

Curriculum vitae – Stefano Valtolina

RESEARCH AREAS

Stefano Valtolina is an Assistant Professor at the Department of Computer Science and Communication of Università degli Studi di Milano, Italy. He obtained his PhD in “Informatics” from Università degli Studi di Milano and a MSc in Computer Science from the same university. His research interests include: Human-Computer Interaction (HCI), Creative Design, Advanced Data Management, as well as studies in semantic, social and cultural aspects of information technologies with an emphasis on the application of this knowledge to interaction design.

Stefano Valtolina’s research activity is directed toward the study of aspects of Human Computer Interaction and Database Management investigating methods, interactive systems, and tools for Knowledge Management and Fruition. In this context he has taken part in several national and European Projects in different applicative contexts amongst which:

- Valorisation and dissemination of cultural information: design of system for semantically sharing, integrating and enriching knowledge bases belonging to different museums, libraries and digital archive;
- Collaborative analysis and visual optimization of real objects in augmented reality environments in the context of industrial design projects.
- Study of models for knowledge sharing and enhancing in users community through the use of multimedia, multimodal and mobile annotation techniques;
- Definition of creative design processes applied in the scientific and technological problem solving based on End-User Development (EUD) and meta-design approaches in order to provide useful strategies and tools for supporting creative interactions among users coming from different domains.
- Design of user-centered recommendation services in the context of e-learning and e-teaching platforms, for supporting teachers by exploiting the contributions of social networks able to enhance and enrich didactic contents proposed by their members.
- Development of intelligent services able to provide users with a decision-making process interactively accessible and to integrate it with social and crowdsourcing analysis, and interpretations that can lead to a new and meaningful use and presentation of data in Internet of Things (IoT) contexts of use.

In the context of these research lines, Stefano Valtolina has taken or is taking on the role of scientist in charge or collaborator in the context of several national and international projects as reported in the “PROJECTS” section.

TEACHING ACTIVITIES

Stefano Valtolina has taught or is currently teaching in the following courses: “Information Management Laboratory” and “Human-Computer Interaction” for the Bachelor in Digital Communication and “Multimedia Databases” and “Multimedia Architecture” for MSc in Information and Communication Technology. Stefano Valtolina has also supervised and co-examined around forty thesis for the Bachelor in Digital Communication and MSc in Information and Communication Technology and Computer Science and he has been supervisor for 3 PhD students. Since 2007 he has been a member of The Board of Education Transfers for the Teaching Council of the Department of Computer Science of the University of Milano.

INVITED PRESENTATIONS, CONFERENCES, ADVANCED SCHOOLS

From February 20th to April 12th, Stefano Valtolina has organized the PhD Course "Social Creativity and Cultures of Participation": <http://cslab.di.unimi.it/index.php/courses/10-courses/32-phdcourse-homepage>

Stefano Valtolina was also involved in the organization of the International Summer School on "Theories of Creative Design for Innovation in Science and Technology". Gargnano, Italy - September 20-26, 2009.

Stefano Valtolina has organized as general chair the following workshops:

- "CoPD@: Cultures of Participation in the Digital Age – Empowering End Users to Improve their Quality of Life", held in conjunction with IS-EUD 2013 Conference. Copenhagen, Denmark. June the 10th, 2013. homes.di.unimi.it/cslab/copda/
- "CDCH 2012: Creative Design for Interdisciplinary Projects in Cultural Heritage", held in conjunction with VL/HCC 2012 Conference. Innsbruck, Austria. October 4th, 2012. homes.di.unimi.it/cslab/cdch/
- "Creativity and complexity in interdisciplinary design teams". Tarquinia, Italy. July 11-12, 2011.

Stefano Valtolina has presented at and has been or is currently a reviewer for the following conferences:

Int. J. Knowledge and Learning, ACM Communications, Journal of Multimedia, ACM Journal on Computing and Cultural Heritage, CHI, VLDB, DESIRE, INTERACT, ASME, IS-EUD, itAIR, WWW, VLC, VAST, , AVI.

