

# Lucio Davide Spano

## Curriculum Vitæ et Studiorum

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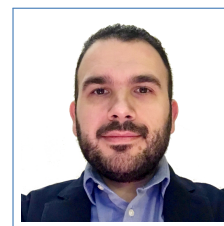
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### Istruzione

- Dic. 2013 **Dottorato di Ricerca in Informatica**, *Università di Pisa*.  
Titolo della tesi di Dottorato: “A Model-Based Approach for Gesture Interfaces”.
- Ott. 2009 **Laurea Specialistica in Tecnologie Informatiche**, *Università di Pisa*, *110 e lode*.  
Titolo della tesi di Laurea: “Design of a 3D Mouse Using Accelerometers”.
- Feb. 2006 **Laurea Triennale in Informatica**, *Università di Pisa*, *110*.  
Titolo della tesi di Laurea: “Sistemi Informative Territoriali in ambiente GNU Linux, implementazione di nuove funzionalità in GRASS”.

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### Cronologia dell'attività professionale

- Gen. 2019 **Professore di II fascia**, *Università di Cagliari, Dipartimento di Matematica ed Informatica*, Via Ospedale 72, 09124, Cagliari.
- Gen. 2016 **Ricercatore a Tempo Determinato tipo B**, *Università di Cagliari, Dipartimento di Matematica ed Informatica*, Via Ospedale 72, 09124, Cagliari.
- Dic. 2018 **Ricercatore a Tempo Determinato tipo A**, *Università di Cagliari, Dipartimento di Matematica ed Informatica*, Via Ospedale 72, 09124, Cagliari.
- Nov. 2012 **Ricercatore a Tempo Determinato tipo A**, *Università di Cagliari, Dipartimento di Matematica ed Informatica*, Via Ospedale 72, 09124, Cagliari.
- Ott. 2015 **Ricercatore a Tempo Determinato tipo A**, *Università di Cagliari, Dipartimento di Matematica ed Informatica*, Via Ospedale 72, 09124, Cagliari.  
Attività di ricerca nel campo dell'interazione gestuale, interfacce per dispositivi mobili e realtà virtuale immersiva, end-user development, ricostruzione dell'attenzione dell'utente in ambienti web. Attività di insegnamento (Interazione Uomo Macchina e Amministrazione di Sistema). Supervisione di tesi triennali e magistrali.
- Mag. 2011 **Tecnologo III livello (art. 23)**, *ISTI-CNR*, Via G. Moruzzi 1, 56124 Pisa.
- Ott. 2012 Collaborazione a tempo pieno per il progetto *Serenoa* (Multi-Dimensional Context-Aware Adaptation of Service Front-Ends EU FP7 Strep n° 258030). Lo scopo del progetto è la definizione di front-end per servizi web adattabili al contesto d'uso.
- Feb. 2010 **Tecnologo III livello (art. 23)**, *ISTI-CNR*, Via G. Moruzzi 1, 56124 Pisa.
- Apr. 2011 Collaborazione a tempo pieno per il progetto *ServFace* (Service Annotation for User Interface Composition EU FP7 Strep n° 216699). Lo scopo del progetto è la creazione di front-end per servizi web in modo automatico a partire da annotazioni sui servizi.
- Dic. 2008 **Collaborazione a progetto**, *ISTI-CNR*, Via G. Moruzzi 1, 56124 Pisa.
- Gen. 2010 Collaborazione part-time per il progetto *ServFace* (Service Annotation for User Interface Composition EU FP7 Strep n° 216699).
- Dic. 2008 **Borsa di Studio**, *Università di Pisa, Dipartimento di Informatica*, Largo Bruno
- Gen. 2010 Pontecorvo 1, 56125, Pisa.  
Sviluppo e implementazione di interfacce grafiche per un sistema di predizione della parola basato su tecniche statistiche e indici compressi.

