

Ombretta Gaggi

Curriculum Vitae



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PERSONAL DATA

- Born in Castelfranco Veneto (TV), October 10th, 1975.
- Resident in Mogliano Veneto (TV), via San Marco 61-1.
- Fiscal Code: GGGMRT75R50CMMK.
- Nationality: Italian.

CURRENT POSITION

Assistant professor at Department of Mathematics “Tullio Levi-Civita”, University of Padua, Italy.

On 5th December 2017, Ombretta Gaggi obtained the national qualification for the role of half professor in the sector 01 / B1 - Computer Science (expiration date: December 5th, 2023).

EDUCATION

- 2000 – 2003 **PHD in Computer Science**
Thesis: “Synchronized Hypermedia Documents: a Model and its Applications”
Consortium between Universities of Bologna, Padua and Venice
- 1994–1998 **Master Degree in Computer Science**
CUM LAUDE
Thesis: “Un modello di sincronizzazione per le presentazioni multimediali su World Wide Web”
University Ca’ Foscari of Venice
- 1989 – 1994 **High School Diploma**
GRADE 60/60
Liceo Scientifico “G. Berto” in Mogliano Veneto (TV)

MAIN RESEARCH INTERESTS

At the beginning of my career, my research interests included hypermedia documents and applications, context-aware documents in distributed environments, and modeling of hypermedia documents.

Then, my research interests moved to smartphone applications. In particular, I studied frameworks for cross-platform development available on the market and what are the criteria for the choice of the correct framework for the development of an application. Moreover, I studied how the use of a particular framework affects the performance of the deployed application in terms of energy consumption, that varies depending on the operating system for which the application is compiled.

I also studied, in collaboration with doctors and psychologists, the use of touch interfaces and the serious game paradigm to improve the diagnosis and rehabilitation process and to reduce the phenomenon of *drop-out-from-therapy*. My research has produced *PlaywithEyes*, a serious game that allows the visual acuity screening of preschool children (we are currently investigating the sale possibility of this tool), *ClimbtheWorld*, a game for encouraging teenagers to do physical activity, in particular by choosing stairs instead of elevators (join with Dr. Fabio Aiolli, this game contains a system able to count stair steps in real time, a result never achieved before), a set of games for the early identification of dyslexia (join with Prof. Andrea Facoetti) and a system for the assessment and rehabilitation of children affected by Cerebral Visual Impairment (join with Prof. Laura Nota, Dr. Luisa Pinello and Dr. Teresa Maria Sgaramella).

At the time of writing, I am studying, with Prof. Sara Mondini, how the use of artificial intelligence technologies, integrated into mobile applications, can help psychologists to obtain a more objective evaluation during interviews with patients affected by diseases such as Parkinson’s, dementia or Alzheimer. Furthermore, in collaboration with prof. Claudio Palazzi, I’m studying the use of wearable systems for crowdsourcing.

ACTIVE COLLABORATIONS

- prof. Sara Mondini, Department of General Psychology, University of Padua,
- Dr. Massimo Nucci, Department of General Psychology, University of Padua,
- prof. Laura Nota, Delegate for Inclusion and Disability, University of Padua,

PAST COLLABORATIONS

- prof. Katarzina Wac, University of Geneva,
- prof. Maria Luisa Sapino, University of Turin,
- prof. Augusto Celentano, University of Venice,
- prof. Annalisa Bossi, University of Venice,
- Dr. Fabio Aiolli, Department of Mathematics “Tullio Levi-Civita”, University of Padua,

- Dr. Teresa Maria Sgaramella, Department of Philosophy, Sociology, Education and Applied Psychology, University of Padua,
- Dr. Luisa Pinello, Senior Scientist, University of Padua,
- prof. Claudio Enrico Palazzi, Department of Mathematics “Tullio Levi-Civita”, University of Padua.
- prof. Andrea Facchetti, Department of General Psychology, University of Padua.

