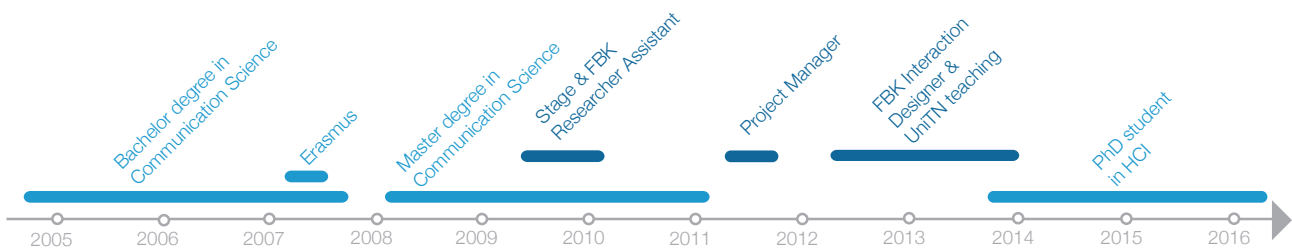


Curriculum Vitae

Eleonora Mencarini

Address: 1, via Malta, 38122 Trento (TN)
Mobile phone: +39 380 43 54 136
Email: eleonora.mencarini@gmail.com
Nationality: Italian
Date of birth: 11/11/1985



WORK EXPERIENCES

October 2012 /
November 2012

Lecturer Assistant

University of Trento, Cognitive Science Faculty (www.unitn.it/cogsci)

I held practical lessons of Adobe Illustrator for undergraduate students within the course of “Semiotics of Visual Representations”.

September 2012 /
November 2012

Teacher

UPI Toscana (<http://www.upitoscana.it/>)

I took part in the TAG (Toscana Area Giovani) Project, a project about peer education. I held courses about “Working with Social Media - revolving around visibility, relations and interactivity” to young citizens of the Province of Lucca. The topics I addressed are:

- Online collaboration, communities of practice and crowdsourcing;
- What is Social Media Marketing: principles of corporate communication applied to the social networks context;
- Personal Branding;

March 2012 /
December 2013

Interaction Designer

Unit i3, Fondazione Bruno Kessler (<https://i3.fbk.eu/>)

During the 2 years as Interaction Designer in i3 (FBK), I was involved in 2 research activities of the Per.Te. (Persuasive Technologies) Project. I designed the prototype of a system aimed at supporting conversations by sensing people’s attentional cues and sending peripheral feedbacks accordingly. And I conducted the user studies and designed an application for collaborative storytelling addressed to teenagers who don’t speak the same language. Moreover, I designed 2 user manuals for the COSPATIAL European Project.

June 2011 /
November 2011

Project Manager Intern

Space New S.r.l. (www.spacenew.it)

I assisted the senior Project Manager and replaced her for 3 months. My work was mostly autonomous and consisted in customers care and internal work organization and coordination. I worked on online and offline communication projects of clients such as Sofidel S.p.A., Papernet, Nicky, Gesam, NoiTV, Carnevale di Viareggio.

November 2009 /
March 2010

Junior Researcher

Unit i3, Fondazione Bruno Kessler (www.fbk.eu)

I collaborated to the design of an interactive game for children in preschool age aimed at developing their narrative skills. In this project, my work was focused on conducting semi-structured interviews, brainstorming, video editing, requirements elicitation, reports and documents writing. I worked in pair with a senior researcher and under the supervision of the research unit head.

July 2009 /
September 2009

Researcher Intern

Unit i3, Fondazione Bruno Kessler (www.fbk.eu)

I collaborated in a project within the field of Internet of Services aimed at investigating the way older people use time-management artefacts and organize themselves in daily life. I worked together with my senior research tutor in the first phase of the project. The investigation was carried out through semi-structured interviews, contextual interviews and brainstormings.

November 2013 /
November 2017
(expect.)

PhD candidate in Computer Science

University of Trento (Italy) & Fondazione Bruno Kessler (FBK), Trento, Italy.
Advisors: Massimo Zancanaro (i3 - FBK), Antonella de Angeli (UniTN)

Research Topic: Haptic Feedback for Motor Skills Learning

February 2008 /
April 2011

Master degree in Communication Theory and Persuasive Techniques

University of Siena (Italy)

110/110 Cum Laude

Thesis title: "Display at work. Case study analysis of internal corporate communication through public displays".

Main subjects of study: Semiotics, Public Communication, Political communication, Marketing, Arts, Human-Computer Interaction.

