

Curriculum vitæ

Dario Maggiorini

April 14, 2019

Personal Information

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| Name | Dario Maggiorini |
| Nationality | Italian |
| Birth | Novara (Italy), September 28, 1972 |
| Address | Via Celoria 18, 20133, Milano (Italy) |
| Phone | +39 02 503 16306 |
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Current Position

Since March 2015 Associate Professor at University of Milan.
Department of Computer Science.

Education

January 2003 PhD in Computer Science, University of Milan.
July 1997 MS degree in Computer Science, University of Milan.

Temporary Positions in Foreign Organizations

June/July 2007 Visiting professor at "Institut Galilee" University of Paris *XIII*.
August 2001 to September 2002 Visiting scholar at the Department of Computer Science of University of California, Los Angeles.

Research Interests

My research interests focus mainly in software and network architectures to support video games with a special interest in the application of streaming and distributed systems paradigms to online multiplayer games. In particular, I am investigating how technological constraints influences game, level, and artificial intelligence design.

In September 2011, I founded, together with Laura Ripamonti, the PONG (Playlab fOr inNovation in Games, <http://pong.di.unimi.it/>) laboratory in the Department of Computer Science of the University of Milan. PONG activities focus on research – both fundamental and applied – related to the design and the development of videogames and of the way gaming devices are used. Our interests include the broadest number of possible application for videogames, ranging from entertainment to serious games.

In the past (1999-2002) I have been working also on Quality of Service (*QoS*) strategies for multiservice IP network. My interest was focused in particular on multicast data distribution, multimedia streaming, and scalability issues. After that (2002-2006), the same topics have been applied to wireless architectures for mobile services provisioning; both with and without supporting infrastructure (ad-hoc). In the following years (2007-2011), the knowledge on the ad-hoc networks allowed to extend research activity to Delay-Tolerant Networks (DTN). In particular, DTNs have been applied to UnderWater Sensor Networks (UWSN) and inter-vehicular communications.

Projects

Projects Funded by Public Bodies

- MELBA**
University Paris 7 “*Mathématiques pour les Étudiants de Licence de Biologie par des Activités ludiques*”
Serious games to teach mathematics.
Local coordinator
From July 2015 to June 2016
- Care@Home**
Camera di
Commercio di
Milano Design and implementation of an IT infrastructure for distance physiotherapy rehabilitation using serious games.
Scientific coordinator
From March 2013 to February 2014
- PeopleNET**
Murst 40%
Contract Number
2009BZM837_002 Design of innovative routing strategies for opportunistic networks.
Local team member
From October 2010 to October 2013
- CARTOON**
Murst 40%
Contract Number
2006091851 Design and implementation of a middleware for data dissemination and service provisioning over ad-hoc delay tolerant networks.
Team member
From January 2007 to December 2008.
- FIRB**
Project
Webminds “*Wide-scale Broadband, Middleware for Network Distributed Services*”.
Software architectures for multi-device and multi-location distribution and customization of real-time multimedia over mobile networks.
Team member
From October 2002 to October 2006.
- NEBULA**
Murst 40%
Contract Number
MM09265173 Extension of QoSIP Project (see below).
Team member
From January 2001 to December 2002.
- QoSIP**
Murst 40%
Contract Number
9809321920 “*Transport of multicast packets with QoS guarantees*”
Multicast protocols with quality of service.
Team member
From January 1999 to December 2000.

Projects Funded by Private Institutions

- Comune di**
Crema “*Crema Hero*”
Design and implementation of a serious game for social awareness.
Scientific coordinator
From December 2011 to May 2012
- Microsoft**
Research UK “*A framework for the testing and evaluation of QoS-aware protocols*”
A user-space framework for fast prototyping of network protocols.
Scientific coordinator
From October 2000 to October 2001.

