

Curriculum Vitae – Annamaria Recupero

Work experience

November 2018 – November 2022

Post-doc researcher

Collaboration with the team of the Santa Chiara Fab Lab in research and development projects.

Activities

User Experience research on technologies for people with cognitive and sensory disabilities, in order to design and evaluate innovative technologies adopting the methods of user-centred design, co-design and design thinking.

*Dipartimento di Scienze Sociali, Politiche e Cognitive, Università di Siena - Via Roma 56
53100 Siena*

Santa Chiara Fab Lab, Università di Siena – Via Valdimontone 1 53100 Siena

November 2016 – November 2018

Doctor of Philosophy in Psychology

PhD research and collaboration with the IDEaCT Lab of the University of Rome Sapienza.

Activities

- Research on Augmented Reality and Virtual Reality technologies in museums, using a mixed method with qualitative ethnographic investigation and quantitative analysis of survey data.
- Training of the interns to acquire competences of Design Thinking and User Research.

Dipartimento di Psicologia dei Processi di Sviluppo e Socializzazione, Università degli Studi di Roma “La Sapienza” - Via dei Marsi 78 00185 Roma

May 2015 – May 2018

Collaboration on the EU Horizon 2020 projects

Collaboration with the teams of two Horizon 2020 projects, “ReCRED” e “SCISSOR”.

Activities

- User Experience research to design usage scenarios and define functional requirements
- usability evaluation through heuristic evaluation and user testing
- Dissemination of the project through scientific publications, white paper, social media, organization of Horizon 2020 Clustering workshop

Consorzio Nazionale Interuniversitario per le Telecomunicazioni (CNIT)

Unità di Ricerca dell’Università degli Studi di Roma Tor Vergata, Via del Politecnico 1 00133 Roma

September 2015 - March 2016

Internship

Collaboration with the IDEaCT Lab of the University of Rome Sapienza, for the usability evaluation of a mobile app through heuristic evaluation and user testing

Dipartimento di Psicologia dei Processi di Sviluppo e Socializzazione, Università degli Studi di Roma "La Sapienza" - Via dei Marsi 78 00185 Roma

March 2014 - September 2015

Internship

Activities

- Design of the graphic user interface for a software based on dashboard style
- Heuristic evaluation of the e-commerce platform
- Participation to IBM Extreme Blue program to develop creative design concepts

IBM Italia - Via Sciangai 53 00144 Roma

February 2013 - July 2013

Working scholarship

Methodological analysis of co-design workshops carried out by the project "InTOUCH - Tavoli Multimediali Interattivi" to design an interactive table addressing the needs of older people.

Dipartimento di Psicologia dei Processi di Sviluppo e Socializzazione, Università degli Studi di Roma "La Sapienza" - Via dei Marsi 78 00185 Roma

January 2012 - December 2012

Tutor

Support to the organization of the Master in User Experience, management of communication activities (blog, Facebook, Twitter), support to the students in developing the final project work.

Dipartimento di Psicologia dei Processi di Sviluppo e Socializzazione, Università degli Studi di Roma Sapienza - Via dei Marsi 78 00185 Roma

Education and Training

July 2021

Online courses of the Interaction Design Foundation:

- Gestalt Psychology and Web Design (Top 10% Distinction)
- Emotional Design - How to Make Products People Will Love (Top 10% Distinction)
- Service Design: How to design integrated service experience (Top 10% Distinction)

- Information Visualization: Getting Dashboards Right

November 2018

PhD in Social and Developmental Psychology

Department of Social and Developmental Psychology, University of Rome Sapienza - Via dei Marsi 78 00185 Rome

Dicember 2013

Master degree in Clinical Psychology

Faculty of Medicine and Psychology, University of Rome Sapienza - Via dei Marsi 78 00185 Rome

October 2010

Bachelor degree in Psychological science and techniques

Faculty of Medicine and Psychology, University of Rome Sapienza - Via dei Marsi 78 00185 Rome

Personal skills

Mother tongue Italian

Other language

English B2

Job related skills

Bibliographic research and desk research

Design of the user experience with interactive technologies adopting the methodologies of user-centred design and design thinking

Usability evaluation based on heuristic evaluation and user testing

Digital skills

Good command of Microsoft Office programs (Word, Excel, PowerPoint), Google Apps (Gmail, Google Calendar, Google Docs, Google Sites), social media (Facebook, Twitter), prototyping software (Axure, Balsamiq)

Memberships

- Società Italiana di Design <http://www.societaitalianadesign.it/>
 - Association for Computing Machinery (ACM) www.acm.org
 - Interaction Design Foundation www.interaction-design.org
 - European Association of Cognitive Ergonomics (EACE) www.eace.net
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Participation to scientific conferences

- **Programme Chair** of the European Conference on Cognitive Ergonomics – ECCE 2021 (26 – 29 April 2021) www.congressi.unisi.it/ecce2021
 - **Programme Chair** of the European Tangible Interaction Studio 2020 – ETIS 2020 (16 – 20 November 2020) www.congressi.unisi.it/etis2020/
 - **Programme Committee member** of the European Conference on Cognitive Ergonomics – ECCE 2022 (4 – 7 October 2022)
 - **Scientific Committee member** of the conference Smart Learning Ecosystems and Regional development – SLERD 2022 (5 – 6 July 2022)
 - **Facilitator of the workshop** “ENABLE - role and potential of enabling technologies in knowledge and learning design” during the International Symposium Future Design for Knowledge Innovation organized by Università di Bologna (31 March 2021)
 - **Speaker** to present a research during the AAATE 2022 - International Conference on Digital Inclusion, Assistive Technology & Accessibility (14 July 2022)
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Collaboration with journals