- Mar. 2008 **Collaborazione a progetto**, *ISTI-CNR*, Via G. Moruzzi 1, 56124 Pisa.
- Nov. 2008 Design ed implementazione di una guida mobile e desktop per il Museo del Marmo di Carrara. La guida supporta una visita aumentata da giochi collaborativi e modelli utente per il suggerimento dei contenuti. Il progetto è stato finanziato dal Motorola Foundation Grant.
- Mar. 2007 **Borsa di Studio**, *Università di Pisa, Dipartimento di Informatica*, Largo Bruno
- Gen. 2008 Pontecorvo 1, 56125, Pisa.  
Sviluppo del prototipo di guida museale mobile UbiCicero nell'ambito del progetto PRIN guide mobili, svolto presso l'ISTI CNR di Pisa, HIIS laboratory.

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## Competenze linguistiche

Italiano **Madrelingua**

Inglese **B2** *Certificato nel 2012 dal Centro Linguistico Interdipartimentale dell'Università di Pisa.*

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## Attività didattica

Dall'Anno Accademico 2017-2018 è titolare del corso "User Interface Technologies" all'interno del corso di Laurea Magistrale in Informatica.

Dall'Anno Accademico 2013-2014 è titolare del corso di "Interazione Uomo Macchina" all'interno del corso di Laurea Triennale in Informatica.

Dall'Anno Accademico 2012-2013 all'anno 2018-19 è stato titolare del corso "Fondamenti di Programmazione Web" all'interno del corso di Laurea Triennale in Informatica.

Dal 6 al 13 luglio 2017 è stato invitato dall'Università di Tolosa III (Francia), a tenere un corso su approcci dichiarativi e classificatori per il riconoscimento di gesti, nell'ambito della collaborazione al programma Erasmus.

Il 2 agosto 2015 ha tenuto un tutorial dal titolo "Gestural Interaction: techniques, applications and interaction problems" alla conferenza HCI International 2015.

Il 25 marzo 2015 ha tenuto un seminario su invito all'Università di Verona sull'interazione gestuale.

Dal 2 al 6 giugno 2014 è stato invitato all'Università di Girona (Spagna) a tenere un corso sull'interazione gestuale, nell'ambito della collaborazione al programma Erasmus.

Nel novembre e dicembre 2013 ha tenuto il corso di Human Computer Interaction al master in Innovazione e Servizi in Informatica dell'Università di Cagliari.

È stato relatore di numerose tesi di Laurea Triennale e Magistrale su tematiche di ricerca HCI. È correlatore della tesi di Dottorato in Ingegneria Elettrica ed Elettronica di Alessandro Carcangiu.

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## Attività di ricerca

Il suo principale interesse di ricerca è l'interazione persona-macchina (HCI).

Ha scritto diversi articoli su nuove tecniche e visualizzazioni di interazione, interazione gestuale, interfacce utente intelligenti, realtà virtuale e aumentata, guide mobili museali ed end-user development. Ha collaborato a diversi progetti finanziati dalla Commissione Europea in diversi programmi quadro: H2020 (ECARules4All, IDEAS), FP7 (Serenoa, ServFace), Artemis (Smarcos). È stato il principale investigatore di diversi progetti: ECARules4All (UE), D3P2 e EmILIE (Regione Sardegna) e AI4Fit (Sardegna Ricerche).

È stato membro del Model-Based User Interface Working Group del World Wide Web Consortium (W3C). È stato Program Chair della ACM IUI Conference nel 2020 e General Chair per CHIItaly 2017.

È membro del senior program Committee in diverse conferenze internazionali in HCI (INTERACT, IUI, NordiCHI, EICS, AVI).

# Pubblicazioni Scientifiche

## Capitoli di libro

- [1] Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. A design space for user interface composition. In *Model-Driven Development of Advanced User Interfaces*, volume 340 of *Studies in Computational Intelligence*, pages 43–65. Springer, 2011.