PROJECTS

Social&Smart - Sands (FP7 European Project, 2012-ongoing). The goal of this project is to build up a physical and computational networked infrastructure allowing household appliances to better meet the needs of their owners. But, rather than endowing them with autonomously cognitive chips, in the purely humanoid thread of robotics, we ask for a social network to elaborate finely tuned instructions to be dispatched to the appliances. Thanks to its massive data feeding, the network is enabled to sophisticatedly rule the appliances so as to maintain their software constantly updated to the currently best practice.

The final result of the project is an ICT ecosystem that rules the white appliances of a home in the name of their user according to his/her own preferences. It is based on a three layer architecture where on the bottom there are appliances interfaced to Internet, on the top a social network that we call Social Network of Facts (SNoF) and in the middle a domestic hub (DI). Stefano Valtolina is a collaborator of the research unit of the Department of Computer Science of Milan.

NETT - Networked Entrepreneurship Training of Teachers (Enterprise & Industries, 2012-ongoing). NETT is a project with the aim of gathering a Social Network for improving the entrepreneurship teaching in the European educational system. As a basic step, an Internet open platform will be set up in the cloud for exchanging contents, tools and methods between (actual or prospective) entrepreneurship teachers. Hence teachers who are interested to this cross-fertilization task within the European Community are warmly invited joining us in the provisional website. The platform will support, with the most advanced technologies, a Social Community where people involved in entrepreneurship education will debate on this topic and find concrete helps for realizing an European way of training young people to become entrepreneurs, yet in respect of local industrial and commercial frameworks. Stefano Valtolina is a collaborator of the research unit of the Department of Computer Science of Milan.

DESIRE - Creative Design for Innovation in Science and Technology (FP7 under Marie Curie Program ID-215446, 2008-2012). It aims to make theoretical contributions to the field of creative design by bringing together expertise in human computer interaction, psychology, arts and design. The network aims to advance our understanding of creative design processes applied in the scientific and technological problem solving. The results of the Project have led to the elaboration of: theories and models of creative processes in general, and those involved in creative problem solving in particular, and methods, techniques and systems to support both creative design processes and creativity training. The network has placed particular emphasis on the research training to be provided to successful candidates. Thus, each researcher has benefited from a wide range of training programs that took advantage of both local and network-wide activities, as well as conferences and summer schools. Stefano Valtolina was the scientist in charge and technical director of the research unit of Milan.

IESP - International Etruscan Sigla Project (2011- ongoing). The IESP aims to assemble documentation on the thousands of examples of Etruscan nonverbal writing (sigla) of one or more letters, numbers or symbols, dating from around 700 BCE to the first century BCE, which were incised, painted or stamped on objects of many different types made of clay, metal, bone, ivory and stone. These markings, discovered on numerous Etruscan archaeological sites, are normally relegated to the background in Etruscan studies in favour of letters that form words and can therefore be studied from a linguistic perspective. In order to investigate the potential of communication in these markings, IESP will create a data base of sigla that aims to recognize and group similar items by means of matching scanned images and other factors such as date, provenance, context, artefact type, artefact function, and location of the mark on the artefact. An international team from the US (Florida State University and University of Massachusetts Amherst) and Italy (Università degli Studi di Milano) - archaeologists and computer scientists, professors and students - meet and share research and experiment to develop terminology, methodology and software in multiple languages for the new systematic tool. Stefano Valtolina is the technical director of the research unit of the Department of Computer Science of Milan.

Wicko - System for the collaborative management of knowledge bases in communities of interest (Regione Lombardia, 2012-2013). This Project aims to develop a system for collaborative management of knowledge basis on several different application contexts. During the Project, group dynamics will be analysed, and information coming from users' interaction will be stored and analyzed according with different meanings that arise from the knowledge base they are interacting with. Data mining techniques for semi-structured data will be tested. Stefano Valtolina was the scientist in charge of the research unit of the Department of Computer Science of Milan.