RESEARCH ACTIVITIES

Research Projects and Agreements

Ombretta Gaggi was **principal investigators** of the following research projects and agreements:

- 2011–2012 **Confindustria Padova e NEI S.p.A.**, “Social Network con4you”, (financed with 13.000 euro)
- 2014 **PrimoRound s.r.l.**, “Sperimentazione test e focus group sul progetto SMART SCHOOL PRIMO ROUND, completamento prototipo EDITOR PRIMO ROUND”, (financed with 14.000 euro)
- 2013–2016 University Research Project (PRAT), “New tools for the assessment and rehabilitation of visual, cognitive and socio-cognitive skills in preschool children affected by Cerebral Visual Impairment”, (financed with 27.918,35 euro)
- 2000 Winner of the research assets for young researcher (**MIUR**) at Computer Science Department of University Ca’ Foscari of Venice entitled “Protocolli per la diffusione di documenti multimediali distribuiti su reti Internet”
- 1999 Winner of the research assets for young researcher (**MIUR**) at Computer Science Department of University Ca’ Foscari of Venice entitled “Modelli di sincronizzazione per sistemi multimediali distribuiti”

Moreover, she participated to the research activities related to the following projects:

- 2011–2013 **MIUR/PRIN**, “ALTER-NET: Altruismo da una Rete di Risorse” (Principal Investigator: prof. C. E. Palazzi)
- 2011–2013 University Research Project (PRAT), “Accessibilità e Inclusione attraverso Tecnologia Web Squared” (Principal Investigator: prof. C. E. Palazzi)

AWARDS

Finalist of the **Best Paper Award** with the paper “Evaluating impact of cross-platform frameworks in energy consumption of mobile applications” by M. Ciman, O. Gaggi, in proceedings of the 10th International Conference on *Web Information Systems and Technologies (WEBIST14)*, pages 423-431, Barcelona, Spain, April 2014.

Winner of the **Best Paper Award** with the paper “From a physical system to a pervasive solution to increase people physical activity: is it possible?” by M. Ciman, O. Gaggi, in proceedings of the *IEEE Conference on Multimedia and Expo (ICME 2013) - 9th International Workshop on Networking Issues in Multimedia Entertainment (NIME 2013)*, pages 1-6, San José, California, USA, July 2013.

RESPONSIBILITIES RELATED TO PHD PROGRAMS

- 2017 – today **Co-supervisor** of Giacomo Quadrio (Supervisor: prof. Claudio Palazzi, PHD in Brain Mind and Computer Science)
- 2016 – today **Co-supervisor** of Sonia Montemurro (Supervisor: prof. Sara Mondini, PHD in Brain Mind and Computer Science).
- 2014 – today **Member** of the committee of the PHD program in Brain Mind and Computer Science.
- 2013 – 2015 **Supervisor** of Matteo Ciman, PHD in Computer Science, University of Padua. Matteo Ciman defeated his thesis entitled “Smartphone as ubiquitous devices for behavior analysis and better lifestyle promotion” in March 2016 and then was PostDoc at University of Geneva, *Quality of Life* group, under the supervision of prof. Katarzyna Wac.
- 2012 – 2017 **Member** of the committee of the PHD program in Computer Science.
- March 2009 **Member of the defense commission** of the PHD program in “Economics”, curriculum “Culture and Business” at University of Turin for the candidate Alberto Messina.

ORGANIZATION OF CONFERENCES

Ombretta Gaggi was member of the **Steering Committee** of the *International Conference on Smart Objects and Technologies for Social Good, (Goodtechs)* in 2015, 2016 and 2017. Moreover she was General Co-Chairs in 2015 and 2016 and she was Technical Program Committee Chair in 2017 and 2018. In 2017 and 2018 she was co-chair of the special session on *Serious Games to Improve Quality of Life*. Since 2018 she is **co-chair** of the Steering Committee of the same conference.

Ombretta Gaggi was scientific secretary of *AVI 2006, Advanced Visual Interfaces*.

TECHNICAL PROGRAM COMMITTEE AND REVISION ACTIVITY

Ombretta Gaggi was member of the technical program committees of several international conferences. Among others:

- *ACM Conference on Multimedia 2008*,
- *SAC (from 2006 to 2015) – Symposium on Applied Computing, Multimedia & Visualization track*,

- *WEBIST* – International Conference on Web Information Systems and Technologies (from 2011 to 2018),
- *DMS (2009–2018)* – International Conference on Distributed Multimedia Systems,
- *AMDIT 2008* – International Workshop on Ambient Media Delivery and Interactive Television,
- *AIMS 2007* – workshop on Ambient Intelligence, Media, and Sensing,
- *MIS (2005 e 2004)* – Workshop on Multimedia Information Systems,
- *MDIC* – Multimedia Database and Image Communication 2004.