## Pubblicazioni su riviste internazionali

- [2] Stefano Dessì and **Lucio Davide Spano**. DG3: exploiting gesture declarative models for sample generation and online recognition. *Proc. ACM Hum. Comput. Interact.*, 4(EICS):82:1–82:21, 2020.
- [3] **Lucio Davide Spano** and Ludovico Boratto. Advances in computer-human interaction for recommender systems (adchires). *Int. J. Hum. Comput. Stud.*, 121:1–3, 2019.
- [4] Fabrizio Corda, Marco Onnis, Matteo Pes, **Lucio Davide Spano**, and Riccardo Scateni. Bashdungeon - learning UNIX with a video-game. *Multim. Tools Appl.*, 78(10):13731–13746, 2019.
- [5] Fabio Sorrentino and **Lucio Davide Spano**. Post-it notes: supporting teachers in authoring vocabulary game contents. *Multim. Tools Appl.*, 78(16):23049–23074, 2019.
- [6] Alessandro Carcangiu, **Lucio Davide Spano**, Giorgio Fumera, and Fabio Roli. Deictic: a compositional and declarative gesture description based on hidden markov models. *International Journal of Human-Computer Studies*, 2019.
- [7] Fabio Marco Caputo, Pietro Prebianca, Alessandro Carcangiu, **Lucio Davide Spano**, and Andrea Giachetti. Comparing 3d trajectories for simple mid-air gesture recognition. *Computers & Graphics*, 73:17–25, 2018.
- [8] Matteo Serpi, Alessandro Carcangiu, Alessio Murru, and **Lucio Davide Spano**. Web5vr: A flexible framework for integrating virtual reality input and output devices on the web. *PACMHCI*, 2:4:1–4:19, 2018.
- [9] Alessandro Carcangiu and **Lucio Davide Spano**. G-gene: A gene alignment method for online partial stroke gestures recognition. *PACMHCI*, 2:13:1–13:17, 2018.
- [10] Simone Barbieri, Pietro Meloni, Francesco Usai, **Lucio Davide Spano**, and Riccardo Scateni. An interactive editor for curve-skeletons: Skeletonlab. *Computers & Graphics*, 60:23–33, 2016.
- [11] Paolo Boi, Gianni Fenu, **Lucio Davide Spano**, and Valentino Vargiu. Reconstructing user’s attention on the web through mouse movements and perception-based content identification. *ACM Trans. Appl. Percept.*, 13(3):15:1–15:21, May 2016.
- [12] Daniele Massa and **Lucio Davide Spano**. FaceMashup: An End-User Development Tool for Social Network Data. *Future Internet*, 8(2):10, 2016.
- [13] Giuseppe Ghiani, Fabio Paternò, **Lucio Davide Spano**, and Giuliano Pintori. An environment for end-user development of web mashups. *International Journal of Human-Computer Studies*, 87:38 – 64, 2016.
- [14] Duccio Rocchini, Luca Delucchi, Giovanni Bacaro, Paolo Cavallini, Hannes Feilhauer, Giles M. Foody, Kate S. He, Harini Nagendra, Claudio Porta, Carlo Ricotta, Sebastian

- Schmidtlein, **Lucio Davide Spano**, Martin Wegmann, and Markus Neteler. Calculating landscape diversity with information-theory based indices: A GRASS GIS solution. *Ecological Informatics*, 17:82 – 93, 2013. Elsevier.
- [15] Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. The role of HCI models in service front-end development. *Behaviour & Information Technology*, 31(3):231–244, 2012.
- [16] Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. Engineering the authoring of usable service front ends. *Journal of Systems and Software*, 84(10):1806–1822, 2011. Elsevier.
- [17] Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. MARIA: A universal, declarative, multiple abstraction-level language for service-oriented applications in ubiquitous environments. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 16(4):1–30, 2009.
- [18] Giuseppe Ghiani, Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. Ubi-Cicero: A location-aware, multi-device museum guide. *Interacting with Computers*, 21(4):288–303, 2009. Oxford University Press.

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### Pubblicazioni su atti di congressi internazionali

