

Alessandra Melonio, Ph.D. – Curriculum Vitæ

Dipartimento di Scienze Ambientali, Informatica e Statistica
Università Ca' Foscari di Venezia
Via Torino 155, Venezia, Italia

DATE: May 14, 2026

E-MAIL: alessandra.melonio@unive.it



NAZIONALITÀ: Italiana

INTERESSI DI RICERCA

- Human Computer Interaction, Interaction Design and User Experience (UX)
- Physical Computing and Cyber-Physical Systems
- AI for education
- Game design and Gamification of learning
- Technology Enhanced Learning
- Internet of Things, Internet of Tangible Things

BIO SKETCH

Alessandra Melonio è Professoressa Associata di Informatica presso l'Università Ca' Foscari Venezia. La sua ricerca si colloca nell'ambito della Human-Computer Interaction (HCI), con un focus su interaction design, physical computing e sistemi intelligenti, all'intersezione con Internet of Things e intelligenza artificiale. Si occupa della progettazione, sviluppo e valutazione di sistemi interattivi e phygital, adottando approcci human-centred e metodologie partecipative.

Il suo lavoro esplora l'interazione con sistemi complessi e data-rich, con particolare attenzione al ruolo dell'utente nell'interpretazione dei dati e alla progettazione di esperienze in contesti reali. Ha contribuito allo sviluppo di framework e toolkit per tecnologie intelligenti applicate a smart environments, educazione e inclusione.

È autrice di oltre 60 pubblicazioni in sedi internazionali di rilievo (tra cui ACM CHI, CSCW, INTERACT, AVI e riviste come IJHCS e FGCS). Partecipa attivamente alla comunità scientifica come Associate Chair (ACM CHI, CSCW, MobileHCI, INTERACT), è membro dello Steering Committee di CHIItaly e ricopre ruoli organizzativi per AVI 2026.

POSIZIONE ATTUALE

Da Ottobre 2024 Alessandra Melonio è *Professoressa Associata* presso il Dipartimento di Dipartimento di Scienze Ambientali, Informatica e Statistica della Università Ca' Foscari di Venezia.

CARRIERA

- 1 OTT 2021 - OTT 2024 **Ricercatore a tempo determinato tipo B (RTD-b)** presso il Dipartimento di Dipartimento di Scienze Ambientali, Informatica e Statistica della Università Ca' Foscari di Venezia.
- 1 AGO 2018 - OTT 2021 **Ricercatore a tempo determinato tipo A (RTD-a)** presso lo Smart Data Factory technology transfer laboratory della Libera Università di Bolzano, lavorando sui seguenti tempo: *capacity building and projects' acquisition and management with national and international companies at the Smart Data Factory technology transfer lab.*
- 7 GEN 2016 - 31 LUG 2018 **Assegnista di Ricerca** presso la Facoltà di Informatica della Libera Università di Bolzano, lavorando sui seguenti temi: *human centred computing; interaction design and gamified smart solutions; physical computing and IoT.*
- 1 GEN 2013 - 29 APR 2016 **Ph.D. in Computer Science** presso la Facoltà di Informatica della Libera Università di Bolzano.
Title of the thesis: *Participatory Game Design and Children.*
Supervisor: Prof. Gabriella Dodero
Co-Supervisor: Dr. Rosella Gennari
Ph.D. Cycle: XXVIII
Final Mark: Excellent
- 1 FEB 2012 - 31 GEN 2013 **Assegnista di ricerca** presso la Facoltà di Informatica della Libera Università di Bolzano, lavorando sui seguenti temi: *Visual diagrammatic representation for temporal relations in stories (Project DARE, financed by the BZ province); requirements and guidelines for designing game for deaf children (FP7 TERENCE project).*
- MAR - AUG 2011 **Research Grant** presso l'Università degli Studi dell'Aquila, lavorando sui temi: *Attività di ricerca nell'ambito del progetto europeo FP7 TERENCE*
- JAN 19, 2011 **Master Degree in Computer Science and Automation Engineering** with full honors at the department of Information Engineering, Computer Science and Mathematics University of L'Aquila, Italy.
Title of the thesis: "Interazione naturale con dispositivi di nuova generazione".
Supervisor: Prof. Laura Tarantino (University of L'Aquila).
Final Mark: 110/110
- SEPT 21, 2008 **Bachelor degree in Computer Science and Automation Engineering** with full honors at the department of Information Engineering, Computer Science and Mathematics University of L'Aquila, Italy.
Title: "Architettura peer to peer: analisi di protocolli e implementazione open source in ambiente Linux."
Supervisor: Dr. Matteo Frigioni (University of L'Aquila).

LINGUE

- **Italian** – Mother Tongue
- **English** – Certificate in English (C1)
 - Reading skills: full professional proficiency (C1).
 - Writing skills: full professional proficiency (C1).
 - Verbal skills: full professional proficiency (C1).
- **Spanish**
 - Reading skills: level B2.
 - Writing skills: level B2.
 - Verbal skills: level B2.

