



Annamaria Recupero

Current job position: **Researcher RTDA**

Current affiliation: **Università degli Studi di Siena** –
Dipartimento di Scienze Sociali Politiche e Cognitive
(Italy).

Introduction

I am a researcher with a **hybrid profile** combining psychology and design, social research methodologies and design methods, psychosocial theories for understanding phenomena, and field studies using mixed methods to experiment with new tools and services. For several years, I have been working in **Research for Design** and **Research on Design**.

From 2011 to 2018, at Sapienza University of Rome, I complemented my academic training in psychology with professional research experience in **user experience design** and **service design thinking**.

Since 2018, at the University of Siena, I have been collaborating with the Santa Chiara Fab Lab, a co-design and rapid prototyping laboratory.

In this context, I contribute to several **research and development projects**, from the fundraising process through to the dissemination of results, working within multidisciplinary teams and across different fields, including cultural heritage, health and well-being, and food systems. My contribution to design activities focuses on **context and stakeholder analysis for problem framing**, the **co-creation** of human-centred and sustainable solutions through the active involvement of stakeholders, and the **evaluation** of user experience and the impact of the proposed solutions.

I am also involved in **academic and professional education and training** on a range of topics, including psychological theories applied to design, principles of inclusive communication, and design thinking methodologies. My teaching combines **different instructional approaches** and integrates content covering theoretical frameworks, design mindset, methodological approaches, and illustrative case studies.

Education and Training

PhD in Social and Developmental Psychology and Educational Research, awarded in 2018 by the Department of Psychology of Developmental and Socialization Processes, Sapienza University of Rome (Via dei Marsi 78, 00185 Rome, Italy), with a final grade of **110/110 cum laude**.

PhD dissertation entitled *“Augmented and Virtual Reality for the Promotion of Cultural Heritage: Analysis of Museum Mission and Visitor Experience.”* The dissertation presents a mixed-methods study evaluating virtual reality and augmented reality technologies applied to the promotion of museum cultural heritage, from the perspectives of both museum institutions and their audiences.

Master’s Degree in Clinical Psychology of the Individual, Organizations and Community, awarded in 2013 by the Faculty of Medicine and Psychology, Sapienza University of Rome (Via dei Marsi 78, 00185 Rome, Italy), with a final grade of **95/110**.

Master’s thesis entitled *“Between Shared Enterprise and Professional Visions: An Analysis of Design Practices in a Multidisciplinary Team.”* The thesis analyses the work of a design team using the concepts of communities of practice, professional visions, and metaphors for design as interpretive frameworks.

Bachelor’s Degree in Psychological Sciences and Techniques for Clinical Intervention with Individuals, Groups and Institutions, awarded in 2010 by the Faculty of Medicine and Psychology, Sapienza University of Rome (Via dei Marsi 78, 00185 Rome, Italy), with a final grade of **96/110**.

Bachelor’s thesis entitled *“Objects and Functions in the Everyday Lives of Older Adults.”* The thesis presents an ethnographic study conducted in the homes of several older adults, with the aim of investigating the role of objects of emotional attachment and other everyday objects.

Online courses of the Interaction Design Foundation (www.interaction-design.org):

- Gestalt Psychology and Web Design
- Emotional Design – How to Make Products People Will Love
- Service Design: How to design integrated service experience
- Information Visualization: Getting Dashboards Right

Seminars of the Teaching & Learning Center – Università degli Studi di Siena (unisiap.unisi.it/teaching-learning-center):

- IA generativa e didattica: strumenti e strategie per un utilizzo consapevole
- Research and Practice for Teaching Internationally Diverse Students
- Le potenzialità dei chatbot in Higher Education
- Apprendere tramite la realtà virtuale
- Apprendere con Notebook LM

Participation as speaker at national and international scientific conferences

- **AlpCHI 2026**

Participation as speaker at the international conference *Human-Computer Interaction Conference of the Alpine region - AlpCHI 2026* (Ascona, 1-5 March 2026), during the workshop "Beyond Fatigue: Building an Ergonomic Future for XR" to present a scientific contribution on the topic of mixed reality and artificial intelligence technologies applied to ergonomics training.

