



Francesco Bellotti

Ricercatore

SSD: Ing-Inf 01

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Ambiti di insegnamento e ricerca

Teaching: Object Oriented Programming, databases, software for embedded systems.

Main research interests are in the field of Technology Enhanced Learning, Serious Gaming, Cultural Computing, Intelligent Transportation Systems and Human-Computer Interaction.

Orario di ricevimento

Su appuntamento

Curriculum

He has been the responsible of the design and implementation WPs of 11 European research projects (ICT-IST and Culture programmes), in which he was also involved in the proposal and overall management. In Italy, he is currently working in national and regional district of Intelligent Integrated System projects. He is evaluator of PRIN national research projects.

He is in the teaching committee of the Space Science and Engineering PhD course at the University of Genoa and of the Interactive and Cognitive Environments (ICE) Erasmus Mundus PhD course. He authored more than 100 papers in international journals and conferences. He has been in the founding and organizing committee of the Workshop on Serious Games and Cultural Heritage.

He is one of the founders of the University of Genoa new (2009) interdisciplinary People Inspired Technologies (PIT) Center aimed at joining competences and skills from multiple fields in order to put the human person at the center of the design and development of new products and services.

Pubblicazioni significative

- [1] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, "**Adaptive Experience Engine for Serious Games**", accepted for publication on IEEE Transactions on Computational Intelligence and AI in Games
- [2] A. Amditis, L. Andreone, K. Pagle, G. Markkula, E. Deregibus, M. R. Rue, F. Bellotti, A. Engelsberg, R. Brouwer, B. Peters, A. De Gloria, "**Towards the Automotive HMI of the Future; Overview of The Aide Integrated Project Results**", to appear on IEEE Transactions on Intelligent Transportation Systems



UNIVERSITÀ DEGLI STUDI DI GENOVA
FACOLTÀ DI INGEGNERIA
Corsi di Studio in Ingegneria Meccanica (La Spezia)

- [3] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, “**Supporting authors in the development of Task-Based Learning in Serious Virtual Worlds**”, accepted for publication on the British Journal of Educational Technology (BJET)
- [4] A. Jurgelionis, P. Fechteler, P. Eisert, F. Bellotti, H. David, J. P. Laulajainen, R. Carmichael, V. Pouloupoulos, A. Laikari, P. Perälä, A. De Gloria, C. Bouras, “**Platform for Distributed 3D Gaming**”, Special issue on Cyber Games and Interactive Entertainment, International Journal of Computer Games Technology, Vol. 2009
- [5] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, “**Enhancing the Educational Value of Video Games**”, ACM Computers in Entertainment, 2009
- [6] F. Bellotti, S. Vrochidis, E. Parissi, P. Lhoas, D. Mathevon, M. Pellegrino, G. Bo and I. Kompatsiaris, “**A T-learning Courses Development and Presentation Framework**”, IEEE Multidisciplinary Engineering Education Magazine, Vol 3, No 3, pp 69-76, September 2008.
- [7] F. Bellotti, R. Berta, A. De Gloria, M. Margarone, “**oDect: an RFID-based Object Detection API to support applications development on Mobile Devices**”, Software Practice & Experience, v.38 n.12, p.1241-1259, October 2008
- [8] F. Bellotti, A. De Gloria, R. Montanari, N. Dosio and D. Morreale, “**COMUNICAR: designing a multimedia, context-aware human-machine interface for cars**”, *Cognition, Technology & Work*, Vol. 7 No. 1, pp. 36-45, March 2005.
- [9] F. Bellotti, R. Berta, E. Ferretti, A. DeGloria, and M. Margarone, “**VeGame: Field Exploration of Art and History in Venice**”, *IEEE Computer*, special issue on Handheld Computing, September 2003.
- [10] F. Bellotti, R. Berta, A. De Gloria and M. Margarone , “**User testing a hypermedia tour guide**”, *IEEE Pervasive Computing*, Vol. 1, No. 2, April 2002, USA.