PREMI E RICONOSCIMENTI

- **Abilitazione Scientifica Nazionale** alle funzioni di Professore di II fascia nei seguenti settori concorsuali: - 09/H1 (Sistemi di elaborazione delle informazioni), di cui all'art. 16 della L. 240/2010 con validità dal 10/07/2024 al 10/07/2035. - 01/B1 (Informatica), di cui all'art. 16 della L. 240/2010 con validità dal 21/07/2023 e al 21/07/2034.
- **Best Paper Award**, MIS4TEL 2025 – International Conference on Methodologies and Intelligent Systems for Technology Enhanced Learning.
“Storytelling and Phygital Artefacts for Preschools: the Case Study of the Hat Atelier”, R. Gennari, M. B. Khan, A. Melonio.
- **Best Paper Nomination**, AIED 2025 – International Conference on Artificial Intelligence in Education (130 full papers accepted out of 711 submissions).
- Vincitrice del premio “**Best Idea for Digital Innovation of Manufacturing Company of the Trentino Alto Adige territory**” ottenuto all'interno del FablabNET Digital Transformation Camp, in un gruppo di 4 su oltre 30 partecipanti. Il camp è stato organizzato da FablabNET Interreg Central Europe, Ottobre 2017. Il premio consiste in 6 mesi di incubazione presso uno start-hub di Trento.
- Vincitrice del premio “**Best PHD student 2016**” from the Free University of Bozen-Bolzano for the best phd student 2016 in Computer Science in February 2017. The award was assigned by a Committee made up of professors of the PhD. course in Computer Science.
- Vincitrice del premio **Best Conference Paper** of the International Conference “itAIS 2011 - Information Systems: a crossroads for Organization, Management, Accounting and Engineering”, Rome, Italy, October 7-8 2011: A. Melonio, L. Tarantino, and T. Di Mascio. Towards ICT support for elderly displaced people: looking for natural gestures. In proceedings of the 8th Conference of the Italian Chapter of AIS conference (ITAIS 2011, Rome). Springer, 135-143.
- **Grant for research** of 6 months for working on the European Fp7 Project Terence, at University of L'Aquila. Winner of a Grant in June 2007, promoted by *AI*IA: Italian Association for Artificial Intelligence* for the participation to the *10th Annual Congress of the association*.

COORDINAMENTO E PARTECIPAZIONE A PROGETTI

Alessandra Melonio ha partecipato ai seguenti progetti:

- HORIZON EUROPE PROPOSAL** Make it Healthy! Innovative interventions to prevent the harmful effects of using digital technologies on the mental health of children and young adults.
CALL: HORIZON-HLTH-2026-01-DISEASE-02
BUDGET: approx. EUR 8,000,000 (Ca' Foscari unit: approx. EUR 1,340,000)
DATE AND TERM: Submitted April 2026, UNDER EVALUATION
ROLE: Principal Investigator of Ca' Foscari unit
- ERASMUS+ PROPOSAL** CIRCLE.AI: Collaborative Interdisciplinary Resources for Community Learning and Education in AI.
PROGRAMME: Erasmus+ KA220-HED Cooperation Partnerships
BUDGET: approx. EUR 400,000 (Ca' Foscari unit: approx. EUR 147,000)
DATE AND TERM: Submitted March 2026, UNDER EVALUATION
ROLE: Principal Investigator (Scientific Coordinator)
- PRIN 2022** WatHEMOT (Water - Helmet for EMOTions): A psycho-educational training on emotional preparedness to foster resilience on hydrogeological risk, by engaging children and adolescents in smart thing design; PI Prof. Daniela Raccanello, Università di Verona.
BUDGET: approx. EUR 150,000 (Ca' Foscari unit: approx. EUR 70,000)
DATE AND TERM: Funded project
ROLE: Co-Principal Investigator and Local Principal Investigator
- PRIN PNRR 2022** CoMPResi: a Collaborative Multi-user Platform for designing digital services Respecting people's digital wellbeing; PI: Dr. Alberto Monge Roffarello, Politecnico di Torino.
DATE AND TERM: Not funded
ROLE: Participant
- IRIDE** "GIoT Grow with IoT", IRIDE programme for individual research incentives.
BUDGET: approx. EUR 2500
DATE AND TERM: 18 months, term mid 2023
DESCRIPTION: The project investigates methodologies for smart object design and computational laboratories enabling non-experts to create smart technologies and reflect on their societal impact.
ROLE: Principal Investigator

- COMMISSIONED RESEARCH ONCONET2, Smart Data Factory project, customer: Edp Progetti, Hospital of Merano (BZ), EUR 25,000.
DATE AND TERM: Jan 2019, 24 months
DESCRIPTION: Development of a software platform to support management of oncology patients across distributed healthcare facilities.
ROLE: Team Member
CONTRIBUTION: Design, prototyping and evaluation of the mobile platform interface (WP2 and WP3)
- COMMISSIONED RESEARCH CLINICAL CARE CONTINUITY (CCC), Smart Data Factory project, customer: Orma Solutions s.r.l., EUR 40,000.
DATE AND TERM: October 2018, 24 months
DESCRIPTION: Development of a system for remote monitoring of patients' vital parameters using sensors.
ROLE: Co-Principal Investigator
- GeKI Get-out, Kids, and Interact (GeKI), internal research project, Free University of Bozen-Bolzano.
DATE AND TERM: May 2018, 12 months
DESCRIPTION: Investigation of smart objects to support children's outdoor engagement with nature.
ROLE: Co-Principal Investigator
- SOFAA Follow-up project of GOST focusing on smart objects for elderly people and cognitive offloading.
DATE AND TERM: October 2017, 6 months
ROLE: Co-Principal Investigator
- PRODI Workshops for teachers on IoT technologies and smart object design at UniBZ Fablab.
DATE AND TERM: October 2017, 6 months
ROLE: Co-Principal Investigator
- GOST Gamified Objects for Speech-Therapy, funded by Free University of Bozen-Bolzano.
DATE AND TERM: June 2016, 18 months
ROLE: Co-Principal Investigator
- GAPH Gamified everyday objects for healthy food recommendation.
DATE AND TERM: May 2016, 18 months
ROLE: Co-Principal Investigator
- DARE Province of Bozen-Bolzano funded project on visual metaphors and storytelling for children.
DATE AND TERM: July 2012, 24 months
ROLE: Researcher
- CHILDREN UNIVERSITY PROJECT Educational activities introducing children to Computer Science and smart object design.
DATE AND TERM: January 2014, 12 months
ROLE: Coordinator
- TERENCE FP7 EU project on adaptive learning systems for poor comprehenders.
DATE AND TERM: March 2009, 36 months
ROLE: Researcher

SUPERVISIONE DI COLLABORATORI

Alessandra Melonio ha supervisionato attività di ricerca di dottorandi, assegnisti e collaboratori nell'ambito di progetti nazionali e internazionali.