<https://alpchi.org/>

- **SID 2025**

Participation as speaker at the italian conference *Conferenza Nazionale SID 2025* organised by the Società Italiana di Design (Napoli, 26-27 June 2025), to present a scientific contribution titled «Co-design sistemico per la filiera agroalimentare», on the topic of the sustainable transformations of the food systems.

<https://www.societaitalianadesign.it/conferenza-annuale/conferenza-annuale/>

- **SLERD 2025**

Participation as panelist at the Open Celebratory Panel of the international conference *SLERD 2025 - 10th conference on Smart Learning Ecosystems and Regional Development* (online, 12-13/ June 2025), to discuss the role of design thinking to support the paradigm «learning by being» in light of the Troyes Declaration (Timisoara 2.0).

<https://slerd.org/programme/online-open-debate/>

- **PNRR x Italian Design**

Participation as speaker at the italian seminar *Seminario Nazionale SID PNRR x Italian Design* (Milano, 13-14 february 2025), to present a R&D project titled TREATMENT, funded by the italian PNRR programme in the domain of the sustainable mobility.

<https://www.societaitalianadesign.it/2025/01/13/seminario-nazionale-sid-pnrr-x-italian-design/>

- **7th CIMODE**

Participation as speaker at the international conference *CIMODE - 7th International Fashion and Design Congress 2024* (Caserta, 11-13 November 2024), to present a contribution entitled «The potentialities of the Living Lab model to reshape the Fashion Made in Italy», to discuss the role of new governance models and participatory experimentations to innovate the fashion Made in Italy.

https://www.unicampania.it/Eventi/2024/11_novembre/7-cimode.pdf

- **IASDR 2023**

Participation as speaker at the international conference *IASDR 2023 - International Association for Societies of Design Research Conference* (Milano, 9-13 October 2023), to present a scientific contribution titled «Service co-design to envision the transformation of museums», on the topic of co-design for the museum innovation.

<https://www.iasdr2023.polimi.it/>

- **SID 2023**

Participation as speaker at the italian conference *Conferenza Nazionale SID 2023* organised by the Società Italiana di Design (Pescara, 12-13 June 2023), to present a scientific contribution titled «Il museo fuori dal museo: il co-design di nuovi servizi museali accessibili e inclusivi», on the topic museum accessibility.

<https://www.societaitalianadesign.it/2023/02/24/design-per-la-diversita/>

- **ICCHP-AAATE 2022**

Participation as speaker at the international conference *Joint International Conference on Digital Inclusion, Assistive Technology & Accessibility - ICCHP-AAATE 2022* (Lecco, 11-15 July 2022), to present a scientific contribution titled «Smart Community-Based Services for Older Persons with Disability», on the topic of the Smart Community-Based Services for people with disabilities.

<https://develop.icchp.org/>

- **Future Design for Knowledge Innovation**

Participation as workshop organiser at the International Symposium Future Design for Knowledge Innovation organised by the Università di Bologna. The workshop is titled «ENABLE - role and potential of enabling technologies in knowledge and learning design» (online, 31 March 2021), and it involved the participants to discuss the desirable future for the knowledge innovation.

<https://site.unibo.it/advanceddesignunit/it/agenda/future-design-in-knowledge-innovation>

Organisation of scientific conferences and events

- **ECCE 2026**

Organising Committee of the international conference *'European Conference on Cognitive Ergonomics – ECCE 2026* (Siena, 15–18 September 2026), the annual conference of the European Association of Cognitive Ergonomics.
<https://ecce2026.unisi.it/>

- **Final conference of the project RHITA**

Organising Committee of the final conference of the project *RHITA ResHaping made in ITALy* (Napoli, 23 February 2026). The conference marks the conclusion of the project and creates a space for dialogue with the fashion industry stakeholders.

