
Maurizio Mancini, PhD

CV AI FINI DELLA PUBBLICAZIONE

Academic

Education

- **2008, PhD in Computer Science**

Place: Université Paris VIII

Title: Multimodal distinctive behavior for expressive embodied conversational agents

Supervisor: Prof. Catherine Pelachaud

Description: A real-time model for the synthesis of expressive/affective distinctive multimodal BML-compliant Embodied Conversational Agents

Note: This is a dual PhD in Computer Science (90%) and Cognitive Psychology (10%). It has been delivered jointly by the University of Paris VIII (main institution) and the University of Rome “La Sapienza” (foreign institution). The research work of the PhD is mainly related to Computer Science (90%), with a background in Cognitive Psychology (10%).

- **2003, “Laurea” (BSc + MSc, 5 years) in Computer Science**

Place: University of Rome “La Sapienza”

Title: Analisi e sintesi dei gesti comunicativi per agenti conversazionali

Supervisor: Prof. Catherine Pelachaud

Description: Modeling and developing expressive gestures for the Greta ECA

Academic Experience

- **August 2018 - now, Lecturer A/B**

Place: School of Computer Science and Information Technology, University College Cork, Cork, Ireland Labs: MAVRIC, SFI Centre for Research Training in Advanced Networks for Sustainable Societies Duties: teaching (50%), research (50%)

- **January 2016 - July 2018, Assistant Professor**

Place: Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi (DIBRIS), University of Genoa, Italy

Lab: InfoMus (Prof. Antonio Camurri)

Duties: teaching (25%), research (75%)

- **October 2008 - December 2015, Senior Researcher**

Place: Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi (DIBRIS), University of Genoa, Italy

Lab: InfoMus (Prof. Antonio Camurri)

Duties: teaching (10%), research (90%)

- **March 2008 - June 2008, Post-doc Researcher**

Place: University of Paris VIII, France

Lab: ECAs (Prof. Catherine Pelachaud)

Duties: research (100%)

- **January 2004 - February 2008, PhD Student (with a paid research contract on HUMAINE)**

Place: University of Paris VIII, France

Lab: ECAs (Prof. Catherine Pelachaud)

Duties: research (100%)

- **May 2003 - December 2003, Research Engineer**

Place: Dipartimento di Informatica e Sistemistica (DIS), University of Rome “La Sapienza”

Lab: virtual agents lab (Prof. Catherine Pelachaud)

Duties: research & development

National Qualifications

Italian and French law require the following titles in order to become Professor in public Universities. They can be obtained by submitting an application (cv, titles, publications and so on) which is evaluated by national and international qualified experts.

- 2017,2018 Italian National Academic Qualification as Associate Professor (Computer Science and Computer Engineering)
- 2011 French National Academic Qualification as Associate Professor (Maître de Conférences), section 27 (Computer Science)

Grants participation

- 2015-2017 EU ICT-H2020 Project DANCE (<http://dance.dibris.unige.it>) Co-PI (coordinator), leader of WP2 (600k euro for the University of Genoa)
- 2016-2018 EU ICT-H2020 Project Wholodance (<http://www.wholodance.eu>) Co-PI (380k euro for the University of Genoa)
- 2011-2014 EU ICT-FP7 Project ILHAIRE (<http://ilhaires.eu>) Co-PI, co-leader of WP2 (300k euro for the University of Genoa)
- 2019 Expanding and quantifying the cognitive and mobility issues of fallers and older adults afraid of falling, UCC internal grant (2k euro)
- 2006 Funding awarded by the EU IST-FP6 Project HUMAINE (Human-Machine Interaction Network on Emotion) for short visit at the InfoMus Lab, University of Genoa, Italy (2k euro)

Awards

- 2019 Best paper candidate at the ACII 2019 Conference
Title: Understanding Chromaesthesia by Strengthening Auditory-Visual-Emotional Associations
- 2010 Finalist paper for the ACM Multimedia Grand Challenge 2010
Title: Multi-Scale Entropy analysis of Dominance in Social Creative Activities
- 2009 Best paper award candidate (Top 14%) at the UCM 2009 Conference
Title: Sync'n'Move: social interaction based on music and gesture Varni et al. (2009)

Invited talks

- 2018 Invited speaker, seminar “Detecting full-body multimodal signals in laughter and music playing” for the SIBIL (Seminario Interdisciplinare Bilaterale), organized by the University of Rome 3 and the ISTC (Istituto di Scienze e Tecnologie della Cognizione, Italian CNR, Rome)
- 2016 Invited speaker, seminar “Automated Extraction and Sonification of Motion Qualities”, Institut des Systèmes Intelligents et de Robotique, Paris
- 2014 Invited Professor at the International Summer School in Systematic Musicology 2014, University of Genoa, Italy
- 2012 Invited speaker, seminar about the EyesWeb XMI platform, invited by Prof. E. Bevacqua, Ecole nationale d'Ingenieurs de Brest, France
- 2011 Invited Professor at the International Summer School in Systematic Musicology 2011, University of Jyväskylä, Finland
- 2005 Invited Professor at the National Institute of Informatics, Tokyo, Japan, invited by Prof. H. Prendinger