Dottorandi (Co-supervisione)

- 2023–ONGOING **Muhammad Bilal Khan, PhD in Computer Science, Free University of Bozen-Bolzano** Co-supervisione nell'ambito di tematiche legate a HCI, Physical Computing e design di sistemi phygital.
- 2023–ONGOING **Marco Mores, PhD in Experimental Research through Design, Art and Technologies, Free University of Bozen-Bolzano** Co-supervisione nell'ambito di tematiche legate a HCI, Physical Computing e Accessibility.
- 2018–2022 **Eftychia Roumelioti, PhD in Computer Science, Free University of Bozen-Bolzano** Co-supervisione su progettazione di smart objects e design partecipativo. Dottorato concluso con valutazione eccellente.
- 2015–2019 **Mehdi Rizvi, PhD in Computer Science, Free University of Bozen-Bolzano** Co-supervisione su sistemi intelligenti e soluzioni HCI per contesti educativi. Dottorato concluso con valutazione eccellente.

Assegnisti di ricerca e collaboratori

- 2025–ONGOING **Elena Cicuto, Collaboratrice (co.co.co), PRIN 2022 WatHEMOT** Supporto tecnico e formativo per attività di physical computing e smart design nel progetto PRIN WatHEMOT.
- 2025–ONGOING **Eftychia Roumelioti, Collaboratrice, PRIN 2022 WatHEMOT** Attività di ricerca su progettazione partecipativa e tecnologie intelligenti nell'ambito del progetto PRIN.
- OCTOBER 2022–SEPTEMBER 2023 **Laura Boffi, Assegnista di Ricerca (AR), Ca' Foscari University of Venice** Progettazione e sviluppo di tecnologie per biodiversità e tradizioni rurali (Progetto AIS).
- JANUARY 2019–APRIL 2021 **Mehdi Rizvi, Assegnista di Ricerca (AR), Free University of Bozen-Bolzano** Sviluppo di soluzioni intelligenti nel progetto GOST, con definizione di metodologia UX e architettura delle interazioni.
- JUNE 2016–JUNE 2017 **Guerriero Raimato, Assegnista di Ricerca (AR), Free University of Bozen-Bolzano** Progettazione e sviluppo di soluzioni software intelligenti per il progetto GAPH.
- JANUARY 2014–DECEMBER 2016 **Santina Torello, Assegnista di Ricerca (AR), Free University of Bozen-Bolzano** Supervisione di studi empirici su gamification e co-design in contesti educativi (progetto GaCoCo).
- 2014–2015 **Alex Tomasi, Assegnista di Ricerca (AR), Free University of Bozen-Bolzano** Progettazione e sviluppo di soluzioni interattive gamificate e prototipi intelligenti.

ORGANIZZAZIONE DI EVENTI E/O CONVEGNI

Alessandra Melonio è stata ed è coinvolta nell'organizzazione di conferenze internazionali come segue:

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| AVI 2026 (ACM CONFERENCE) | LONG PAPERS CHAIR e LOCAL CHAIR della conferenza internazionale ACM AVI 2026 (Advanced Visual Interfaces), che si terrà dall'8 al 12 giugno 2026 presso l'Isola di San Servolo, Venezia, Italia. |
| MIS4TEL 2022 | WORKSHOP CHAIR per la conferenza internazionale "Methodologies and Intelligent Systems for Technology Enhanced Learning" (MIS4TEL 2022), L'Aquila (Italy), 13–17 luglio 2022. Atti in LNNS Springer, indicizzata in Scopus, WoS e DBLP. |
| WORKSHOP RESISTO (MIS4TEL 2022) | CO-CHAIR e CO-EDITOR del workshop "Reflections and Dialogues around Smart Technology (ResiSTo)", collocato all'interno di MIS4TEL 2022, L'Aquila (Italy). Atti in LNNS Springer, indicizzati in Scopus. |
| CHITALY 2021 | PROGRAMME CHAIR e SHORT PAPERS CHAIR della conferenza internazionale CHIItaly 2021 (ACM SIGCHI Italian Chapter), Bolzano, 11–13 luglio 2021. |
| AVI 2021 | SESSION CHAIR per la conferenza internazionale AVI (Advanced Visual Interfaces), Roma, 6–10 giugno 2021 (sessione Social Care). |
| MIS4TEL 2020 | PUBLICITY CHAIR per la conferenza internazionale MIS4TEL 2020, tenutasi in modalità virtuale (1–9 ottobre 2020). Atti in LNCS Springer, indicizzata in Scopus, DBLP e Web of Science. |
| WORKSHOP PALX 2015 | CO-CHAIR, PROGRAM CO-CHAIR e CO-EDITOR del workshop internazionale "Player and Learner eXperience Design (PALX 2015)", collocato in CHIItaly 2015, Roma. |

Melonio è stata inoltre invitata come **ASSOCIATE CHAIR** in conferenze internazionali di primo piano, contribuendo alla gestione del processo di revisione e alla definizione del programma tecnico.

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| CHI 2021, CHI 2022, CHI 2024 | ASSOCIATE CHAIR per ACM CHI Conference on Human Factors in Computing Systems, classificazione GII-GRIN-SCIE: A++. |
| MOBILEHCI 2023 | ASSOCIATE CHAIR per ACM International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI 2023), classificazione GII-GRIN-SCIE: A. |
| CSCW 2023 | ASSOCIATE CHAIR per ACM Conference on Computer-Supported Cooperative Work (CSCW 2023), classificazione GII-GRIN-SCIE: A+. |
| INTERACT 2023, INTERACT 2025 | ASSOCIATE CHAIR per IFIP INTERACT (International Conference on Human-Computer Interaction), classificazione GII-GRIN-SCIE: B. |

INVITED TALKS AND KEYNOTE LECTURES

Alessandra Melonio è stata relatrice invitata e keynote speaker presso conferenze, workshop e istituzioni accademiche internazionali.