Professional Services

Committee Boards

Springer Encyclopedia of Computer Graphics and Games

Editorial board member

From November 2017 ongoing

IARIA International Journal On Advances in Telecommunications – ISSN 1942-2601

Editorial board member

From January 2009 ongoing

International Journals

Springer Multimedia Tools and Applications – ISSN 1380-7501

(In press) Special issue on Advances in Multimedia for Human-Computer Interaction

Guest editor

Wireless Communications and Mobile Computing – ISSN 1530-8677

Volume13, Issue3 (2013). Special issue on mobile communications and computing in challenged environments: models, protocols, applications

Guest editor

International Conferences

GHITALY 2018 2nd Workshop on Games-Human Interaction at International Working Conference on Advanced Visual Interfaces (AVI 2018), Grosseto (Italy), May 29, 2018

Workshop organizer

GHITALY 2017 1st Workshop on Games-Human Interaction at 12th Biannual Conference of the Italian SIGCHI Chapter, Cagliari (Italy) September 18-20, 2017

Workshop organizer

GOWELL 2016 1st EAI International Conference on Games fOr WELL-being, Budapest (Hungary), June 13-15, 2016

General chair

GAMES FOR HEALTH Games for Health, workshop at Games and Learning Alliance conference (GALA) 2015, Roma (Italy) December 10-11, 2015

Workshop organizer

NETGAMES 2012 International Workshop on Network and Systems Support for Games, Venezia (Italy), November 22-23, 2012

Industry liaisons chair

WUWNET 2011 6th ACM International Workshop on UnderWater Networks, Seattle (USA), December 1-2, 2011

Demo chair

WoWMOM 2011 IEEE International Symposium on a World of Wireless Mobile and Multimedia Networks, Lucca (Italy), June 20-24, 2011

Demo chair

WIRELESS DAYS 2011 4th IFIP Wireless Days Conference, Niagara Falls (Canada), October 10-12, 2011

Track chair for Vehicular and Delay Tolerant Networks

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| MED-HOC-NET 2011 | 10 th IFIP Annual Mediterranean Ad Hoc Networking Workshop, Favignana (Italy), June 12-15, 2011 TPC chair |
| WIRELESS DAYS 2010 | 3 rd IFIP Wireless Days Conference, Venezia (Italy), November 20-22, 2010 General chair |
| BOF 2007 | Between Ontologies and Folksonomies, workshop at 3 rd International Conference on Communities and Technologies, East Lansing (MI, USA) June 28-30, 2007 Workshop organizer |
| MOBICOM 2006 | 12 th Annual International Conference on Mobile Computing and Networking, Los Angeles (CA, USA) September 23-29, 2006 Students poster chair |

PhD Students Advisor

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| Christian Quadri | University of Milan, Department of Computer Science Defended in March 2015 |
| Armir Bujari | University di Padua, Department of Applied Mathematics co-advised Defended in May 2014 |

University, College, and Departmental Service

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| Since 2017 | Member of the admission committee for the Master Degrees in Computer Science at the University of Milan. |
| Since 2014 | Scientific coordination – together with Laura Ripamonti – of the Video Games track for the Master Degree in Computer Science at the University of Milan. |
| 2015-2017 | Member of the placement committee for the degree in Computer Science at the University of Milan. |
| Since 2012 | Member of the PhD committee board for the doctorate in Computer Science at the University of Milan. |
| Since 2011 | Creator and scientific director of New Game Designer Event (http://ngd.unimi.it/). |
| 2009-2011 | Member of the evaluation committee for final projects and internships for the Bachelor Degrees in Computer Science at the University of Milan. |
| 2003-2006 | Cisco Academy contact point for the department of Computer Science. |

Teaching

Classes at the University of Milan

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| 2015 – ongoing | Game and Level Design (in English language) |
| 2015 – ongoing and 2003-2005 | Operating Systems |
| 2013 – ongoing | Artificial Intelligence for Videogames (in English language) |
| 2010 – ongoing | Online Game Design (in English language) |
| 2009 – 2012 | Multimedia Architectures |
| 2005 – 2008 | Introduction to Computer Networks (School of Law) |
| 2005 – 2006 | Introduction to Computer Science (School of Medicine) |
| 2002 – 2010 | Computer Networks |
| 2002 – 2004 | Introduction to Computer Networks and Distributed Systems (Department of Physics) |