Presentations at International Conferences and Workshops

- ACII 2015, “Perception of Intensity Incongruence in Synthesized Multimodal Expressions of Laughter”
- ACII 2015, tutorial “A Research Platform for Synchronised Individual/Group Affective/Social Signal Recording and Analysis”
- ACII 2013, “Towards automated full body detection of laughter driven by human expert annotation”
- AVI 2012, “Embodied cooperation using mobile devices: presenting and evaluating the Sync4All application”
- ACII 2011, “Evaluating the communication of emotion via expressive gesture copying behaviour in an embodied humanoid agent”
- Gesture Workshop 2009, “Implementing distinctive behavior for conversational agents”
- UCMedia 2009, “Sync’n’Move: social interaction based on music and gesture”
- AAMAS 2008, “The FML – APML language” and “Distinctiveness in multimodal behaviors”
- IVA 2007, “Dynamic behavior qualifiers for conversational agents”
- ACII 2007, “Real-time analysis and synthesis of emotional gesture expressivity”
- Gesture Workshop 2006, “From Acoustic Cues to an Expressive Agent” and “Implementing Expressive Gesture Synthesis for Embodied Conversational Agents”
- AISB 2004, “Speaking with Emotions”

Patent

- “Network communication architecture and method for the reproduction of multimedia content items”, Camurri et al. (2014)
International Publication Number: WO 2015/063684 A1; United States Pub. No. US 2016/0294902 A2
Inventors: A. Camurri, F. Celante, M. Mancini, G. Varni, G. Volpe.

Collaborations, visits

Visiting researcher stays:

- May-June 2018 (21 days) Invited by Prof. C. Pelachaud to the ISIR, Sorbonne University. I will collaborate with Prof. Pelachaud’s lab on analyzing human’s nonverbal behaviors to be used to drive the behaviors of socio-emotional agents.
- March 2017 (10 days) Invited by Prof. R. Bresin, KTH, Sweden. In the framework of the DANCE project, I collaborated to the setup of an experiment in which users hear the sonification of their movements in real-time
- May 2014 (3 days) Invited by Prof. C. Pelachaud, Telecom-ParisTech, France. In the framework of the ILHAIRE Project, I collaborated to the setup of an experiment consisting in a laughter loop between a human user and an ECA Mancini et al. (2017a)
- 2005 (7 days) Invited by Prof. H. Prendinger, National Institute of Informatics, Tokyo, Japan. I collaborated with the Prof. Prendinger team to set up an ECA capable of interacting with the user through eye direction

Collaborations with other research groups:

- 2018 ISIR, Sorbonne University
During my visit in May and June 2018, I will work with Prof. Catherine Pelachaud and her PhD student Beatrice Biancardi on the implementation of an ECA interface in the framework of the Impressions Project (http://www.isir.upmc.fr/?op=view_profil&lang=en&id=425&pageid=1457).
- 2017 KTH and University of Maastricht
In the framework of the EU ICT-H2020 Project DANCE I collaborated with Prof. Roberto Bresin and his students Emma Frid and Ludvig Elblaus on a mapping between movement and sound. In the same project I collaborated with Prof. Beatrice de Gelder and her student Maarten Vaessen on a study that aimed to compare a model of automated movement quality extraction with the visual perception and brain activity of an observer. Results of both collaborations are going to appear in 2018.

- 2015-2016 Telecom ParisTech
In the framework of the EU ICT-FP7 Project ILHAIRE I collaborated with Prof. Catherine Pelachaud and her students Beatrice Biancardi, Florian Pecune and Yu Ding on the integration between EyesWeb XMI and the Greta agent. We connected the EyesWeb real-time laughter detection modules with the Greta laughter generation module. In several experiments Mancini et al. (2017a) we demonstrated a laughter copying interface can increase the perceived level of funniness of an audio stimuli.
- 2014-2015 University College of London, University of Mons, University of Zurich
In the framework of the EU ICT-FP7 Project ILHAIRE I collaborated with Professors Nadia Berthouze, Thierry Dutoit and Willibald Ruch and their research teams on laughter interfaces. results have been published in several international journals and conferences Griffin et al. (2015), Ruch et al. (2014), Mancini et al. (2014a).
- 2012-2013 Queen’s University Belfast
In the framework of the EU FP7-ICT Project SIEMPRE I collaborated with Prof. Roddy Cowie and his team on the automated analysis of groups of users performing a creative joint activity. We created movement features extraction models based on psychological studies on group creative joint activity and we applied them music quartets. results have been published in international journals and conferences Glowinski et al. (2013c).
- 2008-2009 Nokia
In the framework of the EU FP7-ICT Project SAME I collaborated with Jari Kleimola on expressive movement qualities extraction from mobile devices (e.g., smartphones). This work has been published in several international conferences and journals, the main one is Mancini et al. (2010b).
- 2006-2011 University of Birmingham and Coventry University
I collaborated with Dr. Genevra Castellano and Prof. Christopher Peters of expressive movement copying between humans and virtual characters. This work started when I was a PhD student and has received many publications in international journal and conferences, the main one is Castellano et al. (2012).
- 2005-2006 KTH
In the framework of the EU FP6-IST Project HUMAINE I collaborated with Prof. Roberto Bresin on a mapping between audio features and expressive movements of a virtual character. This work has been published in several international conferences and journals, the main one is Mancini et al. (2007a).
- 2006-2007 University of Athens
In the framework of the EU FP6-IST Project HUMAINE I collaborated with Prof. Kostas Karpouzis and his lab (Amaryllis Raouzaïou, George Caridakis) on the extraction and synthesis of emotional movement qualities. This work has been published in several international conferences and journals, the main one is Caridakis et al. (2007).
- 2004-2005 CNRS (France)
In the framework of the EU FP6-IST Project HUMAINE I collaborated with Prof. Jean-Claude Martin and Prof. Laurence Devillers on the synthesis of emotional movement qualities in ecological settings (e.g., tv shows) Martin et al. (2011).