Ombretta Gaggi is serving as **reviewer** for the most relevant journals of the area (i. e., *Pervasive and Mobile Computing*, *Expert Systems with Applications*, *TKDE – Transactions on Knowledge and Data Engineering*, *IJSEKE – International Journal on Software Engineering and Knowledge Engineering*, *Multimedia Tools and Applications*, *ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCAP)*, *Expert System Journal* and *Mobile Networks and Applications Journal*) and conferences (among others *ACM Conference on Multimedia*, *SAC – Symposium on Applied Computing*, *IEEE International Conference on Multimedia & Expo*, *AVI – Advanced Visual Interfaces*, *SOFSEM – Current Trends in Theory and Practice of Computer Science*), *Denvect 2012*, *Formats 2013*, *VL/HCC – IEEE Symposium on Visual Languages and Human-Centric Computing* and *CILC – Convegno italiano di logica computazionale*.

Ombretta Gaggi was **Guest Editor** of the Special Issue on Smart Objects and Technologies for Social Good of Springer Mobile Networks and Applications (ISSN: 1383-469X).

Ombretta Gaggi is **Special Issue Editor** of EAI Transaction on Internet of Thing (ISSN: 2414-1399) and **Editor in chief** of EAI Transactions on Serious Games (ISSN 2034-8800).

INSTITUTIONAL ACTIVITIES

Committee

January 2014 – today	Chair of the committee “Communication and Web” of the Department of Mathematics “Tullio Levi-Civita” of the University of Padua
December 2012 – today	Member of the committee “New Technologies for Didactics” of the Department of Mathematics “Tullio Levi-Civita” of the University of Padua
October 2016 – today	Member of the scientific committee of the “General Course - Human Rights and Inclusion” of the University of Padua
2012 – today	Representative of the Department of Mathematics at the University Center for Disability and Inclusion of University of Padua
2016 – today	Ombretta Gaggi is actively involved in the group of the University of Padua for accessibility of the web site and the on line services of the University of Padua, established by prof. Laura Nota
2018	Member of the Department Committee for research projects and postdoc position

Web Sites

Ombretta Gaggi was developed the web sites of the degrees in Computer Science and Mathematics of the University of Padua. Since 2009, she is involved in the update process of the web site of the degrees in Computer Science.

Third Mission

2018	Testimonial for the degree in Computer Science of the University of Padua at the IBM event NERD , “Non è roba da donne” (It is not suitable for women)
2013, 2015, 2017	chair of the organization of the activities for the “ Research Night ” of the Department of Mathematics “Tullio Levi-Civita” of the University of Padua
2016	lesson for the high school students during the event KidsUniversity of the University of Padua
2006 – today	involved in the orienteering activities of the University of Padua at Agripolis
2010	testimonial for the project “Informatica sarà Lei” (Computer Science, she will) of Veneto Region, in collaboration with University Ca’Foscari of Venice

TEACHING

- *Tecnologie Web* (3 credits) at Computer Science BC degree of the University of Padua, A.Y. 2017–2018.
- *Mobile Programming e Multimedia* (6 credits) at Computer Science MS degree of the University of Padua, A.Y. 2017–2018.
- *General Course in Diritti Umani e Inclusione* at University of Padua, A.Y. 2016–2017 e 2017–2018.
- *Tecnologie Web* (9 credits) at Computer Science BC degree of the University of Padua, from A.Y. dall’A.A. 2008–2009 to A.A. 2016–2017.

- *Sistemi Multimediali* (6 credits) at Computer Science MS degree of the University of Padua, A.Y. 2014–2015.
- *Sistemi Ipermediali* (6 credits) at Computer Science MS degree of the University of Padua, A.Y. 2013–2014, 2012–2013, 2011–2012, 2009–2010, 2007-2-008, 2006–2007.
- *Informatica Pediatrica* (1 credit) at Medical Science MS degree of the University of Padua, A.Y. 2012–2013.
- *Programmazione 1* (basic programming skills using C++) at Computer Science BC degree of the University of Padua, A.Y. 2007–2008, 2006–2007.
- *Basi di Dati 2* at Computer Science BC degree of the University of Padua, A.Y. negli A.A. 2006–2007, 2005–2006.
- *Informatica Applicata A* at Statistics and Computer Science for enterprise management BC degree of the University Ca' Foscari of Venice, A. Y. 2004–05, 2005–06.
- *Sistemi Ipermediali* at Computer Science BC degree of the University Ca' Foscari of Venice, A. Y. 2003–04, 2004–05.
- *Sistemi Ipermediali e scrittura del testo* at “Corso per Tecnico Superiore per la comunicazione e il multimedia”, I.F.T.S. project of Veneto region.
- Ombretta Gaggi has held some lessons in the courses *Sistemi Multimediali*, *Sistemi Ipermediali* and *Sistemi Operativi A* at the BC and MS Computer Science degrees of University Ca' Foscari of Venice, during the academic years 2002–2003, 2001–2002.