- [19] Federico Maria Cau, **Lucio Davide Spano**, and Nava Tintarev. Considerations for applying logical reasoning to explain neural network outputs. In Cataldo Musto, Daniele Magazzeni, Salvatore Ruggieri, and Giovanni Semeraro, editors, *Proceedings of the Italian Workshop on Explainable Artificial Intelligence co-located with 19th International Conference of the Italian Association for Artificial Intelligence, XAI.it@AIxIA 2020, Online Event, November 25-26, 2020*, volume 2742 of *CEUR Workshop Proceedings*, pages 96–103. CEUR-WS.org, 2020.
- [20] Luca Pitzalis, Gianmarco Cherchi, Riccardo Scateni, and **Lucio Davide Spano**. Working with volumetric meshes in a game engine: a unity prototype. In Silvia Biasotti, Ruggero Pintus, and Stefano Berretti, editors, *Italian Chapter Conference 2020 - Smart Tools and Apps in computer Graphics, STAG 2020, Virtual Event, Italy, November 12-13, 2020*, pages 57–62. Eurographics Association, 2020.
- [21] Francesca Bacci, Federico Maria Cau, and **Lucio Davide Spano**. Inspecting data using natural language queries. In Osvaldo Gervasi, Beniamino Murgante, Sanjay Misra, Chiara Garau, Ivan Blečić, David Taniar, Bernady O. Apduhan, Ana Maria A. C. Rocha, Eufemia Tarantino, Carmelo Maria Torre, and Yeliz Karaca, editors, *Computational Science and Its Applications - ICCSA 2020 - 20th International Conference, Cagliari, Italy, July 1-4, 2020, Proceedings, Part VI*, volume 12254 of *Lecture Notes in Computer Science*, pages 771–782. Springer, 2020.
- [22] Fabio Paternò, Nuria Oliver, Cristina Conati, **Lucio Davide Spano**, and Nava Tintarev, editors. *IUI '20: 25th International Conference on Intelligent User Interfaces, Cagliari, Italy, March 17-20, 2020*. ACM, 2020.
- [23] Federico Maria Cau, Mattia Samuel Mancosu, Fabrizio Mulas, Paolo Pilloni, and **Lucio Davide Spano**. An intelligent interface for supporting coaches in providing running feedback. In Luciano Gamberini, Fabio Pittarello, and Anna Spagnolli, editors, *Proceedings of the 13th Biannual Conference of the Italian SIGCHI Chapter: Designing*

*the next interaction, CHIItaly 2019, adova, Italy, September 23-25, 2019*, pages 6:1–6:5. ACM, 2019.

- [24] Alessandro Muntoni, **Lucio Davide Spano**, and Riccardo Scateni. Split and mill: User assisted height-field block decomposition for fabrication. In Marco Agus, Massimiliano Corsini, and Ruggero Pintus, editors, *Italian Chapter Conference 2019 - Smart Tools and Apps in computer Graphics, STAG 2019, Cagliari, Italy, November 14-15, 2019*, pages 61–70. Eurographics Association, 2019.
- [25] **Lucio Davide Spano**. Understanding each-other: Engineering challenges and opportunities for users and systems in the deep learning era. In Benjamin Weyers and Judy Bowen, editors, *Joint Proceedings HCI Engineering 2019 - Methods and Tools for Advanced Interactive Systems and Integration of Multiple Stakeholder Viewpoints co-located with 11th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2019), Valencia, Spain, June 18, 2019*, volume 2503 of *CEUR Workshop Proceedings*, pages 56–62. CEUR-WS.org, 2019.
- [26] Filippo Andrea Fanni, Martina Senis, Alessandro Tola, Fabio Murru, Marco Romoli, **Lucio Davide Spano**, Ivan Blečić, and Giuseppe Andrea Trunfio. PAC-PAC: end user development of immersive point and click games. In Alessio Malizia, Stefano Valtolina, Anders I. Mørch, Alan Serrano, and Andrew Stratton, editors, *End-User Development - 7th International Symposium, IS-EUD 2019, Hatfield, UK, July 10-12, 2019, Proceedings*, volume 11553 of *Lecture Notes in Computer Science*, pages 225–229. Springer, 2019.
- [27] Federico Maria Cau, Mattia Samuel Mancosu, Fabrizio Mulas, Paolo Pilloni, and **Lucio Davide Spano**. An interface for explaining the automatic classification of runners’ trainings. In *Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion, Marina del Ray, CA, USA, March 16-20, 2019*, pages 41–42. ACM, 2019.
- [28] Filippo Andrea Fanni, Angelo Mereu, Martina Senis, Alessandro Tola, **Lucio Davide Spano**, Fabio Murru, Marco Romoli, Ivan Blečić, and Giuseppe Andrea Trunfio. PAC-PAC: intelligent storytelling for point-and-click games on the web. In *Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion, Marina del Ray, CA, USA, March 16-20, 2019*, pages 45–46. ACM, 2019.
- [29] Alessandro Carcangiu and **Lucio Davide Spano**. Integrating declarative models and hmms for online gesture recognition. In *Proceedings of the 24th International Conference on Intelligent User Interfaces: Companion, Marina del Ray, CA, USA, March 16-20, 2019*, pages 87–88. ACM, 2019.
- [30] Vittoria Frau, Carlo Cuccu, and **Lucio Davide Spano**. MR<sup>2</sup>: a mixed reality interface for navigating medical records. In Mohamed Khamis, Salvatore Sorce, Jessica R. Cauchard, and Vito Gentile, editors, *Proceedings of the 8th ACM International Symposium on Pervasive Displays, PerDis 2019, Palermo, Italy, June 12-14, 2019*, pages 39:1–39:2. ACM, 2019.
- [31] Alessandro Carcangiu, **Lucio Davide Spano**, Giorgio Fumera, and Fabio Roli. Gesture modelling and recognition by integrating declarative models and pattern recognition algorithms. In *Image Analysis and Processing - ICIAP 2017 - 19th International Conference, Catania, Italy, September 11-15, 2017, Proceedings, Part I*, pages 84–95, 2017.