International Summer Schools

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| August 2015 | LUT Summer School Lappeenranta (Finland), August 10-14, 2015 <i>Game Design - from Concepts to Implementation</i> |
| July 2014 | LUT Summer School Lappeenranta (Finland), July 28 - August 1, 2014 <i>Game Design - from Concepts to Implementation</i> |
| August 2013 | LUT Summer School Lappeenranta (Finland), August 5-9, 2013 <i>Game Design - from Concepts to Implementation</i> |
| September 2012 | ICT for Development International School (ICT4DEVIS) Como (Italy), September 3-7, 2012 <i>ICT Infrastructures and Systems for Development</i> |
| August 2010 | CBU ICT summer school Lappeenranta (Finland), August 9-20, 2010 <i>Mobile gaming design and infrastructures</i> |

Other Teaching Activity

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| 2003 | University di Milan, post-graduate master on security for information and communication technology. Introduzione alle reti. |
| 2002 | University of Milan, post-graduate master on computer science and communication techniques for human sciences. Introduction to networking. |
| 2002 – 2004 | FSE classes provided by the University of Milan. Linux advanced topics. |

2002 – 2007 Lombard Inter-University School of Specialization for Secondary Teaching, Milan section (Scuola Interuniversitaria Lombarda di Specializzazione per l’Insegnamento Secondario, sezione di Milano, SILSIS-MI).
Operating systems and networking lab.

Teaching Services

2014 – ongoing Scientific coordination for the Video Games track for the Master Degree in Computer Science at the University of Milan.

2003 – 2006 Local coordinator for CISCO academy located in the Department of Computer Science of the University of Milan.

Master and Bachelor Students

Referee or co-referee in more than 180 theses for BS and MS degrees in Computer Science.
Main topics are covering:

- Computer networks (architecture, management, performances)
- Multimedia (transmission, content management)
- Mobile computing (design and implementation for applications and middleware)
- Digital entertainment (design, infrastructure, artificial intelligence)

