"), and systems for active experience of cultural content.
- Contribution to the concept and realization of the performance "tangGO - touching music", demonstrating the results of the research on social interaction analysis within the project EU-FP7-ICT-FET SIEMPRE. The performance was held during the closing session of the European FET Conference and Exhibition 2011 (fet11), organized by the European Commission, Budapest, 2011.
- Contribution to the concept and to the interaction design of the multimodal interactive systems for the installation "Viaggiatori di Sguardo", virtual visit to the Palazzi dei Rolli of Genova. The installation was set up at Palazzo Ducale, Genova, 2009.
- Contribution to the design and development of "La Stanza Logo-Motoria", a multimodal interactive system for supporting the learning of school subjects by children, including disabled children; the work was carried out in collaboration with the Faculty of Humanities of Università degli Studi di Udine, 2009.
- Contribution to the design and development of a collection of multimodal interactive systems for active listening of sound and music content, with the contribution of Nokia, presented within the EU-FP7-ICT SAME project at Festival Agora, IRCAM, Paris, France, 2009.
- Installation of a system based on the metaphor of the "Orchestra Explorer" at the Festival of Mathematics in Rome, 2007, and permanent installation of the same system at the Museum of Musical Instruments of the Accademia di Santa Cecilia, Rome, 2008.

- Contribution to the design and development of the multimodal interactive systems for the performance "Lontano in alto mare, l'acqua è azzurra" (composer N. Ferrari), held at La Biennale di Venezia, as part of the XVII Colloquium on Musical Informatics, Venice, 2008.
- Contribution to the design and development of a collection of multimodal interactive systems exploiting Tangible Acoustic Interfaces (TAI). The systems were presented at the IST-2006 Convention, organized by the European Commission. The EU-FP6-ICT project TAI-CHI won the best booth award, Helsinki, Finland, 2006.
- Contribution to the design and development of Tangible Acoustic Interfaces for the musical theater piece "Un avatar del diavolo" (composer R. Doati), Biennale di Venezia, 2005.
- Contribution to the design and development of a collection of multimodal interactive systems for the multimedia performance "L'Ala dei Sensi", Ferrara, 1999.

4.3 Scientific dissemination

- *Co-organizer*: workshop "Uomini e macchine: gioco di squadra – Tutti per uno, un gruppo per tutti", in collaboration with Télécom Paris, Institut polytechnique de Paris, France (Prof. G. Varni), Genoa Science Festival, 2019.
- *Co-organizer*: workshop "TELMI: il violino allo specchio", in collaboration with the partners of the EU-H2020-ICT project TELMI, Genoa Science Festival, 2018.
- *Co-organizer*: workshop "Un, due, tre... Matematicamente!", in collaboration with the partners of the EU-H2020-ICT project weDRAW, Genoa Science Festival, 2017.
- *Curator*: "Strade di suoni" exhibition for the scientific dissemination of research related to human-computer interaction and interactive multimodal systems, in collaboration with A. Camurri, C. Canepa, and N. Ferrari, Genoa Science Festival, 2008.
- *Curator*: "Metamorfosi del Senso" exhibition for the scientific dissemination of research related to human-computer interaction and interactive multimodal systems, in collaboration with A. Camurri, C. Canepa and N. Ferrari, Genoa Science Festival, 2007.
- *Curator*: "Cimenti di Invenzione e Armonia" exhibition for the scientific dissemination of research related to human-computer interaction and interactive multimodal systems, in collaboration with A. Camurri, C. Canepa and N. Ferrari, Genoa Science Festival, 2006.
- *Invited speaker*: seminar on "Macchine intelligenti ed interattive: nuove tecnologie per l'uomo", in a cycle of conferences organized by Associazione Amici dell'Acquario di Genova, 2021.
- *Invited speaker*: seminar on "Intelligenza artificiale: tecnologia ed etica. Le macchine interattive ed intelligenti e il loro rapporto con gli esseri umani", in collaboration with V. Sanguineti and the Pastorale Universitaria of the Archdiocese of Genoa, Genoa Science Festival, 2020.
- *Invited speaker*: seminar "The magic fiddle. Il progetto TELMI per la didattica violinistica", in collaboration with L. Gionfrida, A. Giordano, R. Ramirez, G. Waddell, and A. Williamon, partners of the EU-H2020-ICT project TELMI, Genoa Science Festival, 2018.
- *Invited speaker*: seminar at the S. Pertini High School in Genoa as part of the "Giornata ProGrammatica 2018", organized by RAI Radio3 on the topic "L'italiano e la rete, le reti per l'italiano", 2018.
- *Invited speaker*: scientific seminars at Politecnico delle Arti (Milan) about the EyesWeb project, 2004.