- [32] Maurizio Atzori, Ludovico Boratto, and **Lucio Davide Spano**. Towards chatbots as recommendation interfaces. In *Proceedings of the Second Workshop on Engineering Computer-Human Interaction in Recommender Systems co-located with the 9th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS 2017), Lisbon, Portugal, June 26, 2017.*, pages 26–31, 2017.
- [33] Fabio Marco Caputo, Pietro Prebianca, Alessandro Carcangiu, **Lucio Davide Spano**, and Andrea Giachetti. A 3 cent recognizer: Simple and effective retrieval and classification of mid-air gestures from single 3d traces. In *Smart Tools and Apps for Graphics - Eurographics Italian Chapter Conference, Catania, Italy, September 11-12, 2017.*, pages 9–15, 2017.
- [34] Marianna Saba, Fabio Sorrentino, Alessandro Muntoni, Sara Casti, Gianmarco Cherchi, Alessandro Carcangiu, Fabrizio Corda, Alessio Murru, **Lucio Davide Spano**, Riccardo Scateni, Iliara Vitali, Ovidio Salvetti, Massimo Magrini, Andrea Villa, Andrea Carboni, and Maria Antonietta Pascali. A seamless pipeline for the acquisition of the body shape: the virtuoso case study. In *Smart Tools and Apps for Graphics - Eurographics Italian Chapter Conference, Catania, Italy, September 11-12, 2017.*, pages 71–80, 2017.
- [35] Martina Senis, Giovanni Atzori, Fabio Sorrentino, **Lucio Davide Spano**, and Gianni Fenu. Smart furniture and technologies for supporting distributed learning groups. In *Proceedings of the 12th Biannual Conference on Italian SIGCHI Chapter, CHIItaly 2017, Cagliari, Italy, September 18 - 20, 2017*, pages 11:1–11:6, 2017.
- [36] Federico Cau, Alessandro Carcangiu, Fabio Sorrentino, and **Lucio Davide Spano**. Snair drum: A gesture interface for rhythm practice. In *Proceedings of the Doctoral Consortium, Posters and Demos at CHIItaly 2017 co-located with 12th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2017), Cagliari, Italy, September 18-20, 2017.*, pages 116–119, 2017.
- [37] Fabio Sorrentino, **Lucio Davide Spano**, Sara Casti, Alessandro Carcangiu, Fabrizio Corda, Gianmarco Cherchi, Alessio Murru, Alessandro Muntoni, Stefano Nuvoli, and Riccardo Scateni. Chip: Teaching coding in primary schools. In *Proceedings of the Doctoral Consortium, Posters and Demos at CHIItaly 2017 co-located with 12th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2017), Cagliari, Italy, September 18-20, 2017.*, pages 106–110, 2017.
- [38] Alessandro Carcangiu, Gianni Fenu, and **Lucio Davide Spano**. A design pattern for multimodal and multidevice user interfaces. In *Proceedings of the 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, EICS '16*, pages 177–182, New York, NY, USA, 2016. ACM.
- [39] Elena Tuveri, Luca Macis, Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Fitmersive Games: Fitness Gamification Through Immersive VR. In *Proceedings of the International Working Conference on Advanced Visual Interfaces, AVI '16*, pages 212–215, New York, NY, USA, 2016. ACM.
- [40] Andrea Giachetti, Fabio Marco Caputo, Alessandro Carcangiu, Riccardo Scateni, and **Lucio Davide Spano**. Shape retrieval and 3d gestural interaction. In *9th Eurographics Workshop on 3D Object Retrieval, 3DOR 2016, Lisbon, Portugal, May 8, 2016*, 2016.
- [41] Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Internet of t(eachi)ngs: Assessing children’s learning in the iot era. In *Proceedings of the First International*