Student Supervision

- PhD students (co-supervision):
 - (Computer Science, UCC) Mohammad Shoaib, 2019
 - (Computer Engineering, Genoa) Eleonora Ceccaldi, 2017-2019.
 - (Computer Engineering, Genoa) Erica Volta, 2017-2019.
- Master students (1st supervisor):
 - (Data Science and Analytic, UCC) Rijo Sebastian, 2018-2019
 - (Interactive Media, UCC) Bixuan Feng, 2018-2019
 - (Interactive Media, UCC) Yi Ping Dong, 2018-2019
 - (Computer Engineering, Genoa) Matteo Scerbo, 2017
- Undergraduate students (1st supervisor):
 - (Digital Humanities, UCC) Patrick O’Toole, 2018-2019

- (Computer Science, UCC) David Murphy, 2018-2019
- Students of the European Master on Advanced Robotics (1st supervisor):
 - (Genoa) Marco Barbagelata and Prashanth Martinelli, 2013
 - (Genoa) Emilio Roth, 2010

Participation in EU projects

- 2018 EU H2020-ICT TELMI
<http://telmi.upf.edu>
 Contribution: real-time and offline expressive features analysis in violin performances, experimental design
 Publications: a submission to the MOCO 2018 conference is in progress
- 2015-2017 EU H2020-ICT DANCE
<http://dance.dibris.unige.it>
 Contribution: co-PI, co-responsible of the project coordination, leader of WP2, participation in writing deliverables, preparation of annual reports and meetings, financial auditing, experimental design, software development, data analysis, real-time and offline expressive features analysis in dance performances using multimodal sensors (motion capture, depth sensors, accelerometers)
 Publications: Alborno et al. (2017), Camurri et al. (2016a), Alborno et al. (2016b), Piana et al. (2016a), Alborno et al. (2016a), Piana et al. (2016b), Camurri et al. (2016b)
- 2011-2014 EU FP7-ICT ILHAIRE
<http://www.ilhaire.eu>
 Contribution: co-PI, co-leader of WP2, participation in writing deliverables, project meetings, experimental design, software development, data analysis, real-time and offline expressive features analysis (laughter detection), collection of multimodal data corpus of laughter in interaction
 Publications: Mancini et al. (2017a), Niewiadomski et al. (2016), Ruch et al. (2014), Niewiadomski et al. (2015), Griffin et al. (2015), Pecune et al. (2015b), Pecune et al. (2015a), Niewiadomski et al. (2014), Mancini et al. (2014c), Mancini et al. (2013b), Mancini et al. (2014a), Niewiadomski et al. (2013a), Urbain et al. (2013a), Urbain et al. (2013b), Mancini et al. (2012b)
- 2010-2013 EU FP7-ICT MIROR
www.mirrorproject.eu
 Contribution: co-responsible of WP4, contributor of tasks 3.6 (Modules for gesture analysis and control) and 4.3 (MIROR prototypes), writing of deliverables, participation in project meetings, management of software development and data analysis. The main outputs of my activity are in the papers: Varni et al. (2013), Varni et al. (2017).
- 2010-2013 EU FP7-ICT SIEMPRE
<http://www.infomus.org/siempre>
 Contribution: real-time and offline social features analysis (entropy of movement) from MoCap, computer vision, and sensors, collection of multimodal data corpus of ensemble music performance, 3D visualization of motion captured data, mapping of emotional movement from motion captured data (Kinect) to virtual characters
 Publications: Varni et al. (2018), Glowinski et al. (2013c), Camurri et al. (2011), Glowinski et al. (2013b), Glowinski et al. (2013a), Glowinski and Mancini (2011), Camurri et al. (2012), Glowinski et al. (2011)
- 2008-2010 EU FP7-ICT SAME
<http://sameproject.eu>
 Contribution: participation in writing deliverables, mobile interfaces for active music listening, real-time expressive gesture analysis (smoothness, impulsivity) using computer-vision techniques and mobile devices; social features extraction (synchronization of users) using mobile devices; evaluation of mobile interfaces
 Publications: Mancini et al. (2015), Mancini et al. (2013a), Varni et al. (2011), Mancini et al. (2010b), Varni et al. (2012), Mancini et al. (2010a), Varni et al. (2009), Glowinski et al. (2012b), Glowinski et al. (2012c), Kleimola et al. (2009)
- 2008 EU FP6-IST CALLAS
<http://www.callas-newmedia.eu>
 Contribution: definition of a BML-compliant architecture for the Greta ECA
 Publications: Charles et al. (2007), Mancini et al. (2008), Mancini and Pelachaud (2009b), Niewiadomski et al. (2009)