Publications

Journals

- 1 D. Gadia, M. Granato, D. Maggiorini, L.A. Ripamonti, C. Vismara (2018). Consumer-oriented Head Mounted Displays: Analysis and Evaluation of Stereoscopic Characteristics and User Preferences. *MOBILE NETWORKS AND APPLICATIONS*, vol. 23, p. 136-146, ISSN: 1383-469X, doi:10.1007/s11036-017-0834-9
- 2 L.A. Ripamonti, M. Granato, M. Trubian, Knutas, Antti, D. Gadia, D. Maggiorini (2018). Multi-agent simulations for the evaluation of Looting Systems design in MMOG and MOBA games. *SIMULATION MODELING PRACTICE AND THEORY*, vol. 83, p. 124-148, ISSN: 1569-190X, doi:10.1016/j.simpat.2017.12.002
- 3 L. A. Ripamonti, M. Trubian, D. Maggiorini, S. Previti (2018). Video games and operations research: Two synergic partners?. *COMPUTERS IN ENTERTAINMENT*, vol. 16, p. 1-12, ISSN: 1544-3574, doi: 10.1145/2767136
- 4 A. Bujari, L. De Giovanni, D. Maggiorini, C.E. Palazzi, M. Pozza, C. Quadri, L.A. Ripamonti. (2017). Opportunistic communication for delay tolerant data delivery in Milan. *JOURNAL OF AMBIENT INTELLIGENCE AND SMART ENVIRONMENTS*, vol. 9, p. 521-533, ISSN: 1876-1364, doi:10.3233/AIS-170443
- 5 L.A. Ripamonti, M. Mannalà, D. Gadia, D. Maggiorini (2017). Procedural content generation for platformers : designing and testing FUN PLEDGE. *MULTIMEDIA TOOLS AND APPLICATIONS*, vol. 76, p. 5001-5050, ISSN:1380-7501, doi:10.1007/s11042-016-3636-3
- 6 G. Cappellini, D. Maggiorini, L. A. Ripamonti (2017). Supporting team work in game design: BETTER - BETter TEAm Relationships. *COMPUTERS IN ENTERTAINMENT*, ISSN:1544-3574, doi:10.1145/2644829
- 7 A. Knutas, J. Ikonen, D. Maggiorini, L.A. Ripamonti, J. Porras (2016). Creating Student Interaction Profiles for Adaptive Collaboration Gamification Design. *INTERNATIONAL JOURNAL OF HUMAN CAPITAL AND INFORMATION TECHNOLOGY PROFESSIONALS*, ISSN:1947-3478, doi:10.4018/IJHCITP.2016070104
- 8 A. Bujari, S. Gaito, D. Maggiorini, C.E. Palazzi, C. Quadri (2016). Delay tolerant networking over the Metropolitan Public Transportation. *MOBILE INFORMATION SYSTEMS*, 8434109, ISSN:1574-017X, doi:10.1155/2016/8434109
- 9 D. Maggiorini, L.A. Ripamonti (2014). LTC for seniors: an intelligent gaming solution. *INTERNATIONAL JOURNAL OF THE DIGITAL HUMAN*, ISSN:2046-3375
- 10 D. Maggiorini, C. Quadri, L.A. Ripamonti (2014). Opportunistic mobile games using public transportation systems : a deployability study. *MULTIMEDIA SYSTEMS*, vol. 20, p. 545-562, ISSN:0942-4962, doi:10.1007/s00530-013-0353-x
- 11 C. Bernava, G. Fiumara, D. Maggiorini, A. Provetti, L. Ripamonti (2014). RDF annotation of second life objects : knowledge representation meets social virtual reality. *COMPUTATIONAL AND MATHEMATICAL ORGANIZATION THEORY*, vol. 20, p. 20-35, ISSN:1381-298X, doi:10.1007/s10588-012-9148-4
- 12 D. Maggiorini, L.A. Ripamonti, F. Sauro (2014). Unifying rigid and soft bodies representation: the sulfur physics engine. *INTERNATIONAL JOURNAL OF COMPUTER GAMES TECHNOLOGY*, vol. 2014, p. 1-12, ISSN:1687-7047, doi:10.1155/2014/485019
- 13 M. Gerla, D. Maggiorini, C. Palazzi, A. Bujari (2013). A survey on interactive games over mobile networks. *WIRELESS COMMUNICATIONS AND MOBILE COMPUTING*, vol. 13, p. 212-229, ISSN:1530-8677, doi:10.1002/wcm.2197
- 14 S. Gaito, D. Maggiorini, G.P. Rossi, A. Sala (2012). Bus switching networks : an ad hoc mobile platform enabling urban-wide communications. *AD HOC NETWORKS*, vol. 10, p. 931-945, ISSN:1570-8705, doi:10.1016/j.adhoc.2011.12.005

- 15 C. Bettini, D. Maggiorini, D. Riboni (2007). Distributed Context Monitoring for the Adaptation of Continuous Services. *WORLD WIDE WEB*, vol. 10, p. 503-528, ISSN: 1386-145X, doi: 10.1007/s11280-007-0028-7
- 16 J.H. Cui, J. Kim, D. Maggiorini, K. Boussetta, M. Gerla (2005). Aggregated Multicast - A Comparative Study. *CLUSTER COMPUTING*, vol. 8, p. 15-26, ISSN: 1386-7857, doi:10.1007/s10586-004-4433-8
- 17 A. Balk, D. Maggiorini, M. Gerla, M. Sanadidi (2004). Adaptive video streaming: pre-encoded MPEG-4 with bandwidth scaling. *COMPUTER NETWORKS*, vol. 44, p. 415-439, ISSN:1389-1286, doi:10.1016/j.comnet.2003.12.002

Patents

- 1 M. Gerla, Y.M. Sanadidi, G. Pau, R. Wang, A. Balk, D. Maggiorini, K. Yamada, R. Kapoor, L.J. Chen (2004). Method and Apparatus for Improved data Transmission. PCT/US2004/009645, University of California, Los Angeles

Books

- 1 D. Maggiorini (2009). *Introduzione alla programmazione client-server*. Pearson Education Italia, ISBN: 9788871925462 (in Italian)

Books (as editor)