5. Organizational and management activities

5.1 Institutional assignments

- *Member*: giunta (i.e., Department Board), Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBRIS), Università degli Studi di Genova, since 2018.
- *Member*: commissione ricerca (i.e., Research Board), Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBRIS), Università degli Studi di Genova, 2012-2013.
- *Contribution to the foundation, coordination and management*: Casa Paganini - InfoMus research center, at the Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBRIS), Università degli Studi di Genova; the center was activated by an agreement between Università degli Studi di Genova, the Liguria Region, and the City of Genoa; since 2005.
- *Vicecoordinator*: Centro interdipartimentale sulla visualità (ciVIS, an interdepartmental research center collecting researchers at Università degli Studi di Genova working on visuality and multimodality from a multidisciplinary point of view), Università degli Studi di Genova, since 2020.
- *Board Member*: Centro interdipartimentale sulla visualità (ciVIS), Università degli Studi di Genova, since 2020.

- *Member*: ARIEL (Augmented Rehabilitation in Interactive / multimodal Environment Lab) laboratory, established by an agreement between the Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBIRS) of Università degli Studi di Genova and Istituto Gaslini for the rehabilitation of children with motor and cognitive impairments, since 2016.
- *Scientific responsible*: Op3nL4b laboratory, Department of Informatics, Bioengineering, Robotics and Systems Engineering (DIBIRS), Università degli Studi di Genova, Italy, 2016-2018.
- *Responsible*: internships and orientation to professional career, master's degree program in digital humanities, Università degli Studi di Genova, since 2018.
- *Member*: board of teachers at the Doctoral School in Computer Science and Systems Engineering, Università degli Studi di Genova, since 2013 (i.e., since cycle XXIX).
- *Member*: Quality Assurance (QA) committee, master's degree program in digital humanities, Università degli Studi di Genova, since 2022.
- *Member*: Quality Assurance (QA) committee, bachelor's degree program and master's degree program in computer engineering, Università degli Studi di Genova, since 2018.
- *Member*: board of teachers for the training courses in computer science and engineering held at Scuola di Telecomunicazioni delle Forze Armate (School of Telecommunications of the Italian Armed Forces) under the agreement with the Faculty of Engineering (later Polytechnic School) of Università degli Studi di Genova, since 2007.
- *Member*: committee for the admission tests, Faculty of Engineering (later Polytechnic School), Università degli Studi di Genova, 2008 – 2018.
- *Member* representing the Department of Informatics, Systematics and Telematics (DIST) of Università degli Studi di Genova: working group, constituted by the Dean of the Faculty of Engineering of Università degli Studi di Genova, for the feasibility study on the establishment of a polytechnic university in Genoa, 2008-2009.

5.2 Other organizational and management activities

- *President*: Associazione di Informatica Musicale Italiana (AIMI), 2010-2014.
- *Board member*: Associazione di Informatica Musicale Italiana (AIMI), 2003- 2010.
- *Member*: Association for the Advancement of Affective Computing (AAAC), since 2019.
- *Member*: Association for Computing Machinery (ACM), since 2014.
- *Member*: ACM Special Interest Group on Computer-Human Interaction (SIGCHI), since 2014.
- *Member*: Associazione Italiana per l'Informatica e il Calcolo Automatico (AICA), since 2007.
- *Member*: Associazione di Informatica Musicale Italiana (AIMI), since 2003.