- **HCD–CARE Conference**

Organising Committee of the conference of the *Centro interuniversitario di ricerca Human Centred Design per la cura, il benessere e l'inclusione* (HCD–CARE) (Firenze, 4 December 2025). The event involves research groups, companies, and industry organisations to discuss the role and contribution of design for the innovation in the healthcare.
<https://www.dida.unifi.it/art-970-human-centred-design-per-l-innovazione-e-la-competitivita-delle-filiere-della-salute-made-in-italy.html>

- **ECCE 2021**

Program Chair of the international conference *European Conference on Cognitive Ergonomics – ECCE 2021* (Online, 26–29 April 2021), the annual conference of the European Association of Cognitive Ergonomics.
<https://www.congressi.unisi.it/ecce2021/>

- **Summer School ETIS 2020**

Program chair of the Summer School *ETIS 2020 – Fourth European Tangible Interaction Studio* (online, 25–29/05/2020), to train students and young professions in the design of tangible interfaces through keynotes lectures, discussions, and hands-on activities.
<http://www.etis.estia.fr/>

- **Germogli di sostenibilità**

Organizer of the scientific event titled *“Germogli di sostenibilità”*, on the topic of the green and digital transition (Siena, 22 October 2021), in collaboration with the U-FAB – italian network of university Fab Lab and makerspace.
<https://www.u-fab.it/wp-content/uploads/2021/10/Locandina-Germogli-sostenibilita.png>

Collaboration in national and international projects at the Università degli Studi di Siena

EMPAIRED – Empathic AI and XR for Ergonomic Education (2024 – 2025)

The project, funded through a MASTER cascade call using Horizon Europe funds, aims to develop and pilot a training experience focused on ergonomics in industrial settings, integrating virtual reality technologies, the REBA system for tracking body position and movement, and AI-based 3D avatars.

<https://www.deepreality.it/empathic-ai-and-xr-for-ergonomic-education/>

My contribution as team member

- a) Collaboration on drafting the project proposal for the MASTER competitive call.
- b) Collaboration on defining training objectives and the training scenario.
- c) Collaboration on defining the system testing protocol.
- d) Monitoring KPIs and reporting on project activities.
- e) Collaboration on project communication and dissemination activities.

STRARHAUS (2023 – 2026)

The project, funded by the Horizon Europe programme, aims to develop machinery for customizing certain consumer goods—such as fertilizers, beverages, pet food, and breakfast cereals—as a means to drive sustainable transformations across supply chains, production and distribution processes, and consumption practices.

<https://starhausproject.eu/>

My contribution as team member

- a) Collaboration on drafting the project proposal for the Horizon Europe call.
- b) Planning and conducting desk research to analyse the New European Bauhaus, to guide the project's objectives and development process.
- c) Collaboration on defining the co-design methodology and training partners in the use of the co-design toolkit.
- d) Integration and analysis of results from co-design workshops conducted by project partners.
- e) Collaboration on defining use scenarios and the project's future-oriented vision to guide the development of design solutions.
- f) Collaboration on the scientific dissemination of the project.

GNAM – Growing Novel food living lAbs in corporate Museums (2024 – 2025)

The project, funded by the ONFOODS Foundation using PNRR funds, aims to transform corporate museums in the agrifood sector into Living Labs for co-designing and testing innovative ideas and technologies with a focus on food system sustainability.

<https://scfablab.unisi.it/2024/10/01/gnam/>

My contribution as team member

- a) Collaboration on drafting the project proposal for the ONFOODS competitive call.
- b) Mapping of Italian corporate museums and European Living Labs in the agrifood sector to analyze best practices for replication within the GNAM project.
- c) Organization, documentation, and analysis of results from a co-design workshop hosted at the University of Siena, aimed at developing innovative scenarios and future visions for sustainable food systems.
- d) Monitoring of KPIs and reporting on project activities.

RHITA – Reshaping Fashion Made in Italy (2023 – 2025)

The project, funded by the PRIN PNRR program, aims to analyze the state of the art of the "Made in Italy" fashion sector and guide green and digital innovation through mapping activities and the creation of a distributed Living Lab to promote sustainable, innovative, and inclusive practices.

https://www.iuav.it/sites/default/files/2024-04/RHITA_0.pdf

My contribution as team member

- a) Collaboration on drafting the project proposal for the PRIN PNRR competitive call. Mapping "Made in Italy" fashion entities within the MINIT Cluster to create a state-of-the-art database.
- b) Analysis of the ENOLL (European Network of Living Labs) Living Lab model to adapt it to the project's objectives.
- c) Organization of a co-design workshop at the University of Siena—as a pilot activity—to devise new practices for reusing or recycling manufacturing waste materials in other industrial sectors.
- d) Digital ethnography and systematic literature review to analyse fashion's role either in reinforcing stigma and stereotypes or, conversely, in promoting inclusion.
- e) Collaboration on defining requirements for the implementation of a digital platform to disseminate project results.