- 2004-2007 EU FP6-IST HUMAINE

<http://emotion-research.net>

Contribution: expressive/affective gesture synthesis for the Greta ECA (6 expressivity parameters model), mapping of emotional movement from a human actor to a virtual character, mapping of an emotional music performance to a virtual character, model for multimodal synchronization for the Greta ECA (synchronization of head, arms, torso movements), (PhD main theme) model for distinctive ECAs, main contributor of BML and FML standard languages, XML languages for defining 3D virtual worlds (objects) and characters (face, body, texture mapping, skinning), GUI-based 3D tools for the creation of facial expressions and gestures of a virtual character, GUI-based tool for the definition of 3D animations in BML

Publications: Mancini and Pelachaud (2009a), Mancini et al. (2007a), Bevacqua et al. (2008), Mancini and Pelachaud (2008a), Vilhjálmsdóttir et al. (2007), Mancini et al. (2007b), Mancini and Castellano (2007), Mancini and Pelachaud (2007), Peters et al. (2006), Pelachaud et al. (2006), Mancini et al. (2005c), Hartmann et al. (2005a), Peters et al. (2005b), Mancini et al. (2005b), Hartmann et al. (2005b), Lamolle et al. (2005), Martin et al. (2005), Szilas and Mancini (2005), Bevacqua et al. (2007), Castellano and Mancini (2007), Caridakis et al. (2007), Hartmann et al. (2006), Bevacqua et al. (2006), Peters et al. (2005a), Mancini et al. (2005a), Bevacqua et al. (2004), Niewiadomski et al. (2013b), Martin et al. (2011), Hyniewska et al. (2010), Niewiadomski et al. (2010), Peters et al. (2007)

- 2003 EU FP5-IST MAGICSTER

http://cordis.europa.eu/project/rcn/57111_en.html

Contribution: expressive gesture synthesis for the Greta ECA, OpenGL visualization of an animated character with texture mapping and skinning, GUI-based 3D tool for the creation of gestures of a virtual character

Publications: Hartmann et al. (2002)

Board Participation

Committees

- December 2018-present: Member of the Internationalisation Committee of the School of Computer Science and Information Technology, UCC.
- May 2019-present: Recruitment Coordinator for the BA Psychology & Computing Programme of the School of Computer Science and Information Technology, UCC.
- 2018-2019: Junior Member of the Executive Committee of the Association for the Advancement of Affective Computing (<http://emotion-research.net/>). I am in charge of the Best PhD dissertation on Affective Computing Award and on a major revision of the Association's constitution.
- 2018: Member of the Research Committee of the Department of Computer Science, Bio-engineering, Robotics e Computer Systems Engineering (DIBRIS) of the University of Genoa. The Committee monitors the research activity of the Department and manages funding of project proposals.
- 2016-2018: Member of the "Engineering Management" Bachelor Degree Council at the University of Genoa, Center of Savona (Italy). The Council has the responsibility of managing the Degree scope, courses, teaching and exam methodologies.

Editorial and conference activity

Editor:

- Guest Editor of IEEE Transactions on Affective Computing, special issue titled "Laughter Computing: towards machines able to deal with laughter", to appear
- Guest Editor of Journal on Multimodal User Interfaces, special issue on Cross-disciplinary approaches to multimodal user interfaces, Springer Berlin / Heidelberg, ISSN 1783-7677, pages 1-2, v. 4, i. 1, doi.org/10.1007/s12193-010-0055-z

Organizing Committee Member for International Conferences:

- Program Chair and Publication Co-chair of the 5th International Conference on Movement and Computing (MOCO) 2018 (<http://moco18.movementcomputing.org>)

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- Publication Chair of the 17th International Conference on Intelligent Virtual Agents (IVA) 2017 (<http://iva2017.org>)

Chair/Organizer of Conferences/Workshops:

- 2019 EMERGent @ACII2019 <https://groupemotion.github.io/>
- 2015 INTERPERSONAL @ICMI2015 <http://interpersonalicmi2015.isir.upmc.fr/>
- 2015 ENHANCE @ACII2015 <http://enhance2015.isir.upmc.fr/>
- 2015 Special session on Laughter (chair and organizer) @ACII2015
- 2015 IHCI 2015
- 2013 IVA 2013
- 2013 AFFINE 2013 @ACII 2013
- 2012 3rd Workshop on Social Behavior in Music <http://www.infomus.org/Events/SBM2012>
- 2011 Closing session of the European ICT-FET Conference and Exhibition 2011
- 2011 International Conference Intetain 2011
- 2011 2nd Workshop on Social Behavior in Music <http://www.infomus.org/SBM2011>
- 2010 AFFINE 2010 @ACMMULTIMEDIA 2010
- 2010 MMC2008 @LREC 2010
- 2009 Organizer and P. C. of eNTERFACE Summer School 2009
- 2009 Organizer and P. C. of the 1st IEEE Workshop on Social Behavior in Music <http://www.infomus.org/SBM2009>
- 2008 MMC2008 @LREC 2008