*Workshop on Smart Ecosystems cReation by Visual dEsign co-located with the International Working Conference on Advanced Visual Interfaces (AVI 2016), Bari, Italy, June 07, 2016.*, pages 31–35, 2016.

- [42] **Lucio Davide Spano** and Gianni Fenu. Recommendation centre: inspecting and controlling recommendations with radial layouts. In *Proceedings of the Workshop on Engineering Computer-Human Interaction in Recommender Systems co-located with the eight ACM SIGCHI Symposium on Engineering Interactive Computing Systems, EnCHIReS@EICS 2016, Bruxelles, Belgium, June 21, 2016.*, pages 54–61, 2016.
- [43] Ludovico Boratto, **Lucio Davide Spano**, Salvatore Carta, and Gianni Fenu. Workshop on engineering human-computer interaction in recommender systems. In *Proceedings of the 8th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, EICS 2016, Brussels, Belgium, June 21-24, 2016*, pages 301–302, 2016.
- [44] Luca Balvis, Ludovico Boratto, Fabrizio Mulas, **Lucio Davide Spano**, Salvatore Carta, and Gianni Fenu. Keep the beat: Audio guidance for runner training. In *Human-Centered and Error-Resilient Systems Development - IFIP WG 13.2/13.5 Joint Working Conference 6th International Conference on Human-Centered Software Engineering, HCSE 2016, and 8th International Conference on Human Error, Safety, and System Development, HESSD 2016 Stockholm, Sweden, August 29-31, 2016, Proceedings*, pages 246–257, 2016.
- [45] Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Speaky notes learn languages with augmented reality. In *Interactive Mobile Communication Technologies and Learning (IMCL), 2015 International Conference on*, pages 146–150, Nov 2015.
- [46] Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Superavatar children and mobile tourist guides become friends using superpowered avatars. In *Interactive Mobile Communication Technologies and Learning (IMCL), 2015 International Conference on*, pages 222–226, Nov 2015.
- [47] Andrea Casu, **Lucio Davide Spano**, Fabio Sorrentino, and Riccardo Scateni. RiftArt: Bringing Masterpieces in the Classroom through Immersive Virtual Reality. In Andrea Giachetti, Silvia Biasotti, and Marco Tarini, editors, *Smart Tools and Apps for Graphics - Eurographics Italian Chapter Conference*. The Eurographics Association, 2015.
- [48] Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Interactive shops: How the customer can deal with them both from inside and outside. In *Proceedings of the 11th Biannual Conference on Italian SIGCHI Chapter, CHIItaly 2015*, pages 78–81. ACM, 2015.
- [49] Gianni Fenu and **Lucio Davide Spano**. Distributable interface design for web applications. In *Proceedings of the 17th International Conference on Human Computer Interaction*, volume 9189 of *LNCS*, pages 25–35. Springer, 2015.
- [50] Marianna Saba, Riccardo Scateni, Fabio Sorrentino, **Lucio Davide Spano**, Sara Colantonio, Daniela Giorgi, Massimo Magrini, Ovidio Salvetti, Novella Buonaccorsi, and Ilaria Vitali. Smart Mirror where I Stand, who is the Leanest in the Sand? In *Proceedings of the 17th International Conference on Human Computer Interaction*, volume 9189 of *LNCS*, pages 25–35. Springer, 2015.