Ombretta Gaggi has always reported very positive evaluations from her students.

Other teaching activities

As a further teaching commitment, Ombretta Gaggi has followed as tutor during the activity of internships more than one hundred students of the BC Degree in Computer Science at the University of Padua. She was the supervisor of MS thesis of more than twenty students of the University of Padua and co-tutor of the MS thesis in Computer Science at the University Ca' Foscari of Venice. From 2001 to 2005, she was the supervisor of the BC thesis Computer Science at the University Ca' Foscari of Venice of several students. She helped to organize the orienteering activities organized by the University of Padua, also with a lecture entitled “World (Wild?) Wide Web” for students of the fourth year of the high school.

OTHER WORKING POSITIONS

2003–2005	PostDoc at Computer Science Department of University Ca' Foscari of Venice
1999–2004	Research Collaborator for the projects financed by University Ca' Foscari of Venice (ex 60%), principal investigator prof. Augusto Celentano
January–February 2003	Collaboration with Computer Science Department of University Ca' Foscari of Venice for developing prototyping tools for multimedia presentations
January–February 2000	Collaboration with Scientific and Technological Department of University of Verona for studying multimedia data management systems on the World Wide Web, with particular attention to the management of continuous media, described using XML languages
June–December 1999	Collaboration with Computer Science Department of University Ca' Foscari of Venice for the installation and configuration of a server for distance learning
October 2000	professional activity at FormaFuturo s.r.l. for the installation of a distance learning system
January – May 1999	professional activity in design and development of information systems at Previnet S.p.A.

PUBLICATIONS

Journal Papers

- [1] M. Ciman, O. Gaggi, T. M. Sgaramella, L. Nota, M. Bortoluzzi, L. Pinello. Serious games to support cognitive development in children with Cerebral Visual Impairment. *Springer Mobile Networks and Applications (MONET)*, June 2018, DOI: 10.1007/s11036-018-1066-3.
- [2] A. Bujari, O. Gaggi, C. E. Palazzi, D. Ronzani. Would Current Ad Hoc Routing Protocols be Adequate for the Internet of Vehicles? A Comparative Study. *IEEE Internet of Things Journal*, March 2018, DOI: 10.1109/JIOT.2018.2812727.
- [3] A. Bujari, M. Ciman, O. Gaggi, C.E. Palazzi. Using Gamification to Discover Cultural Heritage Locations from Geo-tagged Photos. *Personal and Ubiquitous Computing Journal, Issue on Cultural Heritage and New Technologies: Trends and Challenges*, 21(2), pages 235-252, April 2017. [IF: 2.395].
- [4] O. Gaggi, C. E. Palazzi, M. Ciman, G. Galiazzo, S. Franceschini, M. Ruffino, S. Gori, A. Facoetti. Serious Games for Early Identification of Developmental Dyslexia. *ACM Computers in Entertainment*, 15(2), Article 4, April 2017.

