

Curriculum Vitae of Daniela Fogli (July 2018)

Daniela Fogli is associate professor at the Department of Information Engineering, University of Brescia, Italy. She graduated in Computer Science at the University of Bologna in 1994. In 1998 she received her PhD degree in Information Engineering at the University of Brescia. In September 1998 she obtained a scholarship for two years for carrying out post-doctoral research at the Joint Research Center of the European Commission. Since November 2000 to April 2015, she has been assistant professor at the Department of Information Engineering, University of Brescia.

Scientific research

In the period 1994-1995, Daniela Fogli got a job at the Department of Mathematics, University of Bologna, to conduct research activities within the European ESPRIT Project "Coordination" on languages for process coordination.

In the period 1995-1998 she was PhD student in Information Engineering at the University of Brescia. During her PhD, Daniela Fogli has extended her research interests to the problems of distributed coordination, working on architectures and models of coordination for multi-agent systems.

In the period 1998-2000, Daniela Fogli has been a post-doctoral research fellow at the Joint Research Center of the European Commission, dealing with evaluation of reliability and safety in complex software-based systems.

Since November 2000, Daniela Fogli is a member of the Department of Information Engineering at the University of Brescia, in the area "Sistemi per l'elaborazione delle informazioni" (Systems for information processing). Her current research interests are in the field of Human-Computer Interaction and include methods for specification and design of visual interactive systems, systems to support collaboration, decision support systems for emergency management and clinical discussions, end-user development and meta-design, web accessibility and usability, personalization of software systems through artificial intelligence techniques.

Scientific production

Daniela Fogli has published 29 articles in international journals, 16 book chapters and more than 80 articles in proceedings of national and international conferences.

Please see publications and citations on Google scholar:

<https://scholar.google.it/citations?user=6BBJvLwAAAAJ&hl=it>

Scientific collaborations

Daniela Fogli carries out her research activities in collaboration with several professors and researchers from various Italian universities. She has been visiting scholar at the Center for Lifelong Learning & Design (L3D), University of Colorado at Boulder, USA, where she worked on themes related to interactive system design. She has also collaborated with researchers of TU Delft, The Netherlands, and Brunel University London, UK.

Participation in research projects

Daniela Fogli is currently member of the External Advisory Board of the Horizon 2020 Project HeartMan – Personal Decision Support System for Heart Failure Management.

She has participated as a member of the Operating Unit of the University of Brescia in the following projects and thematic networks:

- Lombardia Region Project FEASR – Programma di Sviluppo Rurale 2007-2013 “Portale integrato per la tracciabilità di filiera e la trasparenza dei prodotti di IV gamma nel comparto ortofrutta”, March 2012-December 2013.
- EU Project “Integrated Decision Support System for HEALTH THREATS and crises management” (www.healththreats.eu) coordinated by ASL Brescia, 2007-2010.
- Network of Excellence on End-User Development, funded by the European Commission (2002-2003).
- Coordinated project – National Research Council - Agenzia 2000. Project Title: “DimmiBene – Supporti alla auto-illustrazione interattiva e multimediale per apparecchiature elettroniche di largo consumo” (Supporting the self-presentation of consumer electronics) (2001-2003).
- Galileo Programme – Italian-French integrated actions. Project title: “Annotazione di immagini di artefatti artistici basata sugli agenti: dove, come, quando” (Annotation of images of artistic artifacts based on agents: where, how, when) (2001-2002).

In 2002, she obtained a grant under the “Young Researchers Project” of the University of Brescia to conduct research on “Specification and design of interactive systems based on agents”.

She contributed to the research conducted under the project COFIN 2000 entitled “Specification, design and development of visual interactive systems”.

Previously, she participated in the European Projects:

- “BE-EJTs” - Benchmark Exercise on Expert Judgment Techniques in PSA Level 2 - (FI4S-CT95-0012), 1996-1998.
- “Coordination” - ESPRIT 9102, 1994-1995.

Other scientific activities

Since 2001 Daniela Fogli has become a member of the research community of Human-Computer Interaction and SIGCHI Italy (the Italian Chapter of ACM SIGCHI - ACM's Special Interest Group on Computer-Human Interaction), serving as a member of programme committees and as a reviewer for conferences and journals in the field.