February 2007 /
July 2007

Visiting student at Roskilde Universitetcenter (DK)

Abroad study experience with Erasmus program (European Region Action Scheme for the Mobility of University Students)

I attended courses of Communication in English, such as: Buzzwords and trends in organisational and marketing communication; Publics and Counterpublics; Collaborative communication.

Moreover, I took part in a project work about the analysis of L'Oréal Paris web communication writing an essay entitled: "Intercultural marketing: adaptation vs. standardisation. L'Oréal Paris case study".

October 2004 /
December 2007

Bachelor degree in Communication Science

University of Bologna (Italy)

104/110

Thesis title: "Objects communication efficacy. A case study analysis of taps affordances from a semiotic point of view".

Main subjects of study: Semiotics, Sociology, Advertisement and Corporate Communication.



Work Competencies	Conducting focus groups, and structured, semi-structured, contextual interviews; Personas creation; activity and envisioning scenarios production; requirements gatherings; concept elaboration, guidelines elicitation; brainstorming; copy writing and content management.
Social Skills	Working in multicultural teams, keeping public relations with customers.
Organisational Skills	Organizing time and resources, coordinating work.
Technical Skills	Adobe CS (Illustrator, Photoshop, Premiere).
Languages	Mother tongue: Italian Other languages (reading, writing, verbal skills) English: Excellent French: Basic German: Basic



Journal papers

Schiavo, G., Cappelletti, A., **Mencarini, E.**, Stock, O., & Zancanaro, M. (2016). Influencing Participation in Group Brainstorming Through Ambient Intelligence. *International Journal of Human-Computer Interaction*, 32(3), 258-276.

Conference papers

Mencarini, E., Leonardi C., De Angeli A., & Zancanaro, M. (exp October 2016). "Design Opportunities for Wearable Devices in Learning to Climb". In *Proceedings of NordiCHI'16*. ACM.

Mencarini, E., Schiavo, G., Cappelletti, A., Stock, O., & Zancanaro, M. (2015). "Assessing a Collaborative Application for Comic Strips Composition". In *Human-Computer Interaction – INTERACT 2015* (pp. 73-80). Springer International Publishing.

Schiavo, G., **Mencarini, E.**, Cappelletti, A., Stock, O., & Zancanaro, M. (2014). "Ambient Influence for Promoting Balanced Participation in Group Brainstorming". In *Ambient Intelligence* (pp. 140-144). Springer International Publishing.

Schiavo, G., Cappelletti, A., **Mencarini, E.**, Stock, O., Zancanaro, M. (2014). "Overt or Subtle? Supporting group conversations with automatically targeted directives". In *Proceedings of the 19th International Conference on Intelligent User Interfaces (IUI'14)*. New York: ACM.

Mencarini, E., Giusti, L., Zancanaro, M. (2012). "An Investigation on Acceptance and Rejection of Public Displays in a Knowledge Company". In *Proceedings of the 2012 International Symposium on Pervasive Displays (PerDis'12)*. New York: ACM.

Giusti, L., **Mencarini, E.**, Zancanaro, M. (2010). "'Lucky I don't need it': Elderly and the use of artefacts for time management". In *Proceedings of the 6th Nordic Conference on Human-Computer Interaction: Extending Boundaries (NordiCHI'10)*. New York: ACM.

Workshops & posters

Mencarini, E., De Angeli A., Zancanaro, M. (2016). "Emotions in climbing: a design opportunity for haptic communication". In *Proceedings of the International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 867-871). New York: ACM.

Fedosov A., **Mencarini E.**, WoźniakP., Knaving K., Langheinrich M. (2016). "Towards understanding digital sharing practices in outdoor sports". In *Proceedings of the International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 861-866). New York: ACM.

Mencarini, E., Schiavo, G., Stock, O., Cappelletti, A., Zancanaro, M. (2014). "Formative Evaluation of a Constrained Composition Approach for Storytelling". In *Proceedings of the 8th Nordic Conference on Human-Computer Interaction (NordiCHI'14)*. New York: ACM.

Schiavo, G., **Mencarini, E.**, Vovard, K., Zancanaro, M. (2013). "Sensing and Reacting to Users' Interest: an Adaptive Public Display". In *Proceedings of the 2013 Extended Abstract on Human Factors in Computing Systems (EA CHI'13)*, pp. 1545-1550. New York: ACM.

Awards

In 2010 I won, together with two university colleagues, the first award of a brainstorming contest called by the company Delta Phi in collaboration with the University of Siena.
The contest included the evaluation of a management software and a collaborative wiki, and required a redesign proposal and communication hints for product promotion.