BeauCoup – Building Active User Experience to Bring the Culture to People (2022 - 2024)

The project, funded by the Active Assisted Living programme, aims to develop new service models based on a combination of digital technologies, multisensory stimuli, and storytelling to make cultural heritage accessible to older people with disabilities outside of museums through outreach programmes.

<https://www.beaucoup-project.eu/>

My contribution as team member

- a) Collaboration on drafting the project proposal for the Horizon Europe call.
- b) Collaboration on defining the co-design methodology and the evaluation methodology for project solutions.
- c) Organization, facilitation, and documentation of nine co-design workshops with stakeholders (older adults with disabilities, museum staff, and staff from day centers and residential care facilities).

- d) Scientific dissemination of the project.
- e) Monitoring and reporting of project activities.
- f) Coordination of the End-User Group to manage collaborative processes with stakeholders and address the project's ethical aspects..

Quietude (2018 – 2021)

The project, funded by the WEAR Sustain program with Horizon 2020 funds, aims to develop a set of accessories for deaf women capable of identifying and signaling the presence of specific environmental sounds through light and vibration patterns, thereby piloting a paradigm shift in the design of assistive technologies.

<http://www.quietude.it/>

My contribution as team member

- a) Organization, facilitation, and documentation of a co-design workshop with deaf people to demonstrate and evaluate design solutions.

REC/reate (2018 – 2019)

The project, funded by the Tuscany Region's Toscanaincontemporanea program, aims to develop a weaving loom accessible to people with sensory and cognitive disabilities, serving as a tool for acquiring artistic and manufacturing skills.

<https://scfablab.unisi.it/2022/08/14/rec/>

My contribution as team member

- a) Organization, facilitation, and documentation of two co-design workshops with people with sensory and cognitive disabilities to co-design the handweaving loom.
- b) Definition of functional requirements for the development of the handweaving loom.

Scientific leadership of research projects awarded funding through competitive calls

TREATMENT (2025)

Project Manager of the University of Siena for the *TREATMENT – Smart for sustainable last mile delivery clinical trial* project, financed by MOST with PNRR funds. The objective of the project is to create a new service based on the use of drones, smart capsules and smart boxes to make clinical trials for drug testing more efficient, sustainable and accessible.

<https://www.linkedin.com/company/treatment-project/>

My contribution as project manager

- a) Collaboration on drafting the project proposal for submission to the MOST competitive cascade call.
- b) Coordination of the University of Siena team.
- c) Definition of the co-design methodology.
- d) Collaboration on organizing, facilitating, and documenting a co-design workshop with stakeholders.
- e) Design of the service and the graphical user interface for the platform serving as the service's primary touchpoint.
- f) Participation in the project board for impact monitoring.
- g) Definition of the plan for communication, dissemination, and exploitation of project results.

Roles in journals and book series

Scientific Senior Editor Assistant of the scientific journal **IXD&A – Interaction Design and Architecture(s) Journal**

<https://ixdea.org/>

Co-editor of the Special Issue «Designing digital technologies for sustainable transformation of food systems» of the scientific journal **International Journal of Food Design**

https://intellectdiscover.com/content/journals/10.1386/ijfd_00048_2

Co-editor of the Special Issue «Highlights from the 32nd European Conference on Cognitive Ergonomics» of the scientific journal **Behavior and Information Technology**

<https://www.tandfonline.com/toc/tbit20/40/5>

Reviewer for the following scientific journals:

- **Frontiers** <https://www.frontiersin.org/>
- **Behavioral Sciences** <https://www.mdpi.com/journal/behavsci>
- **Fashion Highlight** <https://riviste.fupress.net/index.php/fh/index>

Teaching experiences

Seminar about the scientific publishing systems (08/05/2023)

Duration: 3 hours

Organised by: PhD Programme Dottorato di Interesse Nazionale Design per il Made in Italy.

Training module about the fundraising through competitive calls for proposal (16/01 – 06/03/2025)

Duration: 8 hours

Organised by: PhD Programme Dottorato di Interesse Nazionale Design per il Made in Italy.