CulturalWiki - Collaborative Infrastructure for the management of cultural paths (Regione Lombardia, 2011-2012). Its goal is the definition of a method of integration of several information sources through the use of ontological models aimed at conceptualizing the knowledge developed by domain experts. Design and development of an interactive system for cultural routes aggregation based on mash-ups. Integration in the system of annotation tools aimed at supporting collaboration among end users. Stefano Valtolina was the scientist in charge of the research unit of the Department of Computer Science of Milan.

Sistema Culturale Valchiavenna (Fondazione Cariplo, 2008-2011). Stefano Valtolina's research activities, in the context of this project, can be placed on two different levels. A first objective concerns the need to rebuild a rich cultural heritage belonging to various public and private museums spread in the territory using innovative tools. A second problem concerns the need to enrich this heritage through a network of knowledge able to contextualize the cultural objects in their original historical and cultural meaning. These content management techniques are designed in order to offer new models of knowledge in the field of protection, enhancement and dissemination of cultural heritage. These models allow integration of semantic knowledge bases scattered across different databases, providing a transparent access to information of each data source. The approach, still under investigation and verification, is based on a combination of two different representations of the domain information. The first one is designed in order to show concepts, relationships and thinking strategies belonging to the conceptual model of domain experts (museum curators and historic, geographical, economic, chemical experts in the area) and the second representation is designed for presenting the same knowledge base in a form understandable by the machine (by using an ontology). The final result of this project is addressed to create a system for managing and recording georeferenced objects for the dissemination of cultural content through innovative and flexible tools, useful to scholars but at the same time able to satisfy needs of a wide audience. Stefano Valtolina was the scientist in charge of the research unit of the Department of Computer Science of Milan.

QUATRO Plus - Quality Assurance and Content Description (EU SAFER INTERNET PLUS, 2007-2009).

Traditional quality labels and trustmarks are logos that are visible to humans but undetectable by machines. The original 2-year QUATRO project identified a demand for and the usefulness of interoperable, machine-readable quality labels; created a platform for their delivery and authentication; and developed two end-user tools. QUATRO Plus seeks to build on the work done and to extend its scope significantly, notably by allowing users to contribute to both the creation of labels and the trust that other users may put in them. In this context, the project seeks to increase greatly the number of labelling authorities using the system and to promote a labelling culture.

The specific objectives are:

- To prove the benefits and potential of machine-readable labels to a variety of commercial interests across Europe, including trustmark operators, awards bodies, users, portals, search engines and software manufacturers.
- To allow end users to record and share their agreement or disagreement with a label's description.
- To allow end users to create their own labels to share directly with their friends and associates.
- To aggregate all available user-generated labels and opinions expressed about existing labels, without attribution, into an open source of data that anyone can access.
- To provide simple to use tools for label creation.
- To provide a flexible and scalable infrastructure that makes labels readily accessible and that authenticates the data.

Stefano Valtolina was the technical director of the research unit of the Department of Computer Science of Milan.

PUODARSI - Product User-Oriented Development based on Augmented Reality and interactive Simulation (PRIN 2006, 2007-2009).

PUODARSI aims at enhancing and optimizing the analysis and design phase of a product allowing the mechanical engineers to exploit Virtual Reality, Augmented Reality and Simulation Techniques. PUODARSI concerns the study and the design of a virtual environment in which to analyze, improve and optimize the visualization of real artefacts in a contextual and participative way. The system allows to reconstruct a virtual prototype in an Augmented Reality environment, to modify its shape using haptic devices and to assess the effects that these variations of shape have produced on the structural and fluid-dynamic properties of the object. Different experts, sharing their competences through the use of annotations, exploit a unique simulation environment to design, modify virtual prototypes and execute scientific analysis in a collaborative and participative way. Stefano Valtolina was the technical director of the research unit of the Department of Computer Science of Milan.