6. Complete list of publications

6.1 Edited book and special issues of international journals

[1] M. Mancini, R. Niewiadomski, S. Hashimoto, M.E. Foster, S. Scherer, and G. Volpe, Eds. "Laughter Computing: towards machines able to deal with laughter", *Special issue of IEEE Transactions on Affective Computing*, vol. 8, no. 4, IEEE CS Press, 2017.

[2] G. Volpe, M. Gori, N. Bianchi-Berthouze, G. Baud-Bovy, P. Alborno, and E. Volta, Eds., *Proceedings of the 1st ACM SIGCHI International Workshop on Multimodal Interaction for Education* (*MIE@ICMI 2017*), New York: ACM, 2017 (ISBN: 978-1-4503-5557-5).

[3] D. Reidsma, G. Volpe, A. Camurri, and A. Nijholt, Eds. "Expressive Interactive Systems that Tell a Story", *Special issue of International Journal of Arts and Technology*, vol. 8, no. 3, Inderscience Enterprises Ltd., 2015.

[4] G. Volpe, D. Reidsma, A. Camurri, and A. Nijholt, Eds. "New Modalities for Interactive Entertainment", *Special issue of Entertainment Computing*, vol. 4, no. 3, Elsevier, 2013.

[5] G. Volpe, A. Camurri, T. Dutoit, and M. Mancini, Eds. "Cross-disciplinary approaches to multimodal user interfaces", *Special issue of Journal on Multimodal User Interfaces*, vol. 4, no. 1, Springer Verlag, 2010.

[6] A. Camurri, M. Mancini, and G. Volpe, Eds. *Proceedings of the 5th International Workshop on Multimodal Interfaces (eNTERFACE'09)*, Genova: DIST – University of Genova, 2010 (ISBN: 978-88-901344-7-0).

[7] A. Camurri, S. Serafin, and G. Volpe, Eds. *Proceedings of the 8th International Conference on New Interfaces for Musical Expression (NIME08)*, Genova: University of Genova, 2008 (ISBN:13-978-88-901344-6-3).

[8] G. Volpe, Ed. "Expressive Gesture in Performing Arts and New Media", *Special Issue of Journal of New Music Research*, vol. 34, no. 1, Taylor & Francis, 2005.

[9] A. Camurri and G. Volpe, Eds. *Gesture-based Communication in Human-Computer Interaction*, Lecture Notes in Artificial Intelligence, no. 2915, Heidelberg: Springer Verlag, 2004 (ISBN: 3-540-21072-5).

6.2 Editorials

[1] M. Mancini, R. Niewiadomski, S. Hashimoto, M.E. Foster, S. Scherer, and G. Volpe. "Guest Editorial: Towards Machines Able to Deal with Laughter", *IEEE Transactions on Affective Computing*, vol. 8, no. 4, pp. 492-494, IEEE CS Press, 2017.

[2] D. Reidsma, G. Volpe, A. Camurri, and A. Nijholt, "Expressive Interactive Systems that Tell a Story", *International Journal of Arts and Technology*, vol. 8, no. 3, pp. 185-187 Inderscience Enterprises Ltd., 2015.

[3] G. Volpe, D. Reidsma, A. Camurri, and A. Nijholt, "New Modalities for Interactive Entertainment", *Entertainment Computing*, vol. 4, no. 3., pp. R1, Elsevier, 2013.

[4] G. Volpe, A. Camurri, T. Dutoit, and M. Mancini, "Cross-disciplinary approaches to multimodal user interfaces", *Journal on Multimodal User Interfaces*, vol. 4, no. 1, pp. 1-2, Springer Verlag, 2010.