University course on Communication Design (2023–2026)

Duration: 63 hours (academic year 2023–2024), 63 hours (academic year 2024–2025), 63 hours (academic year 2025–2026),

Organised by: Master Degree in Strategie e Tecniche della Comunicazione, University of Siena

University course on Design Thinking (2026)

Duration: 32 hours

Organised by: Master Degree in Plant life design, Università degli Studi di Perugia.

Training module on UX Values (13/03/2026)

Duration: 4 hours

Organised by: POLI.Design – Politecnico di Milano

Training module on User Experience (2025 – 2026)

Duration: 5 hours (academic year 2025), 5 hours (academic year 2026),

Organised by: Master di I Livello in Comunicazione d'impresa, University of Siena.

Training module on UX Metadesign (19/01/2019)

Duration: 4 hours

Organised by: POLI.Design – Politecnico di Milano

Training module on Design Thinking (September 2023)

Duration: 12 hours

Organised by: Studio Saperessere s.r.l.

Training module on User-centred design (November 2020 – March 2021).

Duration: 16 hours

Organised by: Teleconsys SpA

Training module on Design Thinking (May 2019)

Duration: 19 hours

Organised by: Studio Saperessere s.r.l.

Technical and transversal skills

Skills in the following **research methodologies**:

- Systematic reviews of scientific literature following the PRISMA methodology;
- Data collection using qualitative methods such as interviews, questionnaires, observations, focus groups, and service safaris;
- Quantitative data analysis using descriptive statistics and qualitative data analysis through thematic content analysis;
- Processing and interpretation of research data using methods such as Stakeholder Maps, Personas, Empathy Maps, Mental Models, and Point-of-View Statements.

Skills in the following **ideation and prototyping methodologies**:

- Planning and facilitation of brainstorming and co-creation sessions;
- Development of ideas through How Might We questions, narrative envisioning scenarios, User Journey Maps, Service Blueprints, and Storyboards;
- Information architecture design;
- Prototyping of graphical user interfaces using Figma.

Skills in the following **evaluation methodologies**:

- Planning and conducting evaluation sessions using methods such as Think-Aloud, the 5-Second Test, and the Microsoft Desirability Toolkit;
- Expert heuristic evaluation of usability;
- Data collection and analysis using evaluation scales such as the User Experience Questionnaire (UEQ), System Usability Scale (SUS), Technology Acceptance Questionnaire, and Net Promoter Score (NPS).

Fundraising skills for the development and submission of project proposals in response to competitive calls for proposals at both national and international levels.

Communication and dissemination skills for project activities and results, including the design of communication strategies, channels, and content tailored to specific target audiences.

Interpersonal and communication skills for effective collaboration within multidisciplinary teams and with external partners and stakeholders, including negotiation of decisions and constructive resolution of disagreements.

Active listening and empathy skills in working with students, together with the ability to communicate complex concepts clearly and to adapt communication and teaching methods to students' educational needs and prior knowledge.

Time-management skills, including the ability to set priorities effectively and meet deadlines.