From July 2014 she is serving as *associate editor* for the journal *Decision Support Systems* (Elsevier). She has been *guest co-editor* for the Special Issue “Multimedia for Advanced Human-Computer Interaction” on Multimedia Tools and Applications (Springer).

She has been *short paper co-chair* for the ACM International Conference on Advanced Visual Interfaces (AVI) 2006 and 2016 and *poster and demo papers co-chair* for AVI 2014.

She has been *program co-chair* for the CHIItaly 2015 Conference (the 11th Biannual Edition of ACM SIGCHI Italian Chapter).

She has been *workshop co-chair* for the International Symposium on End-User Development (IS-EUD 2015) and *Doctoral Consortium co-chair* for IS-EUD 2011.

She has been one of the *organizers* of the following international workshops:

- 1st Int. Workshop on Valuable visualization of healthcare information: from the quantified self data to conversations (VVH 2016), Workshop at AVI 2016, Bari, Italy, June 2016.
- 4th Int. Workshop on Cultures of Participation in the Digital Age (CoPDA 2016), Workshop at NordiCHI 2016, Gothenburg, Sweden, October 2016.
- 5th Int. Workshop on Cultures of Participation in the Digital Age (CoPDA 2018), Workshop at AVI 2018, Castiglione della Pescaia, Grosseto, Italy, May 2018.

Since 1995, she has presented more than 40 papers at international conferences in the areas of Human-Computer Interaction, Artificial Intelligence and Robotics.

She is a member of the *Brixia Accessibility Lab*, an interdepartmental laboratory on accessibility and cultural heritage at the University of Brescia.

Teaching activity

During 2000-2003, she supported educational courses in Computer Architectures for the Bachelor Degree in Information Engineering at the University of Brescia.

Since 2002 she is teaching in the areas of Foundations of Computer Science and Human-Computer Interaction, at the University of Brescia. In particular, she currently teaches the course “Elementi di Informatica e Programmazione” (*Elements of Computing and Programming*) for the Bachelor Degree in Civil Engineering and Engineering for the Environment and Territory, the course “Interazione Uomo-Macchina” (*Human-Computer Interaction*) for the Master Degree in Computer Science and Engineering, and the module *Computer Systems for Healthcare and Wellness* of the course Applied Technologies for the Master Degree in Science and Technology for Population Health and Wealth. She supervised more than 90 Master of Science theses and dissertations for obtaining the bachelor's degree. She taught several external courses and gave seminars on usability, interactive system design and interactive software engineering.

Ph.D. Thesis Supervising Experience

She has been co-tutor of the following Ph.D. dissertations:

- “Toward a novel interaction paradigm for ambient intelligence”, Francesco Benzi, 2014-2017, University of Brescia, Italy.
- “Supporting clinical discussions through user-oriented documentation and logical analysis: an argumentation-based approach”, Malik Al Qassas, 2012-2015, University of Brescia, Italy.

Participation in committees

She has been a member of the jury for a tenured university researcher in the area “Sistemi per l’elaborazione delle informazioni” (Systems for information processing) - ING-INF/05, at the Faculty of Engineering of the University of Lecce.

She has been a member of various committees at the Department of Information Engineering of the University of Brescia for the provision of research grants.

She has been a member of the following committees for the assignment of the Ph.D. degree:

- “Empowering Interactive Technologies for Children with Neuro-Developmental Disorders and their Caregivers”, Mirko Gelsomini, January 2018, Politecnico di Milano, Italy.
- “Problemi di Pianificazione Multi-agente: Algoritmi Distribuiti che Mantengono la Privacy”, Andrea Bonisoli, March 2017, Università degli Studi di Brescia, Italy.
- “Towards Smart Spaces - A reflection on the relationship between humans and spaces and how it can be mediated by technologies”, Assunta Matassa, January 2017, Università degli Studi di Torino, Italy.
- “Participatory Game Design and Children”, Alessandra Melonio, April 2016, Libera Università di Bolzano, Italy.
- “Designing Collaborative Technologies for Long-Term Emergency Planning”, Sara Tena Garcia, January 2016, Universidad Carlos III de Madrid, Spain.
- “Realising End-User Driven Web Application Development Using Meta-Design Paradigm”, Buddhima De Silva, March 2009, University of Western Sydney, Australia.