Review activities

Reviewer for National Projects:

- Project Reviewer for the Austrian Science Fund (FWF) 2018
- Project Reviewer for the French National Research Agency ANR in 2016
- Project Reviewer for the Canadian Social Sciences and Humanities Research Council, Insight Grants 2014
- Project Reviewer for the New Zealand Ministry of Business, Innovation & Employment (MBIE) 2014 Science Investment Round

Reviewer for International Journals:

- International Journal of Human-Computer Studies
- ACM Transactions on Intelligent Systems and Technology, Special Issue on Intelligent Music Systems and Applications
- Engineering Applications of Artificial Intelligence
- IxD&A special issue on “Games for learning” edited by K. Karpouzis, G. Castellano, R. Khaled, E. Dimaraki
- IEEE Transactions on Affective Computing
- Interacting with Computers
- ACM Transactions on Interactive Intelligent Systems
- Mobile Network Applications (ISSN: 1383-469X, 1572-8153)
- Journal of Multimodal User Interfaces, Special issue “Real-Time Affect Analysis and Interpretation: Closing the Affective Loop in Virtual Agents and Robots”

Technical Program Committee Member/Reviewer for International Conferences and Workshops:

- 19th International Conference on Intelligent Virtual Agents (IVA 2019)
- Senior PC member of the 21st ACM International Conference on Multimodal Interaction (ICMI 2019)
- 2019 ACM MULTIMEDIA
- 8th International Conference on Affective Computing and Intelligent Interaction (ACII 2019)
- 6th International Conference on Movement and Computing (MOCO 2019)
- 18th International Conference on Intelligent Virtual Agents (IVA 2018)
- 19th ACM International Conference on Multimodal Interaction (ICMI2017)
- 7th International Conference on Affective Computing and Intelligent Interaction (ACII 2017)
- ACM International Conference on Multimodal Interaction 2016
- 2015 ACM MULTIMEDIA
- IEEE/RSJ International Conference on Intelligent Robots and Systems 2015
- ACM Multimedia Conference 2015
- ACM International Conference on Multimodal Interaction 2015
- 12th Annual Conference of the Italian Association for Cognitive Sciences (AISC) 2015
- Interfaces and Human Computer Interaction (IHCI) 2014
- ICMC14-SMC214
- ACM International Conference on Multimodal Interaction 2014
- International Conference on Intelligent Virtual Agents 2013
- 15th ACM International Conference on Multimodal Interaction 2013
- ACM SIGCHI Conference on Human Factors in Computing Systems
- ACM International Conference on Multimodal Interaction 2012
- Intertain 2011 ([link](#))
- AFFINE 2010, 3rd International Workshop On Affective Interaction in Natural Environments
- IADIS Interfaces and Human Computer Interaction 2010
- LREC Workshop on Multimodal Corpora 2010
- International Computer Music Conference 2009
- 22nd ACM UIST Symposium
- LREC Workshop on Multimodal Corpora 2008
- International Conference on Intelligent Virtual Agents 2007
- Advances in Human-Computer Interaction
- International Conference on Computer Animation and Social Agents 2005
- SIGGRAPH 2004
- CASA 2004

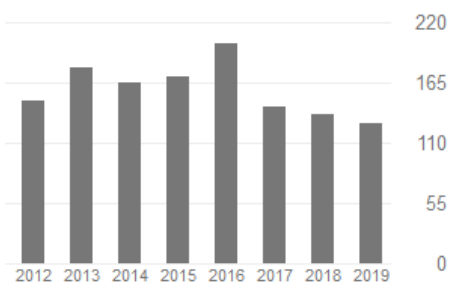
Publications

I published in relevant journals and conferences of my area of research (for example, ACM Transactions on Internet Technology Mancini et al. (2017a), IEEE Transactions on Human-Machine Systems Niewiadomski et al. (2016), IEEE Transactions on Systems, Man and Cybernetics Castellano et al. (2012), ACM Mobile Networks and Applications Varni et al. (2011), and IEEE Transactions on Audio, Speech, and Language Processing Mancini et al. (2007a)).

Indexes

My h-index is **21** on Google Scholar (**2107 citations**) and **15** on Scopus (**831 citations**). My Google Scholar page is available at: <https://scholar.google.it/citations?hl=it&user=RJLyh1wAAAAJ>. My Scopus Author ID is 13008942700.

	All	Since 2014
Citations	2107	949
h-index	21	16
i10-index	50	30



Summary

International journals: 18
International conferences: 47
International workshops: 31
Book chapters: 6
International workshops: 7
Editorials: 2
Patents: 1

International Journals

The SJR score reported for some journal publications is the Scimago Journal Rank <http://www.scimagojr.com>.

