



Matteo Ciman

Curriculum Vitae

Current Position

Currently, I am a PostDoctoral Researcher at the Quality of Life group of the Center Universitaire d'Informatique, Institute of Services Science, University of Geneva, Switzerland.

Personal Information

I was born in April 8, 1988, in Arzignano, Italy. Now I live in Geneva, Switzerland.

Education

- 2002–2007 **Certificate of Education**, *Liceo Scientifico "G.B. Quadri"*, Vicenza, Italy.
- 2007–2010 **BSc Computer Science**, *Department of Mathematics, University of Padua*, Italy.
Final Degree 110/110
- 2010–2012 **MSc Computer Science**, *Department of Mathematics, University of Padua*, Italy,
Artificial Intelligence Curriculum.
Final Degree: 110/110 summa cum laude
- 2012–2015 **PhD in Computer Science**, *Department of Mathematics, University of Padua*,
Italy, Supervisor: Ombretta Gaggi.
- Jan. 2016 – **Assistant Researcher**, *University of Geneva*, Switzerland.
Mar. 2016
- Apr. 2016 – **PostDoc Researcher**, *University of Geneva*, Switzerland, Supervisor: Prof.
Present Katarzyna Wac.

Background Knowledge

I graduated in Computer Science at the University of Padua, Italy, where studies focused on different aspect of Math and Informatics. I studied for example Numerical Analysis, Statistics, Logic for the Math side of my curriculum, while for the Computer Science I started from C++ basis to Java, with other exams on Operating Systems or Networks. My Master Degree I focused my attention on the Artificial Intelligence curriculum, working on Machine Learning, Artificial Intelligence, Mobile and Multimedia systems and Wireless Networks. Finally, during my PhD I brought my attention on Pervasive and Ubiquitous Computing, with a particular focus on how these technologies can

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help people in improving their life. I firstly focused my attention how and in which measure mobile devices, and in particular smartphones, can be used to understand individuals' behavior and how to help them in changing their behavior, analyzing even how technology limitations due to the smartphone market fragmentation can be overtaken.

Visiting

- Sep. 2014 - Visiting Scholar (*Boursiers d'Excellence*) at the Quality of Life Group, Institute of Services Science, University of Geneva (Switzerland) under the supervision of Prof. Katarzyna Wac (Financial Support COST Action IC1303).
Feb. 2015

Publications

- J4** M. Ciman, M. Donini, O. Gaggi, F. Aioli, "Stairstep Recognition and Counting in a Serious Game for Increasing Users' Physical Activity", In *Personal and Ubiquitous Computing*, To Appear (Accepted August 31st, 2016).
- J3** M. Ciman, K. Wac, "Individuals' stress assessment using human-smartphone interaction analysis", In *IEEE Transactions on Affective Computing*, To Appear (Accepted July 7th, 2016).
- J2** O. Gaggi, M. Ciman, "The use of games to help children eyes testing", In *Multimedia Tools and Applications*.
- J1** O. Gaggi, C.E. Palazzi, M. Ciman, G. Galiazzo, S. Franceschini, M. Ruffino, S. Gori, A. Facchetti, "Serious games for Early Detection of Developmental Dyslexia", In *Computers in Entertainment*, To Appear (Accepted March 13rd, 2014).
- C15** A. De Masi, M. Ciman, M. Gustarini, K. Wac, "mQoL Smart Lab: Quality of Life Living Lab for Interdisciplinary Experiments", In *Proceedings of the International Workshop on Ubiquitous Mobile Instrumentation (UbiMI)*, co-located with the *UBICOMP conference*, Heidelberg, Germany, September 2016. To Appear
- C14** K. Wac, M. Gustarini, M. Ciman, L. Assassi, A. De Masi, M. Fanourakis, C. Tsiourti, "mQoL: Experimental Methodology for Longitudinal, Continuous Quality of Life Assessment via Unobtrusive, Context-Rich Mobile Computing in Situ", In *Proceedings of the International Society for Quality-of-Life Studies (ISQOLS) Conference*, Seoul, South Korea, August 2016.
- C13** M. Ciman, O. Gaggi, "Exploiting users natural competitiveness to promote physical activity", In *Proceedings of the EAI International Conference on Games fOr WELL-being*, Budapest, Hungary, June 14-15, 2016
- C12** A. Bujari, M. Ciman, O. Gaggi, C.E. Palazzi, "Can a Game improve People's Lives? The case of *Serious Games*", In *Proceedings of the EAI International Conference on Smart Objects and Technologies for Social Good (GOODTECHS 2015)*, Rome, Italy, October 26, 2015.
- C11** K. Wac, M. Gustarini, J. Marchanoff, M.A. Fanourakis, C. Tsiourti, M. Ciman, J. Hausmann, G. Pinar Oriente, "mQoL: Experiences of the 'Mobile Communications and Computing for Quality of Life' Living Lab", In *Proceedings of the 17th IEEE International Conference on e-Health Networking, Applications and Services (HealthCom 15)*, Boston, USA, October 14-17, 2015.