- **Scientific Editor Assistant** of the journal Interaction Design & Architecture(s) ISSN: 1826-9745
<http://ixdea.uniroma2.it/inevent/events/idea2010/index.php?s=102>
 - **Co-Editor** of the Special Issue “Designing Digital Technologies for Sustainable Transformations of Food Systems” of the International Journal of Food Design, Intellect Books
ISSN: 20566522
<https://www.intellectbooks.com/international-journal-of-food-design>
 - **Reviewer** for the following journals:
PLOS ONE Journals
<https://journals.plos.org/plosone/>
Frontiers Journals
<https://www.frontiersin.org/>
Public Health Genomics
<https://www.karger.com/Journal/Home/224224>
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Publications

1. Marti, P., Recupero, A., Goracci, C., Vichi, A., Lampus, F., Franchi, L., & Guercio, S. (2021). Design Thinking as a Mindset Shift for Innovation in Healthcare. *diid—disegno industriale industrial design*, (74), 12-12. DOI: <https://doi.org/10.30682/diid7421n>
2. Marti, P., Parlangei, O., Recupero, A., Guidi, S., & Sirizzotti, M. (2021). Mid-air haptics for shape recognition of virtual objects. *Ergonomics*, 65(5), 775-793. DOI: <https://doi.org/10.1080/00140139.2021.1992019>

3. Talamo, A., Recupero, A., Mellini, B., Ventura, S., (2016). Teachers as designers of GBL scenarios: fostering creativity in the educational setting. *Interaction Design and Architecture(s) Journal*, 29, 10-23.
4. 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, 3734. DOI: <https://doi.org/10.3390/ma15113747>
5. Marti, P. & Recupero A. (2021). La cultura maker per l'innovazione digitale. *Culture Digitali*, vol.2.
6. 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.
7. 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. DOI: <https://doi.org/10.1080/0144929X.2021.1909654>
8. Modesti, C., Talamo, A., Recupero, A., & Nicolais, G. (2020). Connections: The Use Social Associations With Migratory Background Make of ICT to Build Social Capital for Newcomers' Social Integration. *American Behavioral Scientist*, 64(13), 1889-1905. DOI: <https://doi.org/10.1177/0002764220952132>
9. Modesti, C., Talamo, A., Nicolais, G., & Recupero, A. (2020). Social and psychological capital for the start-up of social enterprises with a migratory background. *Frontiers in Psychology*, 11, 1177. DOI: <https://doi.org/10.3389/fpsyg.2020.01177>
10. Recupero, A., Talamo, A., Triberti, S., & Modesti, C. (2019). Bridging museum mission to visitors' experience: activity, meanings, interactions, technology. *Frontiers in Psychology*, 10, 2092. DOI: <https://doi.org/10.3389/fpsyg.2019.02092>
11. Cancellieri, U. G., 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.
12. 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*. DOI: <https://doi.org/10.3389/fpsyg.2018.01223>
13. 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). Woodhead Publishing.
14. Talamo, A., Mellini, B., Ventura, S., & Recupero, A. (2015), Studying practices to inform design: organizational issues and local artifacts. In Bruni, A., Parolin, L.L., & Schubert, C. (Eds), *Designing Technology, Work, Organizations and Vice Versa*, Vernon Press, pp. 71-113.

15. Giraldo, M., Recupero, A., Besio, S., & Marti, P. (2022). Smart Community-Based Services for Older Persons with Disability. *ICCHP-AAATE 2022 Open Access Compendium "Assistive Technology, Accessibility and (e)Inclusion" Part I* (pp. 316-314). Association ICCHP.
16. Marti P., Recupero A., Goracci C., Lampus F., Franchi L. (2021), *La terapia è un gioco da ragazzi. La progettazione partecipata di maschere facciali ortopediche*. Atti della Società Italiana di Design.
17. Recupero, A., Marti, P., & Guercio, S. (2021, April). Balancing guidance and flexibility in the design of an inclusive handweaving loom: Balancing guidance and flexibility. In *European Conference on Cognitive Ergonomics 2021* (pp. 1-4), ACM.
18. Marti, P., Parlangei, O., Recupero, A., Sirizzotti, M., & Guidi, S. (2021, April). Touching virtual objects in mid-air: a study on shape recognition. In *European Conference on Cognitive Ergonomics 2021* (pp. 1-6), ACM.
19. Marti, P., & Recupero, A. Thinking inclusion through making. In Boschetti F., Del Grosso A.M. & Salvatori E. (Eds.) (2021), *AIUCD 2021 - DH per la società: eguaglianza, partecipazione, diritti e valori nell'era digitale*. Raccolta degli abstract estesi della 10a conferenza nazionale, Pisa, 2021.
20. Marti P., & Recupero A. (2020). Da stigma a oggetti di desiderio Il progetto di gioielli a supporto della persona sorda. In Di Bucchianico G. et al. (Eds). *100 anni dal Bauhaus. Le prospettive della ricerca di design*. Società Italiana di Design (pp. 260-267).
21. Marti, P., & Recupero, A. (2019, June). Is Deafness a Disability? Designing Hearing Aids Beyond Functionality. In *Proceedings of the 2019 on Creativity and Cognition* (pp. 133-143). ACM.
22. Recupero, A., Talamo, A., Mellini, B., Barbieri, B. (2016), Il ruolo dei "Locally Designed artifacts" nel lavoro infermieristico: uno studio etnografico in reparto. In Procentese, F., & Esposito, C., *Atti del XIV Congresso nazionale della sezione di Psicologia Sociale dell'AIP*, 2016, Kaizen edizioni.