Invited Talks e Keynote Speaker

- MAY 21, 2026 INVITED SPEAKER, Dissemination Conference *Innovation in Higher Education: MOOCs and Digital Strategies*, University of Trieste. Titolo: *Generative AI for Non-Technical Learners: From Empirical Findings in Coding Education to Perspectives on Multidisciplinary Education*.
- OCTOBER 2025 KEYNOTE SPEAKER, Next Generation AI – Summit Internazionale sull’Intelligenza Artificiale nella Scuola, Ministero dell’Istruzione e del Merito, Palazzo Reale di Napoli. Titolo: *Empowering Future Generations: Tailoring AI Literacy and Education for Young Learners*.
- NOVEMBER 2024 KEYNOTE SPEAKER, EDU4AI Workshop, AIxIA 2024, Free University of Bozen-Bolzano. Titolo: *Empowering Future Generations: Tailoring AI Literacy and Education for Young Learners*.
- SEPTEMBER 2023 INVITED SPEAKER, Università di Torino, progetto EMPAI. Titolo: *IoTgo: a phygital toolkit for designing smart things with and for the Gen Z*.
- MAY 2022 INVITED SPEAKER, Seminario *IoT a Crash Course*, NOI Techpark Bolzano (LevelUp project).
- SEPTEMBER 2019 INVITED SPEAKER, LVH Confartigianato Bolzano. Titolo: *Innovazione digitale: Internet of Things e Big Data*.
- NOVEMBER 2018 INVITED SPEAKER, World Usability Day (WUD), Creative Industries Südtirol, NOI Techpark Bolzano.

Conference Talks

- CHITALY 2024 16th Biannual Conference of the Italian SIGCHI Chapter. Contributo presentato: Correnti M., Covino F.P., Melonio A., Pellegrino M.A. *Exploring Cultural Heritage through Play: Insights from Two Case Studies Combining Immersive and Traditional Play*.
- JUNE 2024 Sustainable, Secure, and Smart Collaboration Workshop, AVI 2024, Arenzano (Italy). Contributo presentato: [titolo da completare].
- SEPTEMBER 2023 S3C’23 Workshop, CHITALY 2023, Torino. Contributo presentato: Gennari R., Melonio A., D’Angelo M. *Engaging Learners in the Collaborative Design of Sustainable Smart Cities*.
- APRIL 2023 ACM CHI 2023, Hamburg, Germany. Contributo presentato: Gennari R., Melonio A., Rizvi M. *A Tool for Guiding Teachers and their Learners: the Case Study of an Art Class*.

- JULY 2022 MIS4TEL 2022, L'Aquila, Italy. Contributo presentato: Bonani A., Gennari R., Melonio A., Rizvi M. *Design and Computational Thinking with IoTgo: What Teachers Think.*
- JUNE 2022 AVI 2022, Roma, Italy. Contributo presentato: Gennari R., Matera M., Melonio A., Morra D., Rizvi M. *Ready, Steady, Go: Playing and Rapidly Designing with IoTgo.*
- OCTOBER 2019 CHI PLAY 2019, Barcelona, Spain. Contributo presentato: Gennari R., Matera M., Melonio A., Roumelioti E. *SNaP 2: the Evolution of a Board Game for Smart Nature Environments.*
- SEPTEMBER 2019 CHITALY 2019, Padova, Italy. Contributo presentato: Gennari R., Melonio A. *Designing the Internet of Tangible Things for Outdoors Environments with University Students.*
- SEPTEMBER 2017 CHITALY 2017, Cagliari, Italy. Contributo presentato: Gennari R., Melonio A. *Design of IoT Tangibles for Primary Schools.*

MEMBRO DI COMITATI EDITORIALI

Alessandra Melonio is fa parte dei seguenti e/o gestisce i seguenti comitati editoriali:

- From January 2023** Associate Editor for the International Journal of Child Computer Interaction, Elsevier. Ranking scimago: Computer Science. Q1 <https://www.sciencedirect.com/journal/international-journal-of-child-computer-interaction>.
- November 2021** Lead Guest Editor for the Special Issue number 1224 - New Frontiers in Multimedia-based and Multimodal HCI in the Journal Multimedia Tools and Applications. Ranking scimago: Q2.
- From October 2018** Scientific Editor Assistant for the Editorial Board of the International Journal IxD&A, Interaction Design and Architectures: <http://ixdea.uniroma2.it/inevent/events/idea2010/index.php?s=9&a=2i>
- 2015** *Workshop PALX co-located within CHITALY conference.* PALX Player and learner experience Can we design for both? Rome, 2015

MEMBRO DI COMITATI DI PROGRAMMA

Alessandra Melonio è stata/è membro dei seguenti comitati di programma in diverse conferenze internazionali e workshops, di seguito si citano le più rilevanti:

ATTIVITÀ DIDATTICA

Corsi tenuti nei programmi di dottorato:

- A.A. 2022/2023 **Docente** di un modulo di 10 ore nel corso di dottorato di Informatica "KNOWLEDGE, INTERACTION AND INTELLIGENT SYSTEMS" presso il Dipartimento di Scienze Ambientali, Informatica e Statistica della Ca'Foscari Università di Venezia.

Numero di ore: 10 (2CFU). Numero di studenti: 20.

Corsi tenuti per Lauree Triennali e Magistrali:

- A.A. 2022/2023 **Docente** del corso “Lab of Human Centered Design“ per il Corso di Laurea Magistrale in Digital Management, presso H-Farm College, Ca' Foscari Università di Venezia.
Numero di ore: 30 (6CFU). Numero di studenti: 90.
- A.A. 2022/2023 **Docente** del corso “Information Visualization, Data Science and Social Media Analytics (Module2)“ per il Corso di Laurea Magistrale in Digital and Public Humanities, presso la Ca' Foscari Università di Venezia.
Numero di ore: 30 (6CFU). Numero di studenti: 30.
- A.A. 2022/2023 **Docente** del corso “Introduction to Coding and Database Technology“ per il Corso di Laurea Magistrale in Digital and Public Humanities, presso la Ca' Foscari Università di Venezia.
Numero di ore: 60 (12CFU). Numero di studenti: 30.
- A.A. 2021/2022 **Docente** del corso “Information Visualization, Data Science and Social Media Analytics (Module2)“ per il Corso di Laurea Magistrale in Digital and Public Humanities, presso la Ca' Foscari Università di Venezia.
Numero di ore: 30 (6CFU). Numero di studenti: 30.
- A.A. 2021/2022 **Docente** del corso “Interaction design and communications“ per il Corso di Laurea Magistrale in Digital and Public Humanities, presso la Ca' Foscari Università di Venezia.
Numero di ore: 30 (6CFU). Numero di studenti: 30.
- A.A. 2017/2018 **Docente** del corso “Maker Lab“ per il Corso di Laurea triennale, presso la Libera Università di Bolzano.
Numero di ore: 60 (6CFU). Numero di studenti: 80.
- A.A. 2017 **Docente Invitato** per il corso di laurea magistrale “Perfezionamento in tecnologie per la didattica: dispositivi e diversità”, presso il Department of Information Engineering and Computer Science, Università di Trento.
Numero di ore: 8 (3CFU). Numero di studenti: 20.
- A.A. 2017 **Docente Invitato** del corso “Interaction Design and UX evaluation” presso la winter school DIPFABLAB , local branch of Politecnico of Torino, Verres.
Numero di ore: 12 (2CFU). Numero di studenti: 10.
- A.A. 2012–2013 **Docente a contratto** del corso “Seminar in human machine interaction” per il corso di laurea magistrale in Computer Science, Libera Università di Bolzano.
Numero di ore: 12 (6CFU). Numero di studenti: 30.

Corsi e/o seminari tenuti per aziende esterne, consorzi o istituzioni:

- MAGGIO 2024 **Docente referente** Laboratorio educativo didattico per la progettazione e prototipazione di sistemi interattivi IOT, per i percorsi abilitanti di formazione iniziale docenti della classe A-41
Numero di ore: 18 ore.

- 23 GIUGNO 2022 **Docente invitato** Seminario su invito del Prof. Matteo Boldoni e della Dr. Elisa Marengo, presso il Dipartimento di Informatica dell'Università di Torino. Titolo seminario: IoTgo: a phygital toolkit for designing smart things with and for the Gen Z.
Numero di ore: 5 ore.
- 21 GIUGNO 2022 **Docente invitato** Laboratorio Children University Venice 2022, laboratorio per studenti delle scuole primarie, tenutosi presso il Campus Scientifico Università Ca' Foscari.
Numero di ore: 5 ore.
- 03 GIUGNO 2022 **Docente Invitato** Seminario: IoT a Crash Course, Course on IOT and Big Data, all'interno dei corsi Level Up Training Course, presso il NOI Scientific Tehcnology Park della Libera Università di Bolzano.
Numero di ore: 6 ore.
- AGOSTO 2022 **Docente invitato** Seminario/Laboratorio presso la Libera Università di Bolzano. Titolo laboratorio: Digital Conceptual Camp for secondary school students, course on Making IoT presso Free University of Bolzen-Bolzano.
Numero di ore: 12. Numero di studenti: 18.
- SETTEMBRE 2021 **Docente Invitato** nel Digital Summer Camp per studenti delle scuole secondarie, Seconda Edizione, corso su Making and IoT presso Free University of Bolzen-Bolzano.
Numero di ore: 12. Numero di studenti: 12.
- SETTEMBRE 2019 **Docente** per il Seminario: IoT a Crash Course, Course on IOT and Big Data, presso il parco tecnologico NOI, Libera Università di Bolzano.
Numero di ore: 8. Number of participants: 12.
- SETTEMBRE 2019 **Docente** per il Training Course on IOT and Big Data, presso LVH Confartigianato della Provincia di Bolzen-Bolzano.
Numero di ore: 8. Number of participants: 20.
- AGOSTO 2019 **Docente** per il Digital Summer Camp per studenti delle scuole secondarie,, corso su Making IoT at Free University of Bolzen-Bolzano.
Numero di ore: 12. Numero di studenti: 12.
- SETTEMBRE 2018 **Docente** per il Digital Summer Camp per studenti delle scuole secondarie,, corso su Making IoT at Free University of Bolzen-Bolzano.
Numero di ore: 12. Numero di studenti: 8.

TECHNOLOGY TRANSFER

Alessandra Melonio collabora/ha collaborato con le seguenti aziende ed istituzioni.

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| SMART DATA FACTORY | Currently Alessandra Melonio is responsible for capacity building and projects' acquisition and management with national and international companies at the Smart Data Factory technology transfer lab of the Faculty of Computer Science of UnibZ. |
| ERICKSON | On-going technology transfer action with Erickson concerning the exploitation of the following projects and software-based products: GOST, GACOCO, ProDI |
| FABLABNET | FablabNet Digital Transformation Camp Interreg Central Europe Project in collaboration with small-medium enterprises of the area of Trento and Bolzano. The collaboration concerned the digital innovation and digital marketing of local manufacturing enterprises. Alessandra Melonio won the contest for the best innovative idea for digitally innovate a local manufacturing enterprise. This means that Alessandra has the possibility to participate in an accelerator process for Startup. |
| DIPFABLAB | A Winter School for designing innovative products in Fablabs for local enterprises. In the 2017 edition, Alessandra was invited as keynote speaker for transfer technology activities on digital innovation by means of innovative products and services ideated into Fablabs. |
| LOCAL EDUCATION BODIES OF THE PROVINCE OF BOZEN-BOLZANO (ITALY) | The collaboration aims at several dissemination workshops and networking activities. The on-going event is part of the Prodi Project: workshops and a training course for teachers of primary schools of the Province of Bozen-Bolzano. |

L'AQUILA, MAY 14, 2026.

Alessandra Melonio

The undersigned declares that the information contained in the curriculum vitae is true. The undersigned gives her permission for the personal details that she has supplied to be processed as per Italian legislative decree 196/2003 for any procedures that are connected to this selection procedure and any contracts that may be drawn up as a consequence.

LISTA DELLE PUBBLICAZIONI

Sintesi della produzione scientifica

La Tabella 1 riporta una sintesi della produzione scientifica di Alessandra Melonio a partire dal 2018.