* = publications not including my PhD supervisor

bold = 10 best publications (among journals, conferences and workshops)

- **Varni et al. (2019)** Varni, G., Mancini, M., Volpe, G., Fadiga, L., and Camurri, A. (2019). **The change matters! measuring the effect of changing the leader in joint music performances.** *IEEE Transactions on Affective Computing**
- **Niewiadomski et al. (2019)** Niewiadomski, R., Ceccaldi, E., Huisman, G., Volpe, G., and Mancini, M. (2019). **Computational commensality: from theories to computational models for social food preparation and consumption in hci.** *Frontiers in Robotics and AI, Special Issue on Computational Approaches for Human-Human and Human-Robot Social Interactions**
- **Biancardi et al. (2019)** Biancardi, B., Mancini, M., Lerner, P., and Pelachaud, C. (2019). **Managing an agent's self-presentational strategies during an interaction.** *Frontiers in Robotics and AI, Special Issue on Computational Approaches for Human-Human and Human-Robot Social Interactions*
- **Spence et al. (2019)** Spence, C., Mancini, M., and Huisman, G. (2019). **Digital commensality: Eating and drinking in the company of technology.** *Frontiers in Psychology (Human-Media Interaction)**

- Vaessen et al. (2018) Vaessen, M., Abassi, E., Mancini, M., Camurri, A., and de Gelder, B. (2018). Computational feature analysis of body movements reveals hierarchical brain organization. *Cerebral Cortex* (SJR: Q1) *
- Niewiadomski et al. (2018b) Niewiadomski, R., Mancini, M., Cera, A., Piana, S., Canepa, C., and Camurri, A. (2018b). Does embodied training improve the recognition of mid-level expressive movement qualities sonification? *Journal on Multimodal User Interfaces*, pages 1–13 (SJR: Q3) *
- Niewiadomski et al. (2016) Niewiadomski, R., Mancini, M., Varni, G., Volpe, G., and Camurri, A. (2016). Automated laughter detection from full-body movements. *IEEE Transactions on Human-Machine Systems*, 46(1):113–123 (SJR: Q1) * [PDF]
- Mancini et al. (2007a) Mancini, M., Bresin, R., and Pelachaud, C. (2007a). A virtual head driven by music expressivity. *IEEE Transactions on Audio, Speech, and Language Processing*, 15(6):1833–1841 (SJR: Q1) [PDF]
- Ruch et al. (2014) Ruch, W. F., Platt, T., Hofmann, J., Niewiadomski, R., Urbain, J., Mancini, M., and Dupont, S. (2014). Gelotophobia and the challenges of implementing laughter into virtual agents interactions. *Frontiers in Human Neuroscience*, 8:1–12 (SJR: Q1) * [PDF]
- Glowinski et al. (2013c) Glowinski, D., Mancini, M., Cowie, R., Camurri, A., Chiorri, C., and Doherty, C. (2013c). The movements made by performers in a skilled quartet: a distinctive pattern, and the function that it serves. *Frontiers in Psychology*, 4:1–9 (SJR: Q1) * [PDF]
- Castellano et al. (2012) Castellano, G., Mancini, M., Peters, C., and McOwan, P. W. (2012). Expressive copying behavior for social agents: A perceptual analysis. *Systems, Man and Cybernetics, Part A: Systems and Humans, IEEE Transactions on*, 42(3):776–783 (SJR: Q1) * [PDF]
- Varni et al. (2011) Varni, G., Mancini, M., Volpe, G., and Camurri, A. (2011). A system for mobile active music listening based on social interaction and embodiment. *Mobile Networks and Applications*, 16(3):375–384 (SJR: Q1) * [PDF]
- Mancini et al. (2017a) Mancini, M., Biancardi, B., Pecune, F., Varni, G., Ding, Y., Pelachaud, C., Volpe, G., and Camurri, A. (2017a). Implementing and evaluating a laughing virtual character. *ACM Transactions on Internet Technology (TOIT)*, 17(1):1–22 (SJR: Q2) [PDF]
- Mancini et al. (2013a) Mancini, M., Camurri, A., and Volpe, G. (2013a). A system for mobile music authoring and active listening. *Entertainment Computing*, 4(3):205–212 (SJR: Q2) * [PDF]
- Mancini et al. (2010b) Mancini, M., Varni, G., Kleimola, J., Volpe, G., and Camurri, A. (2010b). Human movement expressivity for mobile active music listening. *Journal on Multimodal User Interfaces*, 4(1):27–35 (SJR: Q3) * [PDF]
- Mancini and Pelachaud (2009a) Mancini, M. and Pelachaud, C. (2009a). Generating distinctive behavior for embodied conversational agents. *Journal on Multimodal User Interfaces*, 3(4):249–261 (SJR: Q3) [PDF]
- Mancini et al. (2015) Mancini, M., Volpe, G., Varni, G., and Camurri, A. (2015). Social retrieval of music content in multi-user performance. *EAI Endorsed Transactions on Creative Technologies*, 2(3):1–10 * [PDF]
- Camurri et al. (2011) Camurri, A., Canepa, C., Ferrari, N., Mancini, M., and Volpe, G. (2011). Modelling and analysing creative communication within groups of people: The artistic event at fet11. *Procedia Computer Science*, 7:144–145 * [PDF]