- 1 S. Gaito, D. Maggiorini (2013). *Fondamenti di reti di calcolatori*. By A. S. Tanenbaum;D. J. Wetherall. Pearson Italia, ISBN:9788871929491, doi:10.978.887192/9491 (in Italian)
- 2 D. Maggiorini, S. Gaito (2013). *Reti di calcolatori e internet: un approccio top-down*. By J.F. Kurose, K.W. Ross. Pearson Italia, ISBN:9788871929385, doi:10.978.887192/9385 (in Italian)
- 3 D. Maggiorini, S. Gaito (2011). *Reti di calcolatori*. Di A.S. Tanenbaum; D.J. Wetherall. Pearson Italia, ISBN: 9788871926407 (in Italian)

Book Chapters

- 1 L. Ripamonti, I. Di Loreto, D. Maggiorini (2009). Augmenting actual life through MUVE. In *Handbook of Research on Socio-Technical Design and Social Networking Systems*, IGI Global, Brian Whitworth e Aldo de Moor (eds), ISBN: 978-16-05662-64-0

International Conferences

- 1 T. Celata, A. Notarangelo, L.A. Ripamonti, D. Gadia, D. Maggiorini (2018). G.E.M.I.X.: Game Engine Movie Interaction eXperience. In *Games-Human Interaction*, pp 1-6, CEUR WORKSHOP PROCEEDINGS - ISSN:1613-0073 vol. 2246..
- 2 D. Maggiorini, L.A. Ripamonti, D. Gadia (2018). Creation of Physiatic Exercises for Remote Use in Rehabilitation Exergames. In *Games-Human Interaction*. pp 1-6, CEUR WORKSHOP PROCEEDINGS - ISSN:1613-0073 vol. 2246.
- 3 M. De Marsico, L.A. Ripamonti, D. Gadia, D. Maggiorini, I. Mariani (2018). GHIItaly18: Game-Computer Interaction in research. In *Games-Human Interaction*. pp.1-4, CEUR WORKSHOP PROCEEDINGS - ISSN:1613-0073 vol. 2246
- 4 D. Gadia, D. Maggiorini, D. Puopolo, L. A. Ripamonti, L. Ziliani (2017). A Distributed Game Engine for Mobile Games on the Android Platform. In: *Proceedings of the International Conference on Computer-Human Interaction Research and Applications*. p. 142-149, SCITEPRESS, ISBN:9789897582677, Madeira, 2017, doi:10.5220/0006508601420149
- 5 D. Gadia, M. Granato, D. Maggiorini, M. Marras, L. A. Ripamonti (2017). A Touch-based Configurable Gamepad for Gamers with Physical Disabilities. In: *Proceedings of the International Conference on Computer-Human Interaction Research and Applications*. 1. p.

67-74, SCITEPRESS, ISBN:9789897582677, Madeira, 2017, doi:10.5220/0006508800670074