- Citazioni totali: 800 (Scopus), 1271 (Google Scholar)
- H-index: 16 (Scopus), 19 (Google Scholar); i10-index: 37(Google Scholar)

| Citazioni per anno | | | | | | | |
|--------------------|------|------|------|------|------|------|------|
| | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 |
| Google Scholar | 138 | 136 | 145 | 122 | 130 | 121 | 38 |
| Scopus | 43 | 67 | 160 | 112 | 64 | 93 | 24 |

Table 15: Citazioni per anno (dal 2020) di Alessandra Melonio

International Journals

- IJ1** Bonani A., Gennari R., Melonio A., Vittorini P. (2025). A rapid and inclusive instrument for assessing children’s basic understanding of physical computing. *International Journal of Child-Computer Interaction*, 43, 100709. doi: 10.1016/j.ijcci.2024.100709.
- IJ2** Gennari R., Matera M., Melonio A., Mores M., Morra D., Rizvi M. (2024). A rapid-prototyping toolkit for people with intellectual disabilities. *International Journal of Human-Computer Studies*, 192, 103347. doi: 10.1016/j.ijhcs.2024.103347.
- IJ3** Gennari R., Matera M., Melonio A., Rizvi M. (2024). How to enable young teens to design responsibly. *Future Generation Computer Systems*, 150, 303–316. doi: 10.1016/j.future.2023.09.004.
- IJ4** Gennari R., Matera M., Melonio A., Morra D., Rizvi M. (2023). Design for social digital well-being with young generations: Engage them and make them reflect. *International Journal of Human-Computer Studies*, 173, 103006. doi: 10.1016/j.ijhcs.2023.103006.
- IJ5** Gennari R., Melonio A., Rizvi M. (2022). From children’s ideas to prototypes for the internet of things: a case study of cross-generational end-user design. *Behaviour & Information Technology*, 41(15), 3281–3300. doi: 10.1080/0144929X.2021.1979654.
- IJ6** Gennari R., Matera M., Melonio A., Rizvi M., Roumelioti E. (2022). The evolution of a toolkit for smart-thing design with children through action research. *International Journal of Child-Computer Interaction*, 31, 100359. doi: 10.1016/j.ijcci.2021.100359.
- IJ7** Gennari R., Matera M., Melonio A., Rizvi M., Roumelioti E. (2021). Reflection and awareness in the design process: children ideating, programming and prototyping smart objects. *Multimedia Tools and Applications*, 80, 34909–34932. doi: 10.1007/s11042-020-09927-x.
- IJ8** Turri S., Rizvi M., Rabini G., Melonio A., Gennari R., Pavani F. (2021). Orienting auditory attention through vision: The impact of monaural listening. *Multisensory Research*, 35, 1–28. doi: 10.1163/22134808-bja10059.
- IJ9** Gennari R., Melonio A., Rizvi M. (2020). From TurnTalk to ClassTalk: the emergence of tangibles for class conversations in primary school classrooms. *Behaviour & Information Technology*, 39, 88–107. doi: 10.1080/0144929X.2019.1614226.
- IJ10** Gennari R., Melonio A., Rizvi M. (2019). Turn taking with turn-talk in group: Actions and reflections with children and teachers. *Multimedia Tools and Applications*. doi: 10.1007/s11042-018-7090-2.

- IJ11** Gennari R., Melonio A., Raccanello D., Brondino M., Dodero G., Pasini M., Torello S. (2017). Children’s emotions and quality of products in participatory game design. *International Journal of Human-Computer Studies*, 101, 45–61. doi: 10.1016/j.ijhcs.2017.01.006.
- IJ12** Gennari R., Melonio A., Torello S. (2017). Gamified probes for cooperative learning: a case study. *Multimedia Tools and Applications*, 76(4), 4925–4949. doi: 10.1007/s11042-016-3543-7.
- IJ13** Di Mascio T., Gennari R., Melonio A., Tarantino L., Vittorini P. (2016). Supporting children in mastering temporal relations of stories: the TERENCE learning approach. *International Journal of Distance Education Technologies*, 14(1), 44–63. doi: 10.4018/IJDET.2016010103.
- IJ14** Brondino M., Dodero G., Gennari R., Melonio A., Raccanello D., Torello S. (2014). Achievement emotions and peer acceptance get together in game design at school. *ADCAIJ: Advances in Distributed Computing and Artificial Intelligence Journal*, 3(4), 1–12. doi: 10.14201/ADCAIJ201434112.
- IJ15** Di Mascio T., Gennari R., Melonio A., Vittorini P. (2013). Designing games for deaf children: First guidelines. *International Journal of Technology Enhanced Learning*, 5(3/4), 223–239. doi: 10.1504/IJTEL.2013.059493.