- [5] M. Ciman, O. Gaggi. An Empirical Analysis of Energy Consumption of Cross-platform Frameworks for Mobile Development. *Pervasive and Mobile Computing Journal*, Volume 39, pages 214-230, August 2017. [IF: 2.349]
- [6] M. Ciman, M. Donini, O. Gaggi, F. Aiolfi. Stairstep Recognition and Counting in a Serious Game for Increasing Users' Physical Activity. *Personal and Ubiquitous Computing*, Springer, 20(6), pages 1015-1033, September, 2016. [IF: 2.395]
- [7] O. Gaggi, M. Ciman. The use of games to help children eyes testing. *Multimedia Tools and Applications*, Springer Netherlands, 75(6), pages 3453 - 3478, March 2016. [IF: 1.530]
- [8] O. Gaggi, A. Bossi. Analysis and Verification of SMIL Documents. *Multimedia Systems*, vol. 17, n. 6, pages 487-506, November 2011.
- [9] P. Bertolotti, O. Gaggi. A Study on Multimedia Documents Behavior: a Notion of Equivalence. *Multimedia Tools and Applications*, Kluwer Publ. ED., 33(3), 301-324, June 2007.
- [10] O. Gaggi, A. Celentano. A Laboratory for Prototyping and Testing Multimedia Presentations. *International Journal of Software Engineering and Knowledge Engineering*, 16(4), 615- 642, 2006.
- [11] A. Celentano, O. Gaggi. Context-Aware Design of Adaptable Multimodal Documents. *Multimedia Tools and Applications*, Kluwer Publ. ED., 29(1), pp. 8-27, 2006.
- [12] O. Gaggi, A. Celentano. Modelling Synchronized Hypermedia Presentations. *Multimedia Tools and Applications*, Kluwer Publ. ED., n. 27, 53-78, 2005.
- [13] A. Celentano, O. Gaggi, and M.L. Sapino. Retrieval in Multimedia Presentations. *Multimedia Systems*, ACM/Springer-Verlag, 10(1):72-82, 2004.
- [14] A. Celentano, O. Gaggi. Template-Based Generation of Multimedia Presentations. *International Journal of Software Engineering and Knowledge Engineering*, 13(4):419-445, 2003.

Book Chapters

- [15] M. Ciman, O. Gaggi. Measuring Energy Consumption of Cross-Platform Frameworks for Mobile Applications. *Web Information Systems and Technologies*, Springer, ISBN: 978-3-319-27030-2, pages 331-346, 2015.
- [16] O. Gaggi. Interactivity In Multimedia Documents And Systems. *Encyclopedia of Multimedia*, 2nd ed., Furht Borko (Ed.) Springer, ISBN: 978-0-387-74724-8, 2008.

Conference Papers

- [17] M. Ciman, O. Gaggi, T. M. Sgaramella, L. Nota, M. Bortoluzzi. Games, assessment and rehabilitation: when serious games support cognitive development in children with Cerebral Visual Impairment. *Proceedings of the EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS 2017)*, November 2017, Pisa, Italy.
- [18] N. Favaro, O. Gaggi, I. Gatto, C. Leorin, M. Simoni. Euphoni: a system to support speech therapy. *To appear in Proceedings of the 1st Workshop on Games-Human Interaction*, Cagliari, Italy, September 2017.
- [19] M. Begolo, S. Valle, M. Zanella, A. Bujari, O. Gaggi, C. E. Palazzi. Implementation and Evaluation of a Multiplayer Pong Game. *To appear in Proceedings of the 1st Workshop on Games-Human Interaction*, Cagliari, Italy, September 2017.
- [20] Ombretta Gaggi, Teresa Maria Sgaramella, Laura Nota, Margherita Bortoluzzi, Sara Santilli. Serious Games system for the analysis and the development of visual skills in Children with CVI. *Proceedings of the EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS 2016)*, pages 155-165, November 2016, Venice, Italy.
- [21] Ombretta Gaggi, Teresa Maria Sgaramella, Laura Nota, Margherita Bortoluzzi, Sara Santilli. Serious Games system for the analysis and the development of visual skills in Children with CVI. *Proceedings of the EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS 2016)*, pages 155-165, November 2016, Venice, Italy.
- [22] M. Ciman, O. Gaggi. Exploiting users natural competitiveness to promote physical activity. *Proceedings of the EAI International Conference on Games fOr WELL-being*, pages 75-83, June 2016, Budapest, Hungary.
- [23] A. Bujari, M. Ciman, O. Gaggi, C. E. Palazzi. Can a Game improve People's Lives? The case of Serious Games? *Proceedings of the EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS 2015)*, pages 270-275, October 2015, Rome, Italy.
- [24] A. Bujari, M. Ciman, O. Gaggi, G. Marfia, C. E. Palazzi. PathS: Enhancing Geographical Maps with Environmental Sensed Data". *Proceedings of the 2015 Workshop on Pervasive Wireless Healthcare (MobileHealth'15)*, Hangzhou, China, June 2015.