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- C10** A. Bujari, M. Ciman, O. Gaggi, G. Marfia, C.E. Palazzi: “PathS: Enhancing Geographical Maps with Environmental Sensed Data”, In *Proceedings of the 2015 Workshop on Pervasive Wireless Healthcare (MobileHealth’15)*, pp. 13-16, Hangzhou, China, June 22, 2015.
- C9** M. Ciman, Y. Formaggio, O. Gaggi, M. Regazzo, “May SmartPhones Help to maintain Audience Attention during Presentations?”, In *Proceedings of the 11th International Conference on Web Information Systems and Technologies (WEBIST 2015)*, pp. 55-63, Lisbon, Portugal, May 20-22, 2015.
- C8** M. Ciman, K. Wac, O. Gaggi, “iSenseStress: Assessing stress through human-smartphone interaction analysis”, In *Proceedings of the 9th International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth 2015)*, Istanbul, Turkey, May 20-23, 2015 [**Acceptance rate: 30%**].
- C7** F. Aiolli, M. Ciman, M. Donini, O. Gaggi, “ClimbTheWorld: Real-time stairstep counting to increase physical activity”, In *Proceedings of the 11th International Conference on Mobile and Ubiquitous Systems: Computing, Networking and Services (MobiQuitous 14)*, pp. 218-227, London, Great Britain, December 2-5, 2014 [**Acceptance rate: 19,3%**].
- C6** F. Aiolli, M. Ciman, M. Donini, O. Gaggi, “A Serious Game to Persuade People to Use Stairs”, In *Proceedings of the 9th International Conference on Persuasive Technology (Persuasive 2014)*, Padua, Italy, May 21-23, 2014.
- C5** M. Ciman, O. Gaggi, “Evaluating impact of cross-platform frameworks in energy consumption of mobile applications”, In *Proceedings of the 10th International Conference on Web Information Systems and Technologies (WEBIST 2014)*, pp. 423-431, Barcelona, Spain, April 3-5, 2014 [**Best Student Paper Candidate**].
- C4** M. Ciman, O. Gaggi, N. Gonzo, “Cross-Platform Mobile Development: A Study on Apps with Animations”, In *Proceedings of the ACM Symposium on Applied Computing (SAC14)*, pp. 757-759, Gyeongju, South Korea, March 24-28, 2014.
- C3** M. Ciman, O. Gaggi, “From a Physical System to a Pervasive Solution to Increase People Physical Activity: Is It Possible?”. In *Proceedings of the IEEE International Conference on Multimedia and Expo (ICME 2013) - 9th International Workshop on Networking Issues in Multimedia Entertainment (NIME 2013)*, pp. 1-6, San José, California, USA, July 15-19, 2013 [**Best Paper Award**].
- C2** M. Ciman, O. Gaggi, L. Nota L. Pinello, N. Riparelli, T. M. Sgaramella, “HelpMe!: a Serious Game for Rehabilitation of Children affected by CVI”, In *Proceedings of the 9th International Conference on Web Systems and Technologies (WEBIST 2013)*, pp. 257-262, Aachen, Germany, May 8-10, 2013.
- C1** M. Ciman, O. Gaggi, M. Sbrignadello, “Toward the creation of a Green Content Management System”, In *Proceedings of the 7th International Conference on Web Systems and Technologies (WEBIST 2011)*, pp. 408-412, Noordwijkerhout, The Netherlands, May 6-9, 2011.
- B1** M. Ciman, O. Gaggi, “Measuring Energy Consumption of Cross-Platform Frameworks for Mobile Applications”, in *Lecture Notes in Business Information Processing*, 2015

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Academic Activities

- Oct. 2015 - Web Technologies Class, Third Year Bachelor Degree in Computer Science, University of Padua, Italy.
Jan. 2016
- Mar. 2015 - Web Technologies Class, Third Year Bachelor Degree in Computer Science, University of Padua, Italy.
Sep. 2015
- Mar. 2015 - C++ Programming Class, First Year Bachelor Degree in Computer Science, University of Padua, Italy.
Jun. 2015
- Jan. 2014 - Web Technologies Class, Third Year Bachelor Degree in Computer Science, University of Padua, Italy.
Apr. 2014
- May 2014 Student Volunteer for Persuasive 2014 Conference in Padua, Italy.
- Jan. 2013 - C++ Programming Class, First Year Bachelor Degree in Computer Science, University of Padua, Italy.
Apr. 2013

Supervised Thesis

- “*ClimbTheWorld*: applying persuasive techniques to a serious game”, Silvia Segato, Computer Science Master Thesis, April 2015.
- “An adaptive algorithm for the intelligent firing of *Triggers* in *ClimbTheWorld*”, Mattia Bazzega, Computer Science Master Thesis, April 2015.
- “The impact of cross-platform frameworks on energy consumption of mobile applications”, Andrea Colombari, Computer Science Master Thesis, December 2014.
- “Toward a comparative analysis of cross-platform frameworks”, Nicola Gonzo, Computer Science Master Thesis, December 2013.
- “Inline activity recognition on mobile devices: application to a serious game for physical activity incentivitation”, Nicola Beghin, Computer Science Master Thesis, December 2013.

Reviews and TPC




- GOODTECHS 2016 - 2nd EAI International Conference on Smart Objects and Technologies for Social Good (TPC Member and Publicity Chair)
- SMARTOBJECTS 2016 - 2nd Workshop on Experiences with Design and Implementation of Smart Object
- PervasiveHealth 2016: 10th International Conference on Pervasive Computing Technologies for Healthcare
- IEEE Transaction on Mobile Computing
- CCNC 2016: 13th Annual IEEE Consumer Communication & Networking Conference
- Open Journal of Information Systems
- IEEE WoWMoM 2015: IEEE International Symposium on a World of Wireless, Mobile and Multimedia Networks
- CCNC 2015: 12th Annual IEEE Consumer Communications & Networking Conference

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- WEBIST 2014: 10th International Conference on Web Information Systems and Technologies
- SCA2013: Third International Conference on Social Computing and Its Applications
- EUSPN 2013: 4th International Conference on Emerging and Ubiquitous Systems and Pervasive Networks
- PRISM 2013: Global Wireless Summit 2013
- NIME'13: 9th International Workshop on Network Issues in Multimedia Entertainment

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