International Conferences

- IC1** Melonio A., Cicuto E., Khan M.B., Bellini M.V., Burro R., Raccanello D., and Vicentini G. (2026) EmoRainbow: How Can Phygital Artefacts Support Emotional Regulation in Disaster Preparedness? . In Proceedings of the 2026 International Conference on Advanced Visual Interfaces (AVI 2026), June 08–12, 2026, Venice, Italy. ACM, New York, NY, USA.
- IC2** Gennari R., Khan M.B., Melonio A., Pellegrino M.A. (2026). Comparing Robots and Non-robot Phygital Artefacts in Children’s Storytelling via a Systematic Review. In *Proceedings of the ACM/IEEE International Conference on Human-Robot Interaction (HRI 2026)*.
- IC3** Correnti M., Covino F.P., Melonio A., Pellegrino M.A. (2025). Exploring Cultural Heritage through Play: Insights from Two Case Studies Combining Immersive and Traditional Play. In *Proceedings of the 16th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2025)*.
- IC4** Mores M., Khan M.B., Melonio A., Gennari R. (2025). Phygital Artefacts and People with Intellectual Disability: a Case Study. In *Proceedings of the 16th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2025)*.
- IC5** Rossi V., Scantamburlo T., Melonio A. (2025). Generative AI for Non-Techies: Empirical Insights into LLMs in Programming Education for Novice Non-STEM Learners. In *Artificial Intelligence in Education (AIED 2025)*, LNCS 15880, 162–175. doi: 10.1007/978-3-031-98459-4₁2.
- IC6** Gennari R., Khan B.M., Melonio A. (2025). Storytelling and Phygital Artefacts for Preschools: the Case Study of the Hat Atelier. In *Methodologies and Intelligent Systems for Technology Enhanced Learning*.
- IC7** Gennari R., Melonio A., Divitini M., D’Angelo M., Ambrosino M.A. (2024). Smart-Thing Design for Future Citizens: Three Toolkits Under Comparison. In *Methodologies and Intelligent Systems for Technology Enhanced Learning*, LNNS 1308, 155–166. doi: 10.1007/978-3-031-85561-0₁3.
- IC8** Gennari R., Khan B.M., Melonio A. (2024). Storytelling with Technology-Enhanced Artefacts: A Literature Review of Toolkits for Children. In *Methodologies and Intelligent Systems for Technology Enhanced Learning*, LNNS 1171, 243–254. doi: 10.1007/978-3-031-73538-7₂2.
- IC9** Melonio A., Pellegrino M.A., D’Angelo M. (2024). Exploiting Collaboration to Engage High-School Learners in Experiencing Sensors and Actuators. In *Methodologies and Intelligent Systems for Technology Enhanced Learning*, LNNS 1171, 67–79. doi: 10.1007/978-3-031-73538-7₇.

- IC10** Cicuto E., Gennari R., Melonio A. (2024). Co-design and Physical Computing with ADHD Learners: Preliminary Investigations. In *INTERACT 2024*, LNCS, 124–131. doi: 10.1007/978-3-031-61688-4₁1.
- IC11** Gennari R., Krik S., Melonio A. (2024). Human-Centred Engineering with Micro-electronics for Pre-teens. In *INTERACT 2024*, LNCS 14535, 216–225. doi: 10.1007/978-3-031-61688-4₂1.
- IC12** Gennari R., Melonio A., Pellegrino M.A., D’Angelo M. (2023). How to Playfully Teach AI to Young Learners: a Systematic Literature Review. In *Proceedings of the 15th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2023)*. doi: 10.1145/3605390.3605393.
- IC13** Gennari R., Melonio A., D’Angelo M. (2023). Engaging Learners in the Collaborative Design of Sustainable Smart Cities. In *CEUR Workshop Proceedings*, 3574, 9–19.
- IC14** Gennari R., Krik S., Melonio A. (2023). A Toolkit for Human-Centred Engineering: An Experience with Pre-teens. In *INTERACT 2023*, LNCS 14145, 281–285. doi: 10.1007/978-3-031-42293-5₂2.
- IC15** Gennari R., Melonio A., Rizvi M. (2023). A Tool for Guiding Teachers and their Learners: the Case Study of an Art Class. In *Proceedings of CHI 2023*. doi: 10.1145/3544549.3573863.
- IC16** Bonani A., Gennari R., Melonio A., Rizvi M. (2023). Design and Computational Thinking with IoTgo: What Teachers Think. In *MIS4TEL 2022*, LNNS 580, 165–174. doi: 10.1007/978-3-031-20617-7₂1.
- IC17** Gennari R., Matera M., Melonio A., Morra D., Rizvi M. (2022). Ready, Steady, Go: Playing and Rapidly Designing with IoTgo. In *Proceedings of AVI 2022*. doi: 10.1145/3531073.3534463.
- IC18** Gennari R., Melonio A., Rizvi M., Matera M. (2021). Physical or on the cloud: Play with IoTgo and design smart things. In *CEUR Workshop Proceedings*, 2934.
- IC19** Gennari R., Matera M., Melonio A., Rizvi M., Roumelioti E. (2021). A toolkit and lessons for designing smart things with children for outdoor environments. In *CEUR Workshop Proceedings*, 2901, 41–47.
- IC20** Roumelioti E., Gennari R., Matera M., Melonio A., Rizvi M. (2020). Towards Making Children Independent in Design. In *Companion Publication of the 2020 ACM Designing Interactive Systems Conference*, 227–232. doi: 10.1145/3393914.3395849.
- IC21** Melonio A., Rizvi M., Roumelioti E., De Angeli A., Gennari R., Matera M. (2020). Children’s Beliefs and Understanding of Smart Objects: An Exploratory Study. In *Proceedings of AVI 2020*. doi: 10.1145/3399715.3399828.
- IC22** Gennari R., Melonio A. (2019). Designing the Internet of Tangible Things for Outdoors Environments with University Students. In *Proceedings of CHIItaly 2019*, 1–9. doi: 10.1145/3351995.3352046.
- IC23** Gennari R., Matera M., Melonio A., Roumelioti E. (2019). SNaP 2: The Evolution of a Board Game for Smart Nature Environments. In *CHI PLAY 2019 Extended Abstracts*, 405–411. doi: 10.1145/3341215.3356281.
- IC24** Gennari R., Matera M., Melonio A., Roumelioti E. (2019). A board-game for co-designing smart nature environments in workshops with children. In *IS-EUD 2019*, LNCS 11553, 132–148.
- IC25** Gennari R., Matera M., Melonio A., Roumelioti E. (2019). Research on Making Nature Smart with Children. In *IS-EUD 2019*, LNCS 11553, 249–253. doi: 10.1007/978-3-030-24781-2₂5.
- IC26** Elahi M., Gennari R., Melonio A., Ricci F. (2018). It Takes Two, Baby: Style and Tangibles for Recommending and Interacting with Videos. In *Proceedings of IIR 2018*.
- IC27** Gennari R., Melonio A., Yavuz S.U. (2018). Prototyping for Investigating Affective Objects with and for Children. In *Proceedings of CoPDA 2018*.
- IC28** Gennari R., Melonio A., Rizvi M. (2018). Investigating Class Conversations with ClassTalk: A Study with Tangible Object Prototypes in a Primary School. In *Proceedings of AVI 2018*.