[5] G. Volpe, "Expressive Gesture in Performing Arts and New Media: The Present and the Future", *Journal of New Music Research*, vol. 34, no. 1, pp. 1-3, Taylor & Francis, 2005.

6.3 Papers in international peer-reviewed journals

Where available, the quartile ranking of journals as calculated by *SJR*, *Scimago Journal & Country Rank* is reported. The reported ranking refers to the year of publication of the article or to the most recent available ranking (for recent papers). In cases where the journal is ranked with respect to multiple subject areas, the highest quartile has been reported.

[1] E. Ceccaldi, R. Niewiadomski, M. Mancini, and G. Volpe, "What's on your plate? Collecting multimodal data to understand commensal behavior", *Frontiers in Psychology*, 13:911000, Frontiers Media S.A, 2022 **[Q1]**.

[2] J. Laroche, A. Tomassini, G. Volpe, A. Camurri, L. Fadiga, and A, D'Ausilio, "Interpersonal sensorimotor communication shapes intrapersonal coordination in a musical ensemble", *Frontiers in Human Neuroscience*,16:899676, Frontiers Media S.A, 2022 **[Q2]**.

[3] S. R. Sabharwal, M. Varlet, M. Breaden, G. Volpe, A. Camurri, and P. E. Keller, "huSync - A model and system for the measure of synchronization in small groups: A case study on musical joint action", *IEEE Access*, vol. 10, pp. 92357 - 92372, IEEE CS Press, 2022 **[Q1]**.

[4] T. A. Olugbade, J. Newbold, R. Johnson, E. Volta, P. Alborno, R. Niewiadomski, M. Dillon, G. Volpe, and N. Bianchi-Berthouze, "Automatic Detection of Reflective Thinking in Mathematical Problem Solving based on Unconstrained Bodily Exploration", *IEEE Transactions on Affective Computing*, vol. 13, no. 2, pp. 944-957, IEEE CS Press, 2022 **[Q1]**.

[5] G. Varni, M. Mancini, L. Fadiga, A. Camurri and G. Volpe, "The change matters! Measuring the effect of changing the leader in joint music performances", *IEEE Transactions on Affective Computing*, vol. 13, no. 2, pp. 700-712, IEEE CS Press, 2022 **[Q1]**.

[6] M. Gori, S. Price, F. Newell, N. Bianchi-Berthouze, and G. Volpe, "Multisensory Perception and Learning: Linking Pedagogy, Psychophysics, and Human–Computer Interaction", *Multisensory Research*, vol.35, pp. 335-366, Brill Press, 2022 **[Q2]**.

[7] C. Beyan, S. Karumuri, G. Volpe, A. Camurri, and R. Niewiadomski, "Modeling Multiple Temporal Scales of Full-body Movements for Emotion Classification", *IEEE Transactions on Affective Computing*, published online, IEEE CS Press, 2021, doi: 10.1109/TAFFC.2021.3095425 **[Q1]**.

[8] L. Cuturi, P. Alborno, G. Cappagli, E. Volta; G. Volpe, and M. Gori, "The influence of yaw rotation on spatial navigation during development", *Neuropsychologia*, vol. 154, article 107774, 10 pages, Elsevier, 2021 **[Q1]**.

[9] V. D'Amato, E. Volta, L. Oneto, G. Volpe, A. Camurri, and D. Anguita, "Understanding Violin Players Skills Level based on Motion Capture", *Cognitive computation*, vol. 12, pp. 1356–1369, Springer Nature Switzerland, 2020 **[Q1]**.

[10] M. Clayton, K. Jakubowski, T. Eerola, P. E. Keller, A. Camurri, G. Volpe, and P. Alborno "Interpersonal entrainment in music performance: Theory, method and model", *Music Perception*, vol. 38, no 2, pp. 136-194, University of California Press, 2020 **[Q1]**.