- [25] M. Ciman, Y. Formaggio, O. Gaggi, M. Regazzo. May SmartPhones Help to maintain Audience Attention during Presentations?. *Proceedings of the 11th International Conference on Web Information Systems and Technologies (WEBIST 2015)*, Lisbon, Portugal, May 2015.
- [26] M. Ciman, K. Wac, O. Gaggi. iSenseStress: Assessing stress through human-smartphone interaction analysis. *Proceedings of the 9th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth 2015)*, Istanbul, Turkey, May 2015.
- [27] F. Aiolfi, M. Ciman, M. Donini, O. Gaggi. ClimbTheWorld: Real-time stairstep counting to increase physical activity. *Proceedings of the 11th International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services (MobiQuitous 14)*, pages 218-227, London, Great Britain, December 2014.
- [28] F. Aiolfi, M. Ciman, M. Donini, O. Gaggi. A Serious Game to Persuade People to Use Stairs. *Proceedings of the 9th International Conference on Persuasive Technology (Persuasive 2014)*, pages 11-13, Padova, Italy, May 2014.
- [29] M. Ciman, O. Gaggi. Evaluating impact of cross-platform frameworks in energy consumption of mobile applications. *Proceedings of the 10th International Conference on Web Information Systems and Technologies (WEBIST14)*, pages 423-431, Barcelona, Spain, April 2014. [Best Paper Candidate]
- [30] O. Gaggi, M. Regazzo. Tactive, a Framework for Cross Platform Development of Tabletop Applications. *Proceedings of the 10th International Conference on Web Information Systems and Technologies (WEBIST14)*, pages 91-98, Barcelona, Spain, April 2014.
- [31] M. Ciman, O. Gaggi, N. Gonzo. Cross-Platform Mobile Development: A Study on Apps with Animations. *Proceedings of the ACM Symposium on Applied Computing (SAC2014)*, pages 757-759, Gyeongju, South Korea, May 2014.
- [32] A. Facchetti, S. Franceschini, O. Gaggi, G. Galiuzzo, S. Gori, C. E. Palazzi, M. Ruffino. Multiplatform Games for Dyslexia Identification in Preschoolers. *Proceedings of 11th IEEE Consumer Communications & Networking Conference (CCNC 2014)*, pages 1152-1153, Las Vegas, NV, USA, Jan 2014.
- [33] O. Gaggi, M. Regazzo. An environment for fast development of tabletop applications. *Proceedings of the 2013 ACM international conference on Interactive tabletops and surfaces (ITS13)*, pages 413-416, St. Andrews, Scotland, United Kingdom, October 2013.
- [34] M. Ciman, O. Gaggi. From a physical system to a pervasive solution to increase people physical activity:is it possible?. *Proceedings of IEEE International Conference on Multimedia and Expo (ICME 2013) - 9th International Workshop on Networking Issues in Multimedia Entertainment (NIME 2013)*, pages 1-6, San José, California, USA, July 2013. [Best Paper Award]
- [35] M. Ciman, O. Gaggi, L. Nota L. Pinello, N. Riparelli, T. M. Sgaramella. HelpMe!: a Serious Game for Rehabilitation of Children affected by CVI. *Proceedings of the International conference on Web Systems and Technologies (WEBIST2013)*, pages 257-262, Aachen, Germany, May, 2013.
- [36] O. Gaggi. Discovering Local Attractions from Geo-Tagged Photos. *ACM Symposium on Applied Computing (SAC2013)*, pages 1374-1379, Coimbra, Portugal, 2013.
- [37] O. Gaggi, G. Galiuzzo, C. E. Palazzi, A. Facchetti, A. Franceschini. A Serious Game for Predicting the Risk of Developmental Dyslexia in Pre-readers Children. *21st International Conference on Computer Communications and Networks (ICCCN)*, pp. 1-5, Munich, Germany, July 30 2012- August 2 2012.
- [38] O. Gaggi, N. Moretti, C. E. Palazzi. Ubiquitous Social Cams. *21st International Conference on Computer Communications and Networks (ICCCN)*, pp. 1-5, Munich, Germany, July 30 2012- August 2 2012.
- [39] O. Gaggi. Enhancing Photoware in the Social Networks Environment. *Proceedings of the International Conference on Signal Processing and Multimedia Applications, SIGMAP 2012*, pages 35-39, Rome, Italy, 24-27 July, 2012.
- [40] A. De Bortoli, O. Gaggi. PlayWithEyes: a new way to test children eyes. *Proceedings of the IEEE International Conference on Serious Games and Applications for Health, SeGAH 2011*, pages 190-193, Braga, Portugal, November, 2011.
- [41] O. Gaggi, L. Danese. A SMIL player for any web browser. *Proceedings of International Conference on Distributed Multimedia Systems, DMS 2011*, pages 114-119, Firenze, Italy, August, 2011.
- [42] M. Ciman, O. Gaggi, M. Sbrignadello. Toward the creation of a Green Content Management System. *International conference on Web Systems and Technologies (WEBIST2011)*, pp. 408-411, Noordwijkerhout, The Netherlands, May, 2011.
- [43] O. Gaggi, F. Ghidoni. SMILINGPHOTOS: bridging the gap between digital photo albums and printed photo books. *International conference on Web Systems and Technologies (WEBIST2010)*, pp. 113 - 118, Valencia, Spain, April, 2010.
- [44] A. Bossi, O. Gaggi. Enriching SMIL with assertions for temporal validation. *ACM international conference on Multimedia (MM2007)*, pp. 107 - 116, Augsburg, Germany, September 2007.
- [45] P. Bertolotti, O. Gaggi, M. L. Sapino. Dynamic Context Adaptation in Multimedia Documents. *ACM Symposium on Applied Computing (SAC2006)*, pp. 1374-1379, Dijon, France, 2006.