- 6 C. Vismara, M. Granato, L.A. Ripamonti, D. Maggiorini, D. Gadia (2017). Analysis of stereoscopic visualization in a consumer-oriented head mounted display. In: Smart Objects and Technologies for Social Good. LECTURE NOTES OF THE INSTITUTE FOR COMPUTER SCIENCES, SOCIAL INFORMATICS AND TELECOMMUNICATIONS ENGINEERING, vol. 195, p. 274-283, Springer Verlag, ISBN:9783319619484, ISSN:1867-8211, Venezia, 2016, doi:10.1007/978-3-319-61949-1_29
- 7 L.A. Ripamonti, S. Gratani, D. Maggiorini, D. Gadia, A. Bujari (2017). Believable group behaviours for NPCs in FPS games. In: Computers and Communications (ISCC), 2017 IEEE Symposium on. p. 12-17, IEEE, ISBN:9781538616291, grc, 2017, doi:10.1109/ISCC.2017.8024497
- 8 M. Granato, D. Gadia, D. Maggiorini, L.A. Ripamonti (2017). Emotions Detection Through the Analysis of Physiological Information During Video Games Fruition. In: Games and Learning Alliance. LECTURE NOTES IN COMPUTER SCIENCE, vol. 10653, p. 197-207, Springer, ISBN:9783319719399, ISSN:1611-3349, Lisbon, 2017, doi:10.1007/978-3-319-71940-5_18
- 9 C. Mazza, L.A. Ripamonti, D. Maggiorini, D. Gadia (2017). FUN PLEdGE 2.0: a FUNny Platformers LEvels GEnerator (Rhythm Based). In: CHIItaly '17: Proceedings. p. 1-9, New York:ACM, ISBN:9781450352376, Cagliari, 2017, doi:10.1145/3125571.3125592
- 10 M. De Marsico, L.A. Ripamonti, D. Gadia, D. Maggiorini, I. Mariani (2017). GHItaly 2017: game-computer interaction in research. In: Games-Human Interaction. CEUR WORKSHOP PROCEEDINGS, vol. 1956, p. 1-6, CEUR-WS, ISSN:1613-0073, Cagliari, 2017
- 11 A. Guarneri, L.A. Ripamonti, F. Tisconi, M. Trubian, D. Maggiorini, D. Gadia (2017). GHOST: a GHOS tSTory-writer. In: CHIItaly '17: Proceedings. p. 1-9, New York:ACM, ISBN:9781450352376, Cagliari, 2017, doi:10.1145/3125571.3125580
- 12 D. Norton, L.A. Ripamonti, M. Ornaghi, D. Gadia, D. Maggiorini (2017). Monsters of Darwin: a strategic game based on Artificial Intelligence and Genetic Algorithms. In: Games-Human Interaction. CEUR WORKSHOP PROCEEDINGS, vol. 1956, CEUR-WS, ISSN:1613-0073, Cagliari, 2017
- 13 A. Bujari, G. Quadrio, C. E. Palazzi, D. Ronzani, D. Maggiorini, L. A. Ripamonti (2017). Network traffic analysis of the steam game system. In: Consumer Communications & Networking Conference (CCNC), 2017 14th IEEE Annual. p. 716-719, IEEE, ISBN:9781509061969, Las Vegas, 2017, doi:10.1109/CCNC.2017.7983221
- 14 D. Festa, D. Maggiorini, L.A. Ripamonti, A. Bujari (2017). Supporting distributed real-time debugging in online games. In: Consumer Communications & Networking Conference (CCNC), 2017 14th IEEE Annual. p. 737-740, IEEE, ISBN:9781509061969, Las Vegas, 2017, doi:10.1109/CCNC.2017.7983226
- 15 D. Maggiorini, L.A. Ripamonti, G. Cappellini (2016). About game engines and their future. In: Internet of Things: IoT Infrastructures. LECTURE NOTES OF THE INSTITUTE FOR COMPUTER SCIENCES, SOCIAL INFORMATICS AND TELECOMMUNICATIONS ENGINEERING, vol. 169, p. 276-283, Springer Verlag, ISBN:9783319470627, ISSN:1867-8211, Roma, 2015, doi:10.1007/978-3-319-47063-4_28
- 16 D. De Felice, M. Granato, L.A. Ripamonti, M. Trubian, D. Gadia, D. Maggiorini (2016). Effect of different looting systems on the behavior of players in a MMOG: simulation with real data. In: eHealth 360°. LECTURE NOTES OF THE INSTITUTE FOR COMPUTER SCIENCES, SOCIAL INFORMATICS AND TELECOMMUNICATIONS ENGINEERING, vol. 181, p. 110-118, Springer, ISBN:9783319496542, ISSN:1867-8211, Budapest, 2016, doi:10.1007/978-3-319-49655-9_15
- 17 A. Riccadonna, D. Gadia, D. Maggiorini, L.A. Ripamonti (2016). N.O.T.E.: note over the Edge. In: Games and learning alliance. LECTURE NOTES IN COMPUTER SCIENCE, vol. 9599, p. 348-353, Springer, ISBN:9783319402154, ISSN:1611-3349, Roma, 2015, doi:10.1007/978-3-319-40216-1_38

