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PORTFOLIO

201011–201102

Interaction Design Lead and Senior Project Manager | Glamour Personal Shopper
The mobile shopping app of Glamour Magazine Italia | H-art
<http://ps.glamour.it>

201006–201009

Interaction Design Lead and Senior Project Manager | Wired.it Project – the new
web platform of Wired Italia composed by six new websites | H-art
<http://www.wired.it>

200909–201012

Interaction Design Lead | YOUTUR Project – mobile platform for cultural city
tourism based on physical tagging and location-based technologies | IKS

200904–200907

Game and Interaction Designer | Liberation – concept for a mobile pervasive
game, a puzzle game for mobile phones (ARG) | IKS

200903–200906

Project Manager and Interaction Designer for Inglesina Baby | Corporate Website
for presenting product collection and promoting marketing initiatives | IKS

200812–200905

Project Manager and Interaction Designer for Fiera Milano | Social Networking
Website for supporting the business network of Fiera Milano Editore | IKS

200807

Project Liaison at SDP08, Siena Design Project, University of Siena
Participants: University of Siena, Domus Academy Milan, Royal Institute of
Technology Stockholm, and University of Limerick | University of Siena

200803 – 200812

Project Manager for Inglesina Baby | Social Media Marketing strategy | IKS

200801 – 200804

Project Manager for Intesa Sanpaolo Eurodesk | Corporate website for providing
bank consultancy services to small–medium Italian companies about business
innovation projects | IKS

200712 – 200805

Interaction Designer for Vodafone Italia | HR Intranet Portal for supporting
training activities and encouraging conversations and social learning | IKS

200712

Project Coordinator of CUMULUS Digital Culture website. Digital Culture is a
working group of CUMULUS, the International Association of Universities and
Colleges of Art, Design and Media | Domus Academy
<http://www.cumulusdigitalculture.net>

200707

Project Leader and Interaction Designer in Tangible Electronics, a design
investigation that aims at envisioning tangible mobile interfaces for Social
Networking.
Summer Session in Tangible Electronic Objects | Domus Academy
<http://projects.domusacademy.net/te>

200706

Project Liaison at SPD07 – Siena Design Project University of Siena
Participants: University of Siena, Domus Academy Milan, Royal Institute of
Technology Stockholm, and University of Limerick | University of Siena

200703

Project Leader and Interaction Designer in MobileApps, a design investigation about graphical user interfaces that aims at developing innovative applications for mobile devices.

Master in Interaction Design | Domus Academy
<http://projects.domusacademy.net/mobileapps>

200702

Project Coordinator of 'DA Projects' website
The website collects and illustrates all the design activities undertaken at Design Department | Domus Academy
<http://projects.domusacademy.net>

200608

Atelier Leader at CONVIVIO Interaction Design Summer School
August 14–25 Edinburgh (UK) | University of Siena
STARS Project – Squeezable stars for rating performances and places, and creating people networks (constellations) during Edinburgh international festivals.

200607

Project Liaison at SPD06 – Siena Design Project Participants of SDP are University of Siena, Domus Academy Milan, Royal Institute of Technology Stockholm, and University of Limerick | University of Siena

200510 – 200607

Project Coordinator for YSTREET Project | Master in Design of Communication Environments at ARSNOVA Academy Digital Arts and Sciences and University of Siena

200201 – 200604

AWarE – Adaptive Work Environments [of Information Society] Project
Ph.D. Program in 'Telematics and Information Society' at the Electronics and Telecommunications Department University of Florence.
AWarE is a project about the future of work environments. Driven by a strong design approach, it creates new scenarios of innovative offices through the envisioning of concepts of interactive spaces and tools.
AWarE explores the use of Information and Communication Technologies as support of work practices in digitally enhanced environments.

200407

Interaction Designer and Project Assistant in Ymage project for Canon | Domus Academy, Master in Interaction Design
The Ymage project focuses on the development of innovative concepts for digital photo-tools based on the crossing of cultural, social and technological values and trends.

200406

Project Leader and Interaction Designer in I-Design Portrait project | Domus Academy, Master in Interaction Design
I-Design Portrait is a design exploration about the definition of territory and languages of Interaction Design discipline.

200405

Project Leader and Interaction Designer in Progressive Learning project | Experimental formats for innovative learning networks | Domus Academy, Master in Interaction Design

200404

Project Leader and Interaction Designer in TLounge project | Domus Academy, Master in Interaction Design
TLounge is an investigation and a design research aimed at understanding the basic elements, both spaces and tools, which contribute to the creation of a Digital Retail Experience, for companies that sell and provide immaterial goods, like service providers and telecommunication companies.

200403

Interaction Designer and Project Assistant in Medialogue project | Domus Academy, Master in Interaction Design
Aim of Medialogue is to develop innovative ideas for media format and digital enhanced solutions that can support the generation, communication and management of events and activities within the framework of an urban marketing campaign.

200402

Interaction Designer and Project Assistant in Hypereality project | Domus Academy, Master in Interaction Design
The project explores the changes in the contemporary city and territory and investigates the new relationships between man and the city.

Some developed projects have been selected for MICROREALITIES Exhibition inside the 9th Venice Architecture Biennale 2004.

200401 - 200405

Interaction Designer and Researcher in Experience Convergence project for Nokia Design | Domus Academy

Aim of the project is to develop innovative concepts and scenarios for mobile communication devices and services, based on the crossing of digital media and entertainment world.