- [46] P. Bertolotti, O. Gaggi, M.L. Sapino. A State-Transition Model for Distributed Multimedia Documents. In *International Conference on Distributed Multimedia Systems (DMS 2004)*, pp. 86–92, San Francisco, USA, September 2004.
- [47] P. Bertolotti and O. Gaggi. A Notion of Equivalence for Multimedia Documents. In *Workshop on Multimedia Information Systems (MIS 2004)*, pp. 96–104, Washington DC, USA, August 2004.
- [48] A. Celentano, O. Gaggi. A Context-aware Framework for Multimodal Document Databases. In Abate et al Ed., *Third international workshop on Multimedia Databases and Image Communication*, Series on Software Engineering and Knowledge Engineering, vol. 17, pp.1–12, Salerno, Italia, giugno 2004.
- [49] P. Bertolotti, O. Gaggi, M.L. Sapino, and V.S. Alagar. A Compositional Approach to Multimedia Documents Dynamics. In *Workshop on Multimedia Information Systems (MIS 2003)*, pp. 1–12, Ischia, Italia, maggio 2003.
- [50] O. Gaggi and A. Celentano. A Visual Authoring Environment for Multimedia Presentations on the World Wide Web. In *IEEE International Symposium on Multimedia Software Engineering (MSE2002)*, pages 206–213, Newport Beach, California, December 2002.
- [51] A. Celentano, O. Gaggi, M.L. Sapino. Retrieving Consistent Multimedia Presentation Fragments. In *Workshop on Multimedia Information Systems (MIS 2002)*, pp. 146–154, Tempe, Arizona, USA, novembre 2002.
- [52] A. Celentano, O. Gaggi. Schema Modelling for Automatic Generation of Multimedia Presentations. In *Fourteenth International Conference on Software Engineering and Knowledge Engineering (SEKE2002)*, pp. 593–600, Ischia, Italia, luglio 2002.
- [53] A. Celentano, O. Gaggi. Multimedia reporting: building multimedia presentations with query answers. In *Workshop on Multimedia Information Systems (MIS 2001)*, pp. 61–71, Capri, Italia, novembre 2001.
- [54] A. Celentano, O. Gaggi. Querying and Browsing Multimedia Presentations. In M.Tucci, editor, *Second international workshop on Multimedia Databases and Image Communication*, Springer Verlag LNCS n. 2184, pp. 105–116, Amalfi, Italia, September 2001.
- [55] A. Celentano, O. Gaggi. Authoring and Navigating Hypermedia Documents on the WWW. In *IEEE International Conference on Multimedia and Expo (ICME 2001)*, pp. 988–991, Tokyo, Japan, August 2001.
- [56] A. Celentano, O. Gaggi. A Synchronization Model for Hypermedia Document Navigation. In *ACM Symposium on Applied Computing (SAC2000)*, pp. 585–591, Como, Italia, March 2000.

PHD Thesis

- [57] O. Gaggi. Synchronized Hypermedia Documents: a Model and its Applications. Technical Report 2003-05, Department of CS, University of Bologna, April 2003. PHD Thesis.

I hereby confirm that the information provided herein is accurate, correct and complete pursuant to art. 46 and 47 of the D.P.R. 445/2000 of the Italian law their subsequent additions and modifications.

Padua, June 20th, 2018