International Conferences

* = publications not including my PhD supervisor

bold = 10 best publications (among journals, conferences and workshops)

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- Mancini et al. (2019a) Mancini, M., Biancardi, B., Dermouche, S., Lerner, P., and Pelachaud, C. (2019a). A computational model for managing impressions of an embodied conversational agent in real-time. In *Proceedings of the 8th International Conference on Affective Computing and Intelligent Interaction (ACII 2019)*

- Mancini et al. (2019b) Mancini, M., Biancardi, B., Dermouche, S., Lerner, P., and Pelachaud, C. (2019b). Managing agent’s impression based on user’s engagement detection. In *Proceedings of the 19th ACM International Conference on Intelligent Virtual Agents*, pages 209–211. ACM
- Niewiadomski et al. (2017) Niewiadomski, R., Mancini, M., Piana, S., Alborno, P., Volpe, G., and Camurri, A. (2017). Low-intrusive recognition of expressive movement qualities. In *Proceedings of the 19th ACM International Conference on Multimodal Interaction*, pages 230–237 *
- Bassano et al. (2019) Bassano, C., Ballestin, G., Ceccaldi, E., Larradet, F., Mancini, M., Volta, E., and Niewiadomski, R. (2019). A vr game-based system for multimodal emotion data collection. In *Proceedings of the ACM SIGGRAPH Conference on Motion, Interaction and Games (poster track)*. ACM SIGGRAPH *
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International Workshops

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- Camurri et al. (2012) Camurri, A., Glowinski, D., Mancini, M., Varni, G., and Volpe, G. (2012). The 3rd international workshop on social behaviour in music: Sbm2012. In *Proceedings of the 14th ACM international conference on Multimodal interaction*, pages 613–614. ACM *
- Glowinski et al. (2012b) Glowinski, D., Mancini, M., and Massari, A. (2012b). Evaluation of the mobile orchestra explorer paradigm. In *Intelligent Technologies for Interactive Entertainment*, pages 93–102. Springer Berlin Heidelberg *
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- Mancini et al. (2008) Mancini, M., Niewiadomski, R., Bevacqua, E., and Pelachaud, C. (2008). Greta: a saiba compliant eca system. In *Troisième Workshop sur les Agents Conversationnels Animés*
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- Charles et al. (2007) Charles, F., Lemercier, S., Vogt, T., Bee, N., Mancini, M., Urbain, J., Price, M., André, E., Pélachaud, C., and Cavazza, M. (2007). Affective interactive narrative in the callas project. *Virtual Storytelling. Using Virtual Reality Technologies for Storytelling*, pages 210–213 *
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- Bevacqua et al. (2006) Bevacqua, E., Raouzaïou, A., Peters, C., Caridakis, G., Karpouzis, K., Pelachaud, C., and Mancini, M. (2006). Multimodal sensing, interpretation and copying of movements by a virtual agent. In *International Tutorial and Research Workshop on Perception and Interactive Technologies for Speech-Based Systems*, pages 164–174. Springer Berlin Heidelberg
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- Peters et al. (2005a) Peters, C., Pelachaud, C., Bevacqua, E., Mancini, M., and Poggi, I. (2005a). Engagement capabilities for ecas. In *AAMAS'05 workshop Creating Bonds with ECAs*
- Mancini et al. (2005a) Mancini, M., Bresin, R., and Pelachaud, C. (2005a). From acoustic cues to an expressive agent. In *Gesture in Human-Computer Interaction and Simulation*, pages 280–291. Springer Berlin Heidelberg
- Bevacqua et al. (2004) Bevacqua, E., Mancini, M., and Pelachaud, C. (2004). Speaking with emotions. In *Proceedings of the AISB Symposium on Motion, Emotion and Cognition*, pages 197–214

Book chapters

- Niewiadomski et al. (2013b) Niewiadomski, R., Mancini, M., and Piana, S. (2013b). Human and virtual agent expressive gesture quality analysis and synthesis. *Coverbal Synchrony in Human-Machine Interaction*, pages 269–292 *
- Piana et al. (2013) Piana, S., Mancini, M., Camurri, A., Varni, G., and Volpe, G. (2013). Automated analysis of non-verbal expressive gesture. In *Human Aspects in Ambient Intelligence*, pages 41–54. Atlantis Press *
- Martin et al. (2011) Martin, J.-C., Devillers, L., Raouzaïou, A., Caridakis, G., Ruttkay, Z., Pelachaud, C., Mancini, M., Niewiadomski, R., Pirker, H., Krenn, B., et al. (2011). Coordinating the generation of signs in multiple modalities in an affective agent. *Emotion-Oriented Systems*, pages 349–367
- Hyniewska et al. (2010) Hyniewska, S., Niewiadomski, R., Mancini, M., and Pelachaud, C. (2010). Expression of affects in embodied conversational agents. *Blueprint for affective computing: a sourcebook*, pages 213–221
- Niewiadomski et al. (2010) Niewiadomski, R., Mancini, M., Hyniewska, S., and Pelachaud, C. (2010). Communicating emotional states with the greta agent. *Blueprint for affective computing: a sourcebook*, pages 256–268
- Peters et al. (2007) Peters, C., Pelachaud, C., Bevacqua, E., Ochs, M., Ech Chafai, N., and Mancini, M. (2007). Towards a socially and emotionally attuned humanoid agent. *Fundamentals of verbal and nonverbal communication and the biometric issue*, 18:332–342