- [51] Daniele Massa and **Lucio Davide Spano**. FaceMashup: Enabling End User Development on Social Networks Data. In *Proceedings of the Fifth International Symposium on End User Development*, volume 9083 of *LNCS*, pages 204–210. Springer, 2015.
- [52] Stefano Fibbi, **Lucio Davide Spano**, Fabio Sorrentino, and Riccardo Scateni. WoBo: Multisensorial Travels Through Oculus Rift. In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems*, CHI 2015, pages 299–302, New York, NY, USA, 2015. ACM.
- [53] Paolo Pilloni, **Lucio Davide Spano**, Fabrizio Mulas, Gianni Fenu, and Salvatore Carta. Experiences from a Long Run with a Virtual Personal Trainer. In *Proceedings of the 16th International Conference on Human Computer Interaction*, volume 8516 of *LNCS*, pages 601–612. Springer, 2014.
- [54] Sara Casti, Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Click and Share: A Face Recognition Tool for the Mobile Community. In *Proceedings of the 2014 IEEE International Conference on Image Processing*, ICIP 2014. IEEE, 2014.
- [55] Gianni Fenu, Gianfranco Fadda, and **Lucio Davide Spano**. Predicting the impact of advertisements on web pages aesthetic impressions. In *Proceedings of the 9th International Conference on Knowledge, Information and Creativity Support Systems*, KICSS 2014. Springer, 2014.
- [56] **Lucio Davide Spano** and Gianni Fenu. IceTT: A Responsive Visualization for Task Models. In *Proceedings of the 2014 ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, EICS 2014, pages 197–200. ACM, 2014.
- [57] Marco Manca, Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. Considering Task Pre-conditions in Model-based User Interface Design and Generation. In *Proceedings of the 2014 ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, EICS 2014, pages 149–154. ACM, 2014.
- [58] **Lucio Davide Spano**, Fabio Paternò, and Gianni Fenu. A Gestural Concrete User Interface in MARIA. In *Proceedings of the 2014 ACM SIGCHI Symposium on Engineering Interactive Computing Systems*, EICS '14, pages 179–184. ACM, 2014.
- [59] **Lucio Davide Spano**. Defining CARE Properties Through Temporal Input Models. In *Proceedings of the First Workshop on Engineering Gestures for Multimodal Interfaces*, EICS 2014, volume 1190 of *CEUR workshop proceedings*, pages 35–41. CEUR-WS.org, 2014.
- [60] Elena Tuveri, Samuel A. Iacolina, Fabio Sorrentino, **Lucio Davide Spano**, and Riccardo Scateni. Controlling a planetarium software with a Kinect or in a multi-touch table: a comparison. In *Proceedings of the Biannual Conference of the Italian Chapter of SIGCHI*, CHIItaly 2013, pages 6:1–6:4. ACM, 2013.
- [61] Gianni Fenu and **Lucio Davide Spano**. Circlebook: Visual display of friend proximity. In *Proceedings of the 10th International Conference on Mobile Web Information Systems*, volume 8093 of *LNCS*, pages 129–142. Springer, 2013.
- [62] Marco Manca, Fabio Paternò, Carmen Santoro, and **Lucio Davide Spano**. Generation of Multi-Device Adaptive MultiModal Web Applications. In *Proceedings of the 10th International Conference on Mobile Web Information Systems*, volume 8093 of *LNCS*, pages 218–232. Springer, 2013.



- [63] **Lucio Davide Spano**, Antonio Cisternino, Fabio Paternò, and Gianni Fenu. GestIT: a declarative and compositional framework for multiplatform gesture definition. In *Proceedings of the 5th ACM SIGCHI symposium on Engineering interactive computing systems*, EICS 2013, pages 187–196. ACM, 2013.
- [64] **Lucio Davide Spano**. Developing Touchless Interfaces with GestIT. In *Proceedings of the 2nd International Joint Conference on Ambient Intelligence*, volume 7683, pages 433–438. Springer, 2012.
- [65] Sara Bongartz, Yucheng Jin, Fabio Paternò, Joerg Rett, Carmen Santoro, and **Lucio Davide Spano**. Adaptive user interfaces for smart environments with the support of model-based languages. In *Ambient Intelligence*, volume 7683 of *LNCS*, pages 33–48. Springer, 2012.
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