List of selected publications

PUBLICATIONS IN JOURNALS

- Marti, P., Recupero, A., Lampus, F., & Baldino, N. (2026). Reimagining Corporate Food Museums as Living Labs: A Heritage-Driven Model for Sustainable, Inclusive, and ICT-Enhanced Food Innovation. *Heritage*, 9(4), 145. <https://doi.org/10.3390/heritage9040145>
- Marti, P., Recupero, A., Regal, G., & Sackl, A. (2023). Bringing Culture to People: A Co-design Method for Redefining the Role of the Museum. *DIID*, (81), 134-145. <https://doi.org/10.30682/diid8123j>
- Marti, P., Parlangeli, O., Recupero, A., Guidi, S., & Sirizzotti, M. (2022). Mid-air haptics for shape recognition of virtual objects. *Ergonomics*, 65(5), 775-793. <https://doi.org/10.1080/00140139.2021.1992019>
- Marti, P., Lampus, F., Recupero, A., Franchi, L., Goracci, C., Guercio, S., & Vichi, A. (2021). Design thinking as a mindset shift for innovation in healthcare. *DIID. DISEGNO INDUSTRIALE INDUSTRIAL DESIGN*, 74, 150-161. <https://doi.org/10.30682/diid7421n>
- Teverini, G., Recupero, A., & Marti, P. (2025). Therapy gamification to improve children compliance. A systematic literature review. *ID&A INTERACTION DESIGN & ARCHITECTURE (S)*, (65), 257-281. <https://doi.org/10.55612/s-5002-065-009>
- Massari, S., Marti, P., & Recupero, A. (2023). Designing digital technologies for sustainable transformations of food systems. *International Journal of Food Design*, 8(1), 3-12. https://doi.org/10.1386/ijfd_00048_2
- Marti, P., Massari, S., & Recupero, A. (2023). Transformational design for food systems: Cultural, social and technological challenges. *International Journal of Food Design*, 8(1), 109-132. https://doi.org/10.1386/ijfd_00053_1
- Teverini, G., Recupero, A., Marti, P., Caponi, A., & Mastrodonato, S. (2023). More-than-human health for the responsible innovation of wearable medical devices. *RIVISTA ITALIANA DI ERGONOMIA*, 26, 9-25.
- Talamo, A., Recupero, A., Mellini, B., & Ventura, S. (2016). Teachers as designers of GBL scenarios: fostering creativity in the educational settings. *ID&A INTERACTION DESIGN & ARCHITECTURE (S)*, 29(1), 10-23.
- Franchi, L., Nieri, M., Marti, P., Recupero, A., Volpe, A., Vichi, A., & Goracci, C. (2024). Clinical Management of Facemasks for Early Treatment of Class III Malocclusion: A Survey among SIDO Members. *Dentistry Journal*, 12(7), 207. <https://doi.org/10.3390/dj12070207>
- Marti, P., & Recupero, A. (2022). Body adornment and interaction aesthetics: a new frontier for assistive wearables. *International Journal of Business and Systems Research*, 16(2), 163-182.
- Franchi, L., Vichi, A., Marti, P., Lampus, F., Guercio, S., Recupero, A., Giuntini, V., & Goracci, C. (2022). 3D printed customized facemask for maxillary protraction in the early treatment of a class III malocclusion: Proof-of-concept clinical case. *Materials*, 15(11), 3747. <https://doi.org/10.3390/ma15113747>
- Marti, P., & Recupero, A. (2021). La cultura maker per l'innovazione digitale. *CULTURE DIGITALI*, 2.

- Recupero, A., Marti, P., & Guercio, S. (2021). Enabling inner creativity to surface: the design of an inclusive handweaving loom to promote self-reliance, autonomy and wellbeing. *Behaviour & Information Technology*, 40(5), 497-505. <https://doi.org/10.1080/0144929X.2021.1909654>
- Recupero, A., Talamo, A., Triberti, S., & Modesti, C. (2019). Bridging museum mission to visitors' experience: Activity, meanings, interactions, technology. *Frontiers in psychology*, 10, 2092. <https://doi.org/10.3389/fpsyg.2019.02092>
- Papadamou, K., Zannettou, S., Chifor, B., Teican, S., Gugulea, G., Caponi, A., Recupero, A., Pisa, C., Bianchi, G., Gevers, S., Xenakis, C., & Sirivianos, M. (2019). Killing the password and preserving privacy with device-centric and attribute-based authentication. *IEEE Transactions on Information Forensics and Security*, 15, 2183-2193.
- Recupero, A., Triberti, S., Modesti, C., & Talamo, A. (2018). Mixed reality for cross-cultural integration: using positive technology to share experiences and promote communication. *Frontiers in psychology*, 9, 1223. <https://doi.org/10.3389/fpsyg.2018.01223>
- Recupero, A., De Filpo, G., & Marti, P. (2026), Reshaping fashion towards inclusion and social responsibility, *Fashion Highlight*, 2, 120-133. <https://riviste.fupress.net/index.php/fh/issue/view/209/173>