[11] K. Kolykhalova, G. Gnecco, M. Sanguineti, G. Volpe, and A. Camurri, "Automated Analysis of the Origin of Movement: An Approach Based on Cooperative Games on Graphs", *IEEE Transactions on Human-Machine Systems*, vol. 50, no. 6, pp. 550-560, IEEE CS Press, 2020 **[Q1]**.
[12] L. Maman, E. Ceccaldi, N. Lehmann-Willenbrock, L. Likforman-Sulem, M. Chetouani, G. Volpe, and G. Varni, "GAME-ON: A Multimodal Dataset for Cohesion and Group Analysis", *IEEE Access*, vol. 8, pp. 124185-124203, IEEE CS Press, 2020 **[Q1]**.
[13] V. Lussu, R. Niewiadomski, G. Volpe, and A. Camurri, "The role of respiration audio in multimodal analysis of movement qualities", *Journal on Multimodal User Interfaces*, vol. 14, no. 1, pp. 1–15, Springer Nature Switzerland, 2020. **[Q2]**
[14] R. Niewiadomski, E. Ceccaldi, G. Huisman, G. Volpe, M. Mancini, "Computational Commensality: from theories to computational models for social food preparation and consumption in HCI", *Frontiers in Robotics and AI*, 6:119, Frontiers Media S.A, 2019. **[Q2]**
[15] G. Volpe and M. Gori, "Multisensory Interactive Technologies for Primary Education: From Science to Technology", *Frontiers in Psychology,* 10:1076, Frontiers Media S.A, 2019. **[Q1]**
[16] P. M. Hilt, L. Badino, A. D'Ausilio, G. Volpe, S. Tokay, L. Fadiga, and A. Camurri, "Multi-layer adaptation of group coordination in musical ensembles", *Scientific Reports*, Springer Nature, vol. 9, article 5854, 10 pages, Springer Nature Publishing, 2019. **[Q1]**
[17] R. Niewiadomski, K. Kolykhalova, S. Piana, P. Alborno, G. Volpe, and A. Camurri, "Analysis of Movement Quality in Full-Body Physical Activities", *ACM Transactions on Interactive Intelligent Systems*, vol. 9, no. 1, article 1, 20 pages, ACM Press, 2019. **[Q1]**
[18] R. Reiter-Palmon, T. Sinha, J. Gevers, J.M. Odobez, and G. Volpe, "Theories and Models of Teams and Groups", *Small Group Research*, vol. 48, no. 5, pp. 544-567, SAGE, 2017. **[Q2]**
[19] K. Jakubowski, T. Eerola, P. Alborno, G. Volpe, A. Camurri, and M. Clayton, "Extracting Coarse Body Movements from Video in Music Performance: A Comparison of Automated Computer Vision Techniques with Motion Capture Data", *Frontiers in Digital Humanities*, 4:9, Frontiers Media S.A, 2017.
[20] M. Mancini, B. Biancardi, F. Pecune, G. Varni, Y. Ding, C. Pelachaud, G. Volpe, and A. Camurri "Implementing and evaluating a laughing virtual character". *ACM Transactions on Internet Technology*, vol. 17, no. 1, article 3, 22 pages, ACM Press, 2017. **[Q2]**