- IC29** Gennari R., Melonio A., Rizvi M. (2018). Evolving Tangibles for Children’s Social Learning through Conversations: Beyond TurnTalk. In *Proceedings of TEI 2018*. doi: 10.1145/3173225.3173248.
- IC30** Gennari R., Melonio A., Rizvi M., Bonani A. (2017). Design of IoT Tangibles for Primary Schools: A Case Study. In *Proceedings of CHIItaly 2017*. doi: 10.1145/3125571.3125591.
- IC31** Gennari R., Melonio A., Rizvi M. (2017). The Participatory Design Process of Tangibles for Children’s Socio-Emotional Learning. In *IS-EUD 2017*, LNCS 10303, 167–182. doi: 10.1007/978-3-319-58735-6_12.
- IC32** Del Fatto V., Gennari R., Melonio A., Raimato G. (2017). The Design of a Smart Tray with its Canteen Users: A Formative Study. In *MIS4TEL 2017*.
- IC33** Melonio A., Rizvi M. (2017). The Design of TurnTalk for the Scaffolding of Balanced Conversations in Groups of Children. In *Emerging Technologies for Education*, LNCS 10108, 278–287. doi: 10.1007/978-3-319-52836-6_28.
- IC34** Melonio A. (2016). Is Participatory Game Design Effective Over Time? Let’s Assess its Products. In *Digital Technology and Organizational Change*, 81–93. doi: 10.1007/978-3-319-62051-0_8.
- IC35** Gennari R., Melonio A. (2016). A Three-Year Long Journey Across the Fields of Participatory Game Design. In *Proceedings of CoPDA 2016*.
- IC36** Doderò G., Gennari R., Melonio A., Torello S. (2015). “There Is No Rose Without a Thorn”: An Assessment of a Game Design Experience for Children. In *Proceedings of CHIItaly 2015*, 10–17. doi: 10.1145/2808435.2808436.
- IC37** Corral L., Fronza L., Gennari R., Melonio A. (2015). From Game Design with Children to Game Development with University Students: What Issues Come Up? In *Proceedings of CHIItaly 2015*, 30–33. doi: 10.1145/2808435.2808441.
- IC38** Doderò G., Brondino M., Gennari R., Melonio A., Pasini M., Raccanello D., Torello S. (2015). Emotions and Inclusion in Co-Design at School: Let’s Measure Them! In *MIS4TEL 2015*, 1–8. doi: 10.1007/978-3-319-19632-9_1.
- IC39** Doderò G., Gennari R., Melonio A., Torello S. (2014). Towards tangible gamified co-design at school: two studies in primary schools. In *Proceedings of CHI PLAY 2014*, 77–86. doi: 10.1145/2658537.2658688.
- IC40** Melonio A. (2014). Gamified co-design with cooperative learning at school. In *Proceedings of CHI PLAY 2014*.
- IC41** Doderò G., Gennari R., Melonio A., Torello S. (2014). Gamified co-design with cooperative learning. In *CHI 2014 Extended Abstracts*, 707–718. doi: 10.1145/2559206.2578870.
- IC42** Di Mascio T., Melonio A., Tarantino L., Vittorini P. (2014). Many Children and Short Project Timing: How TERENCE Harmonized These Conflicting Requirements. In *MIS4TEL 2014*.
- IC43** Di Mascio T., Gennari R., Melonio A., Vittorini P. (2014). Gamify your Field Studies for Learning about Your Learners. In *MIS4TEL 2014*, 135–142. doi: 10.1007/978-3-319-07698-0_17.
- IC44** Di Mascio T., Gennari R., Melonio A., Vittorini P. (2013). Play and Learn about Your Learners to Early Form your TEL Design. In *TEFA 2013*.
- IC45** Melonio A. (2013). Game-based Co-design of Games for Learning with Children and Teachers: Research Goals and a Study. In *Proceedings of the CHIItaly 2013 Doctoral Consortium*.
- IC46** Melonio A., Gennari R. (2013). How to Design Games for Deaf Children: Evidence-based Guidelines. In *ebTEL 2013*, AISC 218, 83–92. doi: 10.1007/978-3-319-00554-6_11.
- IC47** Cecilia M.R., Di Mascio T., Melonio A. (2013). The 1st Release of the TERENCE Learner GUI: the User-based Usability Evaluation. In *ebTEL 2013*, AISC 218, 1–8.
- IC48** Di Mascio T., Gennari R., Melonio A., Vittorini P. (2012). The User Classes Building Process in a TEL Project. In *International Workshop on Evidence-based Technology Enhanced Learning*, AISC 152, 107–114. doi: 10.1007/978-3-642-28801-2_13.

- IC49** Di Mascio T., Vittorini P., Gennari R., Melonio A., De la Prieta F., Alrifai M. (2012). The Learners' User Classes in the TERENCE Adaptive Learning System. In *ICALT 2012*, 572–576. doi: 10.1109/ICALT.2012.68.
- IC50** Di Mascio T., Gennari R., Melonio A., Vittorini P. (2012). Visual Representations of Narratives for Poor Comprehenders. In *International Workshop on Evidence-based Technology Enhanced Learning*.
- IC51** Melonio A., Tarantino L., Di Mascio T. (2011). Towards ICT support for elderly displaced people: looking for natural gestures. In *ITAIS 2011*, 135–143. doi: 10.1007/978-3-7908-2789-7_16.

Ph.D. Thesis

- TH1** Melonio A. (2016). *Participatory Game Design and Children*. PhD thesis, Free University of Bozen-Bolzano, PhD in Computer Science, April 29, 2016.

L'AQUILA, MAY 14, 2026.

Alessandra Melonio

The undersigned declares that the information contained in the curriculum vitae is true. The undersigned gives her permission for the personal details that she has supplied to be processed as per Italian legislative decree 196/2003 for any procedures that are connected to this selection procedure and any contracts that may be drawn up as a consequence.