T.Arc.H.N.A. project - Towards Archaeological Heritage New Accessibility (EU CULTURE2000 2004-2007).

Tarchna is the Etruscan name of the ancient city of Tarquinia and T.Arc.H.N.A. is the name of the new accessibility model for cultural heritage information proposed in the context of the Culture2000: European founded project and coordinated by the department of Computer Science and the department of Ancient Science of the University of Milano. T.Arc.H.N.A is an interdisciplinary project, the goal of which is to develop new models and tools supporting a personalized access to cultural heritage collected in multiple museums in order to enhance the value of the Etruscan culture, which goes back to the roots of the European History. T.Arc.H.N.A's approach is based on the creation of a semantic representation of the knowledge base. A semantic layer used both to integrate different databases owned by several museums and to promote contextualized accesses to the data sources according to their real artistic, historical and anthropological meaning. The knowledge is disseminated to the large public by means of "Virtual Wings", a family of interactive systems able to offer customizable tours according to the real needs and interests of the users. Stefano Valtolina was the scientist in charge of the research unit of the Department of Computer Science of Milan.

PUBLICATIONS

International Journals

- [1] Cebollero, D. D., Mørch, A. I., Piccinno, A., and Valtolina, S. (2013). Preface. IxD&A, – Interaction Design and Architecture(s), Special issue on: Culture of Participation in the Digital Age Empowering - End Users to Improve their Quality of Life: n.18, Autumn 2013, pp. 18.
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- [3] Valtolina, S., Barricelli, B. R., Mesiti, M., Ribaldo M. User-Centered Design of E-Learning Tools for Users with Special Needs: The VisualPedia Case Study. IxD&A – Interaction Design and Architecture(s), Special issue on: HCI@large: Educate to the new frontiers of the Human-Machine Interaction: n. 13-14, Summer-Autumn 2012, pp. 47-55
- [4] Valtolina, S., Barricelli, B.R., Dittrich, Y. Participatory knowledge-management design: A semiotic approach, Journal of Visual Languages & Computing, Volume 23, Issue 2, April 2012, Pages 103-115, ISSN 1045-926X,
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- [7] Valtolina, S., Barricelli, B.R., Mussio, P., (2010). Progetto DESIRE: Design Creativo per l'Innovazione nella Scienza e nella Tecnologia. Sistema Università, 7(22), (pp. 4-5). Università degli Studi di Milano
- [8] Valtolina, S., Mussio, P., Knowledge and Learning Management in Cultural Contexts; Int. J. Knowledge and Learning, Vol. 5, Nos. 5/6 (2009), pp.519–538, ISSN 1741-1009
- [9] Valtolina, S., Design of Knowledge Driven Interfaces in Cultural Contexts; International Journal on Semantic Computing - Special Issue on Human Centric Communications, Vol. 2, No. 4 (2008), pp. 525–553, ISSN 1793-351X
- [10] Bertino, E., Franzoni, S., Mazzoleni, P., Valtolina, S., Mussio, P., Integration of Virtual Reality and Database Systems for Cultural Heritage Dissemination; International Journal of Computational Science and Engineering (IJCSE), 2006; Vol.2, No. 5/6, pp 307-316
- [11] Mazzoleni, P., Bertino, E., Ferrari, E., Valtolina, S., CiVeDi: A Customized Virtual Environment for Database Interaction; ACM SIGMOD RECORD 2004, International Journal, September, 2004; Vol.33, N.3, pp. 15-20, ISSN 0163-5808

National Journals

- [12] Valtolina, S, Mesiti, M., Epifania, F., Apolloni, B.: (2014). Metaservizi per la produzione collaborative di moduli didattici in ambienti sociali. TD-Tecnologie Didattiche, To appear.
- [13] Valtolina, S., User Experience Design: Design of interactive Systems in Aviation; Italian Journal of Aerospace Medicine; A.I.M.A.S., No. 7 July, 2012 , pp. 60-66, ISSN 2279-8994
- [14] Valtolina, S., Mussio P., Bagnasco, G., Geroli, M., Ridi., Il Sistema T.Arc.H.N.A. per una nuova accessibilità al patrimonio culturale; Archeologia e Calcolatori, Edizioni All'Insegna del Giglio s.a.s.; Vol. 18, 2007, pp. 255-272