Editorials

- Mancini et al. (2017b) Mancini, M., Niewiadomski, R., Hashimoto, S., Foster, M. E., Scherer, S., and Volpe, G. (2017b). Guest editorial: Towards machines able to deal with laughter. *IEEE Transactions on Affective Computing*, 8(4):492–494 *
- Volpe et al. (2010) Volpe, G., Camurri, A., Dutoit, T., and Mancini, M. (2010). Cross-disciplinary approaches to multimodal user interfaces. *Journal on Multimodal User Interfaces*, 4(1):1–2 *

PhD Thesis

- Mancini (2008) Mancini, M. (2008). *Multimodal distinctive behavior for expressive embodied conversational agents*. Universal-Publishers

Patents

- Camurri et al. (2014) Camurri, A., Celante, F., Mancini, M., Varni, G., and Volpe, G. (2014). Network communication architecture and method for the reproduction of multimedia content items. US Patent App. 15/032,992 *

Teaching

- Module: CS1022 - Introductory to Programming & Problem-Solving
Level: BSc
Date: 2019-2020, 2018-2019 (annual, 15 credits)
Responsibility: I am the main responsible for the structuring, planning and conducting the course.
Class size: 35
Hours: 112
- Module: CS4613 - Games Engines
Level: MSc
Date: 2019-2020 (one semester, 5 credits)
Responsibility: I am the main responsible for the structuring, planning and conducting the course.
Class size: 60
Hours: 44
- Module: Affective Computing and Embodied Interfaces
Level: PhD
Date: 9-13 April 2018
Responsibility: I proposed the course to the PhD council of the Department. I am the main responsible for the structuring, planning and conducting the course.
Class size: 10
Hours: 20
Co-teachers: Dr. Radoslaw Niewiadomski (co-teacher 50%)
- Module: Computer Basics & Java Programming
Level: Bachelor
Date: 2016, 2017, 2018
Responsibility: I was the responsible for the structuring, planning and conducting the course (both lectures and coursework)
Class size: 80
Hours: 40 hours of lectures with slides and 20 hours of coursework
Website: <http://www.mauriziomancini.org/wordpress/fdi-2018/>, <http://www.mauriziomancini.org/wordpress/fdi-2017/>, <http://www.mauriziomancini.org/wordpress/fdi-2016/>
- Module: Social Inclusion, Therapy and Rehabilitation
Number: 90703-1718
Level: Master
Date: October-December 2017

Responsibility: I shared this course with a colleague, we taught 18 hours each. I was responsible for the structuring the course and conducting the theoretical lectures, while my colleague conducted the coursework teaching. During the course the students have to discuss projects that will be part of the final exam

Class size: 5

Hours: 36

Co-teachers: Dr. Simone Ghisio (co-teacher 50%)

- Module: Human-Computer Interaction

Number: 80158-1415IN

Level: Master and EMARO

Date: February-May 2015

Responsibility: I shared this course with a colleague who was the responsible for structuring and teaching theoretical lectures. I was responsible for planning the coursework lessons and supervising the students projects

Class size: 25 + 15 EMARO students

Hours: 15 hours of coursework teaching (out of 48 hours)

Global satisfaction rate: > 90% and 4.48/5 from EMARO students

Co-teachers: Prof. Antonio Camurri

- Module: Multimodal systems and interfaces

Number: 80164-1314

Level: Master

Date: 2014, 2013, 2012, 2011

Responsibility: I shared this course with a colleague who was the responsible for structuring and teaching theoretical lectures. I was responsible for planning the coursework lessons and supervising the students projects

Class size: 15

Hours: 15 hours of coursework teaching (out of 48 hours)

Co-teachers: Prof. Antonio Camurri

- Module: Multimodal Interfaces

Level: PhD

Responsibility: I was the main responsible of a single lecture about multimodal interfaces

Class size: 15

Hours: 3 (single lecture)

Co-teachers: none

- Module: C++ programming and XML Language

Level: lifelong learning, equivalent to Master

Date: 2009-2017

Responsibility: I have been the main responsible of these 2 courses of the lifelong learning programme of the University of Genoa. I was the responsible for structuring, planning and conducting all the lectures and coursework of these courses. Each course lasted about 50 hours

Class size:

Hours: 270 (approx.)

Co-teachers: none

Cork, 8-11-2019