200309-200312

Interaction Designer and Project Assistant in Seamless Fiction project for Colorado Film | Domus Academy, Master in Interaction Design

Colorado Film is investigating innovative ways for experimenting and creating the next generation of entertainment products based on digital media.

200309-200312

Interaction Designer and Project Assistant in Experience Space project for Fujitsu | Domus Academy, Master in Interaction Design

Fujitsu is investigating the possibility to envision and design a new relational model that involves the company and its customers. The emphasis is on the impact that new technologies and media have on the human experience, when entering in contact with the mechanisms of the advanced market in terms of communication values and brand culture expression.

Experience Space envisions the creation of a compelling and seamless experience based on the design of physical aspects and qualities of the environment.

200310-200312

Project Leader and Interaction Designer in Digital Furniture | Innovative concepts for interactive furniture and furnishings, for Samsung | Domus Academy

Digital Furniture project wants to investigate the possibility to envision and design innovative furniture and furnishings that integrate the emerging qualities of new technologies and interactive media, and their ability to support communication and relation experiences.

200307

Interaction Designer and Project Assistant in I/O project | Interaction Concepts for Inter-haptic Indoor/Outdoor Robotics in conjunction with the University of South Denmark | Domus Academy, Master in Interaction Design

The project I/O aimed to investigate and experiment the creation of interactive environments and tools for learning and entertainment activities dedicated to young children (6-9 years of age).

200305-200306

Project Leader and Interaction Designer in Soundsphere project for Pioneer | Domus Academy, Master in Interaction Design

Soundsphere is an internal competition dedicated to the investigation and creation of new ideas for enhanced loudspeakers for Japanese teenager girls Kogyaru.

200304

Interaction Designer and Project Assistant in UBIQUI-CITY project | Morpheus Interaction, for Mitsubishi | Domus Academy, Master in Interaction Design

UBIQUI-CITY represents a strategic opportunity to imagine the future of a ubiquitous society that relates to the emerging qualities of the systems and interactive tools, and to their ability to support communication and relation experiences. The goal of the project was to develop concepts and scenarios of interactive artifacts that will act as a bridge between people, the interaction environment, the activities (communication, games, storytelling, etc.) and their contents.

200303

Interaction Designer and Project Assistant in The Private Wellness project | Advanced concepts for a Digital Wellness Experience | Domus Academy, Master in Interaction Design

Aim of the project is to investigate innovative concepts for a Wellness Experience supported by digital media and technologies.

200302

Interaction Designer and Project Assistant in Crossings project

The project focuses on designing a set of integrated communication media and services for time/place-based experiences in the field of progressive learning and entertainment.

200209-200212

Interaction Designer and Project Assistant in ON/OFFICE project for Fujitsu | Domus Academy, Master in Interaction Design

Fujitsu is investigating the possibility to envision and design a new working-style inspired by the emergent qualities of social infrastructures like the internet, by the growth of new media formats and interfaces and by the development of high-performance and miniaturized components and technologies.

200209–200212

Interaction Designer and Project Assistant in Experience Convergence project for Nokia | Domus Academy, Master in Interaction Design

Nokia is investigating innovative ways for experimenting and creating the next generation of products, services and strategies (year 2006) as an alternative to the “mobile phone” and “palm computing” paradigms that are leading the actual consumer electronic market.

200206

Interaction Designer and Project Assistant in Sensecape project for TDK | Domus Academy, Master in Interaction Design

Sensecape focuses on the development of interaction concepts for digital media experiences based on the emergent sensorial qualities of interactive media and tools.

200205

Interaction Designer and Project Assistant in Urban People project | Experimental formats for innovative alumni networks

Urban People focuses on the development of an innovative alumni platform starting from the publishing experience of the URBAN free magazine.

200204

Interaction Designer and Project Assistant in I-Ways project | Innovative interaction concepts for the future of Air Traffic Management for Deep Blue and Eurocontrol | Domus Academy, Master in Interaction Design

I-Ways proposes an open approach towards the evolution of the new technologies, tools, interactive media and services that can be applied to the Air Traffic Control domain.

200203 – 200210

Interaction Designer and Researcher in CARE Project – Innovation Action – Crea! (2002–2004) | Domus Academy

WPA: Master in Creative Design DA.2 Repository of Design Concepts

CARE Innovative Action is a long-term program, aiming to investigate innovative ideas for ATM that could be applied from now up to 2050. Some preliminary studies have been commissioned by Eurocontrol.

Consortium: Deep Blue (I), Communication Sciences Department University of Siena (I), Domus Academy (I), Enav (I).

200203

Interaction Designer and Project Assistant in Gate-S project | Domus Academy, Master in Interaction Design

The project wants to investigate the potential of the new media and tools to be introduced in shops and service places, for augmenting the service ability even further in time and space.

200202

Interaction Designer and Project Assistant in The Gift | Memento project for Macef | Domus Academy, Master in Interaction Design

The project focuses on the interaction system which relate the giver, the gift and the receiver, by taking advantage of the potential that interactive media and digital technologies have in stimulating our perceptive skills, in offering us the tools to create new communication models, in building memory spaces and in letting us taking care of the relationship with the people and things we love.

200003 – 200109

Interaction Designer and Researcher in POGO Project (Experimental School Environments – ESE 1998–29330)

Pogo explores learning in the four-to-eight age range and aims to develop innovative IT-based learning tools and environments.

ESE is part of the European Initiative for Intelligent Information Interfaces – i3. Consortium: Domus Academy (I), Cryo Interactive (F), Ravensburger AG (D), Philips Design (NL), University of Siena (I) and Liège University (B).