BOOK CHAPTERS

- Marti, P., & Recupero, A. (2025). Culture Is a Right: Designing Multisensory Experiences for an Accessible Cultural Heritage Beyond the Museum's Walls. In *Technology as Cultural Mediator: Theories and Experiences from Different Contexts* (pp. 111-139).
- Marti, P., & Recupero, A. (2021). Enriching the food experience: A design journey through innovative technologies for creating, experimenting, consuming, socializing, and playing with food. In *Transdisciplinary Case Studies on Design for Food and Sustainability* (pp. 131-147).
- Ganucci Cancellieri, U., Manca, S., Laurano, F., Molinaro, E., Talamo, A., Recupero, A., & Bonaiuto, M. (2018). Visitors' satisfaction and perceived affective qualities towards museums: the impact of recreational areas. *Rassegna di psicologia*, 35(1), 5-18.
- Talamo, A., Mellini, B., Ventura, S., & Recupero, A. (2015). Studying practices to inform design. *Designing technology, work, organizations and vice versa*, 71.

BOOK

- Recupero, A., Vaccarella, L., & Teverini, G. (2025). *Anche il design discrimina: Sull'influenza di stereotipi e pregiudizi nel processo di progettazione*. Ledizioni.

PUBLICATIONS IN CONFERENCE PROCEEDINGS

- Vaccarella, L., Teverini, G., and Recupero, A. (2025) Designing playful education: a game changing matrix to rule 'em all, in Clemente, V., Gomes, G., Reis, M., Félix, S., Ala, S., Jones, D. (eds.), *Learn X Design 2025*, 22-24 September 2025, Aveiro, Portugal. <https://doi.org/10.21606/drsldx.2025.106>
- Vaccarella, L., Teverini, G., & Recupero, A. (2025). Game Changing Matrix: un approccio innovativo alla progettazione di giochi per il cambiamento. *RESEARCH CULTURE AND SCIENCE BOOKS*, 122-130.
- Vaccarella, L., Recupero, A., & Marti, P. (2025). Co-design sistemico per la filiera agroalimentare. In *Design Plurale. Casi e modelli alternativi per l'innovazione/Plural Design. Cases and alternative models for innovation* (pp. 868-881). FedOAPress.
- Recupero, A., & Marti, P. (2024). Il museo fuori dal museo. Il co-design di nuovi servizi museali accessibili e inclusivi. In *Atti della Conferenza Nazionale SID "Design per la Diversità" Pescara 12-13 Giugno 2023* (pp. 55-65). Società Italiana di Design.
- Recupero, A., Marti, P., Regal, G., & Sackl, A. (2023). Service co-design to envision the transformation of museums. In *Proceedings of the International Association of Societies of Design Research Congress 2023*.
- Giraldo, M., Recupero, A., Besio, S., & Marti, P. (2022). Smart community-based services for older persons with disability: a desk review and analysis of design projects. *ICCHP-AAATE 2022 Open Access Compendium "Assistive Technology, Accessibility and (e) Inclusion": part I, 1*, 316-324.
- Marti, P., Parlangeli, O., Recupero, A., Sirizzotti, M., & Guidi, S. (2021, April). Touching virtual objects in mid-air: a study on shape recognition. In *Proceedings of the 32nd European Conference on Cognitive Ergonomics* (pp. 1-6). <https://doi.org/10.1145/3452853.3452875>
- Marti, P., & Recupero, A. (2021). Thinking inclusion through making. In *AIUCD 2021-DH per la società: e-guaglianza, partecipazione, diritti e valori nell'era digitale. Raccolta degli abstract estesi della 10a conferenza nazionale* (pp. 62-69).
- Recupero, A., Marti, P., & Guercio, S. (2021, April). Balancing guidance and flexibility in the design of an inclusive handweaving loom. In *Proceedings of the 32nd European Conference on Cognitive Ergonomics* (pp. 1-4). <https://doi.org/10.1145/3452853.3452892>
- Marti, P., & Recupero, A. (2020). Da stigma a oggetti di desiderio. Il progetto di gioielli a supporto della persona sorda. In *100 anni dal Bauhaus. Le prospettive della ricerca di design*. (pp. 260-267). Società Italiana di Design.
- Marti, P., & Recupero, A. (2019, June). Is deafness a disability? Designing hearing aids beyond functionality. In *Proceedings of the 2019 Conference on Creativity and Cognition* (pp. 133-143). <https://doi.org/10.1145/3325480.3325491>