- 18 G. Quadrio, A. Bujari, C.E. Palazzi, D. Ronzani, D. Maggiorini, L.A. Ripamonti (2016). Network analysis of the Sony Remote Play system. In: Computers and Communication (ISCC), 2016 IEEE Symposium on. p. 10-13, IEEE, ISBN:9781509006793, Messina, 2016, doi:10.1109/ISCC.2016.7543706
- 19 M. Scalabrin, L.A. Ripamonti, D. Maggiorini, D. Gadia (2016). Stereoscopic-based procedural generation of virtual environments. In: Electronic Imaging, Stereoscopic Displays and Applications XXVII. vol. 2016, p. 1-7, Society for Imaging Sciences and Technology (IS&T), San Francisco, doi:10.2352/ISSN.2470-1173.2016.5.SDA-042
- 20 D. Maggiorini, M. Mannalà, M. Ornaghi, L.A. Ripamonti (2015). FUN PLEdGE: a FUNny platformers LEvels GEnerator. In: Proceedings of the 11. Biannual conference on Italian SIGCHI Chapter 2015, Rome, Italy, September 28-30, 2015: ChItaly 2015. ACM INTERNATIONAL CONFERENCE PROCEEDINGS SERIES, p. 138-145, NEW YORK:Association for Computing Machinery, ISBN:9781450336840, Roma, 2015, doi:10.1145/2808435.2808451
- 21 A. Knutas, J. Ikonen, L. Ripamonti, D. Maggiorini, J. Porras (2014). A study of collaborative tool use in collaborative learning processes. In: Proceedings [of the] 14. Koli Calling International conference on computing education research: Koli Calling '14, Koli, Finland, November 20-23, 2014. ACM INTERNATIONAL CONFERENCE PROCEEDINGS SERIES, vol. 2014, p. 175-176, NEW YORK:Association for Computing Machinery, ISBN:9781450330657, Koli (Finland), 2014, doi:10.1145/2674683.2674706
- 22 A. Knutas, J. Ikonen, MAGGIORINI, DARIO, RIPAMONTI, LAURA ANNA, J. Porras (2014). Creating Software Engineering Student Interaction Profiles for Discovering Gamification Approaches to Improve Collaboration. In: CompSysTech '14: Proceedings. p. 378-385, ACM, ISBN:9781450327534, Ruse, 2014, doi:10.1145/2659532.2659612
- 23 D. Maggiorini, L.A. Ripamonti, A. Bujari, C.E. Palazzi (2013). Evaluating design constraints for proximity-based games in a real urban topology. In: Electronic proceedings of the 2013 IEEE international conference on multimedia and expo workshops (ICMEW 2013). p. 1-6, Piscataway:Institute of electrical and electronics engineers, ISBN:9781479916047, San Jose, USA, 2013, doi:10.1109/ICMEW.2013.6618359
- 24 D. Maggiorini, L. Ripamonti, S. Panzeri (2013). Follow the leader: a scalable approach for realistic group behavior of roaming NPCs in MMO games. In: Advances in artificial life: ECAL 2013, proceedings of the twelfth European conference on the synthesis and simulation of living systems: 2-6 september 2013, Taormina, Italy. p. 706-712, MIT press, ISBN:9780262317092, Taormina, 2013, doi:10.7551/978-0-262-31709-2-ch101
- 25 A. Guarneri, D. Maggiorini, L. Ripamonti, M. Trubian (2013). GOLEM: generator of life embedded into MMOs. In: Advances in artificial life: ECAL 2013: proceedings of the twelfth European conference on the synthesis and simulation of living systems: 2-6 september 2013, Taormina, Italy. p. 585-592, MIT press, ISBN:9780262317092, Taormina, 2013, doi:10.7551/978-0-262-31709-2-ch084
- 26 A. Bujari, D. Maggiorini, C.E. Palazzi, L.A. Ripamonti, H. Sadushi (2013). Geo-anchored floating data for mobile users. In: Electronic proceedings of the 2013 IEEE international conference on multimedia and expo Workshops (ICMEW 2013). p. 1-5, Piscataway:Institute of electrical and electronics engineers, ISBN:9781479916047, San Jose, USA, 2013, doi:10.1109/ICMEW.2013.6618366
- 27 D. Maggiorini, S. Previti, L.A. Ripamonti, M. Trubian (2013). Resources optimization in (video) games: a novel approach to teach applied mathematics?. In: Learning and intelligent optimization: 7th international conference, LION 7: Catania, Italy, January 7-11, 2013: revised selected papers. vol. 7997, p. 189-195, Berlin:Springer, ISBN:9783642449727, Catania, 2013, doi:10.1007/978-3-642-44973-4_20
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