Book Chapters

- [15] Varesano, A., Barricelli, B.R., Valtolina, S. 2012. Atmosphere Design for Mobile Interaction. In Mobile Science & Learning, E. Canessa and M. Zennaro, Eds. ICTP, Trieste, Italy, 65-70. ISBN 92-95003-47-0
- [16] Rao, M., Gadia, D., Valtolina, S., Bagnasco, G. B., and Marzullo, M. Designing virtual reality reconstructions of etruscan painted tombs. In Multimedia for Cultural Heritage, C. Grana and R. Cucchiara, Eds., vol. 247 of

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- [19] Barricelli, B.R., Mussio, P., Padula, M., Piccinno, A., Scala, P.L., Valtolina, S. (2011). *Interactive Task Management System Development Based on Semantic Orchestration of Web Services*. *Information Technology and Innovation Trends in Organizations* (pp. 237-244). Springer, Physica Verlag Heidelberg. ISBN 978-3-7908-2631-9.
- [20] Valtolina S., Franzoni S., Mazzoleni P., *Building Knowledge Networks Using Panoramic Images*, *International Transactions on Systems Science and Applications*, Vol. 6, No. 4, November 2010, pp. 317-325
- [21] Barricelli B.R, Marcante A., Mussio P., Parasiliti Provenza L., Valtolina S., Fresta G., (2009). *BANCO : a web architecture supporting unwitting end-user development*. *ID&A Interaction Design & Architecture(s)*, vol. 5-6; p. 23-30, ISSN 1826-9745
- [22] Valtolina S., Franzoni S., Mazzoleni P., *Building knowledge networks using panoramic images; System and Information Sciences Notes*, Vol.2, N. 1, September 2007, pp. 1-, ISSN 1753-2310

International Conferences

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- [24] Valtolina, S, Mesiti, M., Epifania, F., Apolloni, B.: *Towards a Social E-Learning Platform for Demanding Users*. Accepted at: *CSEDU 2014 – International Conference on Computer Supported Education*. 1-3 April 2014, Barcelona, Spain
- [25] Mesiti, M., Perlasca, P., Valtolina, S.: *On the Composition of Digital Licenses in Collaborative Environments*. In: *Database and Expert Systems Applications, Lecture Notes in Computer Science*, Springer Berlin Heidelberg, volume=8055, pages=428-442, 2013, ISBN 978-3-642-40284-5
- [26] Valtolina, S., Barricelli, B.R., Bagnasco, G., Bortolotto, S.: *ArchMatrix: Knowledge Management and Visual Analytics for Archaeologists*, In. *Human Interface and the Management of Information. Information and Interaction for Learning, Culture, Collaboration and Business*, *Lecture Notes in Computer Science*, Springer Berlin Heidelberg, volume=8018, pages=258-266, 2013, ISBN 978-3-642-39225-2
- [27] Díez, D., Mørch, A.I., Piccinno, A., Valtolina, S.: *Cultures of Participation in the Digital Age: Empowering End Users to Improve Their Quality of Life*. In: *End-User Development - 4th International Symposium, IS-EUD 2013*, Copenhagen, Denmark, June 10-13, 2013 - pp. 304-309, ISBN 978-3-642-38705-0
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- [37] Ariano, F., Barricelli, B. R., Padula, M., Scala, P. L., Valtolina, S., (2011). EUD for Semantic Orchestration of Web Services in Task Management System. In. workshop EUD4Services at the Third International Symposium on End-User Development IS-EUD 2011. Torre Canne, Italy, 7-10 June 2011
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