[21] G. Volpe, A. D'Ausilio, L. Badino, A. Camurri and L. Fadiga, "Measuring social interaction in music ensembles", *Philosophical Transactions of the Royal Society B*, 371:20150377, The Royal Society Publishing, 2016. **[Q1]**
[22] A. Singh, S. Piana, D. Pollarolo, G. Volpe, G. Varni, A. Tajadura-Jimenez, A. Williams, A. Camurri, and N. Bianchi-Berthouze, "Go-with-the-Flow: Tracking, Analysis and Sonification of Movement and Breathing to Build Confidence in Activity Despite Chronic Pain", *Human-Computer Interaction*, vol. 31, no. 3-4, pp. 335-383, Taylor & Francis, 2016. **[Q2]**
[23] R. Niewiadomski, M. Mancini, G. Varni, G. Volpe, and A. Camurri, "Automated Laughter Detection from Full-Body Movements", *IEEE Transactions on Human-Machine Systems*, vol. 46, no. 1, pp. 113-123, IEEE CS Press, 2016. **[Q1]**
[24] A. Camurri and G. Volpe, "The Intersection of Art and Technology", *IEEE Multimedia Magazine*, vol. 23, no. 1, pp. 10-17, IEEE CS Press, 2016. **[Q1]**
[25] M. Mancini, G. Volpe, G. Varni, and A. Camurri, "Social retrieval of music content in multi-user performance", *EAI Endorsed Transactions on Creative Technologies*, vol. 2, no. 3, e1, ICST, 2015.
[26] M. Mancini, A. Camurri, and G. Volpe, "A system for mobile music authoring and active listening", *Entertainment Computing*, vol. 4, no. 3, pp. 205-212, Elsevier, 2013. **[Q3]**
[27] S. Zanolla, S. Canazza, A. Rodà, A. Camurri, and G. Volpe, "Entertaining listening by means of the Stanza Logo-Motoria: an Interactive Multimodal Environment", *Entertainment Computing*, vol. 4, no. 3, pp. 213-220, Elsevier, 2013. **[Q3]**
[28] G. Varni, G. Dubus, S. Oksanen, G. Volpe, M. Fabiani, R. Bresin, J. Kleimola, V. Välimäki, and A. Camurri, "Interactive sonification of synchronisation of motoric behaviour in social active listening to music with mobile devices", *Journal on Multimodal User Interfaces*, vol. 5, no. 3-4, pp. 157-173, Springer Verlag, 2012. **[Q3]**
[29] D. Glowinski, N. Dael, A. Camurri, G. Volpe, M. Mortillaro, and K. Scherer, "Towards a Minimal Representation of Affective Gestures", *IEEE Transactions on Affective Computing*, vol. 2, no. 2, pp. 106-118, IEEE CS Press, 2011. **[Q2]**
[30] G. Volpe and A. Camurri, "A system for embodied social active listening to sound and music content", *ACM Journal on Computing and Cultural Heritage*, vol. 4, no. 1, ACM Press, 2011. **[Q1]**

[31] G. Varni, M. Mancini, G. Volpe, and A. Camurri, "A system for mobile active music listening based on social interaction and embodiment", *Journal on Mobile Networks and Applications*, vol. 16, no. 3, pp. 375-384, Springer Verlag, 2011. **[Q2]**
[32] G. Varni, G. Volpe, and A. Camurri, "A System for Real-time Multimodal Analysis of Nonverbal Affective Social Interaction in User-Centric Media", *IEEE Transactions on Multimedia*, vol. 12, no. 6, pp. 576-590, IEEE CS Press, 2010. **[Q1]**
[33] M. Mancini, G. Varni, J. Kleimola, G. Volpe, and A. Camurri, "Human movement expressivity for mobile active music listening", *Journal on Multimodal User Interfaces*, vol. 4, no. 1, Springer Verlag, 2010. **[Q4]**
[34] M. Mancas, D. Glowinski, P. Bretéché, G. Volpe, J. Demeyer, T. Ravet, A. Camurri, and P. Coletta, "Real-Time Motion Attention and Expressive Gesture Interfaces", *Journal on Multimodal User Interfaces*, vol. 2, no. 3-4, pp. 187-198, Springer Verlag, 2008.
[35] G. Castellano, M. Mortillaro, A. Camurri, G. Volpe, and K. Scherer, "Automated Analysis of Body Movement in Emotionally Expressive Piano Performances", *Music Perception*, vol. 26, no. 2, pp. 103-120, University of California Press, 2008. **[Q1]**
[36] G. Widmer, D. Rocchesso, V. Valimaki, C. Erkut, F. Gouyon, D. Pressnitzer, H. Penttinen, P. Polotti, and G. Volpe, "Sound and Music Computing: Research Trends and Some Key Issues", *Journal of New Music Research*, vol. 36, no. 3, pp. 169-184, Taylor & Francis, 2007. **[Q1]**
[37] R. Timmers, M. Marolt, A. Camurri, and G. Volpe, "Listeners' emotional engagement with performances of a Skriabin etude: An explorative case study", *Psychology of Music*, vol. 34, no. 4, pp. 481-510, SAGE, 2006. **[Q1]**
[38] A. Camurri, G. De Poli, M. Leman, and G. Volpe, "Communicating Expressiveness and Affect in Multimodal Interactive Systems for Performing Art and Cultural Applications", *IEEE Multimedia Magazine*, vol. 12, no. 1, pp. 43-53, IEEE CS Press, 2005. **[Q1]**
[39] G. Volpe, "Multisensory Integrated Expressive Environments: Toward a Paradigm for Multimodal and Distributed Environments for the Performing Arts and New Media", *Journal of New Music Research*, vol. 34, no. 1, pp. 23-37, Taylor & Francis, 2005.
[40] A. Camurri, G. De Poli, A. Friberg, M. Leman, and G. Volpe, "The MEGA project: analysis and synthesis of multisensory expressive gesture in performing art applications", *Journal of New Music Research*, vol. 34, no. 1, pp. 5-21, Taylor & Francis, 2005.
[41] E. Lindström, A. Camurri, A. Friberg, and G. Volpe, M. L. Rinman, "Affect, attitude and evaluation of multi-sensory performances", *Journal of New Music Research*, vol. 34, no. 1, pp. 69-86, Taylor & Francis, 2005.
[42] A. Camurri, B. Mazzarino, and G. Volpe, "Expressive interfaces", *Cognition, Technology & Work*, vol. 6, no. 1, pp. 15-22, Springer-Verlag, February 2004.
[43] P. McAleer, B. Mazzarino, G. Volpe, A. Camurri, H. Patterson, and F. Pollick, "Perceiving Animacy and Arousal in Transformed Displays of Human Interaction", Abstract on *Journal of Vision*, vol. 4, no. 8, pp. 230, ARVO, 2004. **[Q3]**
[44] A. Camurri, I. Lagerlöf, and G. Volpe, "Recognizing Emotion from Dance Movement: Comparison of Spectator Recognition and Automated Techniques", *International Journal of Human-Computer Studies*, vol. 59, no. 1-2, pp. 213-225, Elsevier, 2003. **[Q1]**
[45] A. Camurri, B. Mazzarino, G. Volpe, P Morasso, F. Priano, and C. Re, "Application of multimedia techniques in the physical rehabilitation of Parkinson's patients", *Journal of Visualization and Computer Animation*, vol. 14, no. 5, pp. 269-278, Wiley, 2003. **[Q3]**
[46] C. Re, L. Baratto, A. Camurri, P. Morasso, F. Priano, R. Trocca, G. Volpe, and B. Mazzarino, "Movement Qualitative Analysis: Application Of Multimedia Techniques In Physical Rehabilitation", Abstract on *Gait & Posture*, Vol. 16, Suppl. 1, pp. S194, 2002. **[Q1]**
[47] A. Camurri, P. Coletta, M. Ricchetti, and G. Volpe, "Expressiveness and Physicality in Interaction", *Journal of New Music Research*, vol. 29, no. 3, pp. 187-198, Swets & Zeitlinger, 2000.
[48] A. Camurri, S. Hashimoto, M. Ricchetti, R. Trocca, K. Suzuki, and G. Volpe, "EyesWeb – Toward Gesture and Affect Recognition in Interactive Dance and Music Systems", *Computer Music Journal*, vol. 24, no. 1 pp. 57-69, MIT Press, 2000. **[Q1]**

6.4 Chapters of international peer-reviewed books

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