



Who the heck is this dude?

I'm a fresh graduate from the MSc Design program at Linköping University, specifically in the Visual Media track. I have a background in graphic and communication design, but over the years I've been working with different design disciplines, always with people and their needs at the center. I see my role as a designer as someone who can study a complicated phenomenon and make it accessible to the different people involved. I've been dealing with different design disciplines and this taught me how to always find an unconventional yet functional solution that best suits people's needs.

I consider myself a rational person and I constantly strive for a pragmatic and functional solution that adapts to everyone's needs, analyzing individual issues to develop a better general system.

EDUCATION

Master's Degree / Visual Media Design
Linköpings Universitet, 2020-2022

Higher Education Course / UX Design
Politecnico di Milano, 2020

Bachelor's Degree / Communication Design
Politecnico di Milano, 2016-2019

EXPERIENCE

Master Thesis & Design Research
Linköpings Universitet, Jan 2022 - Oct 2022
Linköping, Sweden

International Student Ambassador
Linköpings Universitet, Sep 2021 - Jun 2022
Linköping, Sweden

Graphic Design intern
POLI.design, Jan 2020 - Jul 2020
Milan, Italy

Graphic Design intern
Localecom, Feb 2018 - Aug 2018
Crema, Italy

Data Bricks Space Mission	3
Youths' Dialogue	5
Healthcare in Refugee Camps	9
New Horizon	11
One week of feelings in my apartment	13
Is inequality really unequal?	16
Deep Dive	19
ADO	21
Mi do da fare	23
Non ci sono scuse	25
La mafia uccide solo d'estate	27

Data Bricks Space Mission

/ Design research



Data Bricks Space Mission is a prototype activity based on data physicalization for teaching kids about data. Using Lego bricks and a fictional space adventure story, teachers can use the toolkit to empower kids to produce data, communicate their findings, and gain a better understanding of the relationship between data and the world around them. It aims at breaking down barriers related to knowledge and experience in the field and introducing the sensitive topic of data into the school curriculum.

The design of the activity is based on a literature review and interviews with elementary school teachers and targets kids aged 10-12. Participatory design and service design practices have been applied to gather information and involve stakeholders into the process.

The project started as Master's Thesis at Linköping University and have been presented together with Miriah Meyer at IEE VIS 2022 within the Visualization for Social Good workshop. You can read the Thesis at this link and the paper at this one.

Data Bricks Space Mission

/ Design research



Youths' Dialogue

/ UX Design



BRIEF

Designing a solution to address segregation in challenging city areas and to support the dialogue between the municipality and youths through UX Design practices.

SOLUTION

Over a three-month period, we collaborated with the Linköping municipality in an interdisciplinary team. The process consisted of gathering information about the current service system, developing different concepts, and prototyping one definitive idea involving the municipality employees and different educators from youth centers. We employed several Service Design tools such as mind maps, service blueprints, actors maps, and storyboards as well as conducted interviews and workshops to engage the stakeholders in the design. Due to the Covid-19 pandemic, all the activities were carried out online using a Miro board to which all the participants could contribute.

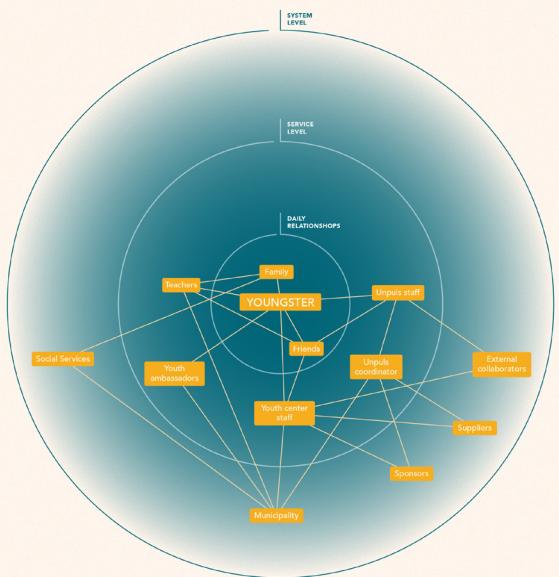
My personal contribution was visualizing system processes, sketching concepts to better explain them to stakeholders, developing lo-fi prototypes, and conducting workshops with municipality employees and educators, in addition to proposing ideas and finding solutions with the team.

TEAM

Anton Jansson, Emma Ahlstedt, Rebecka Walfridson, Xinyao Feng

Youths' Dialogue

/ UX Design



Kommunen MINDMAP

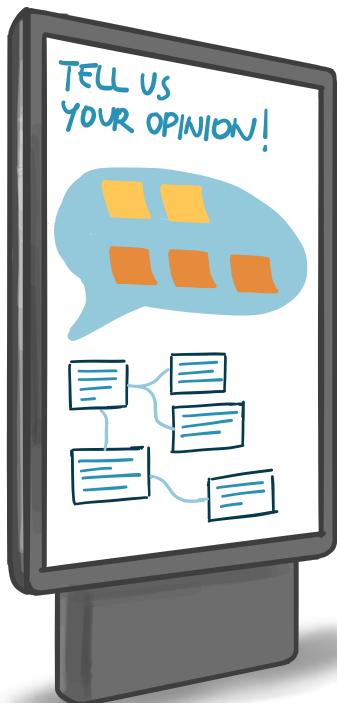
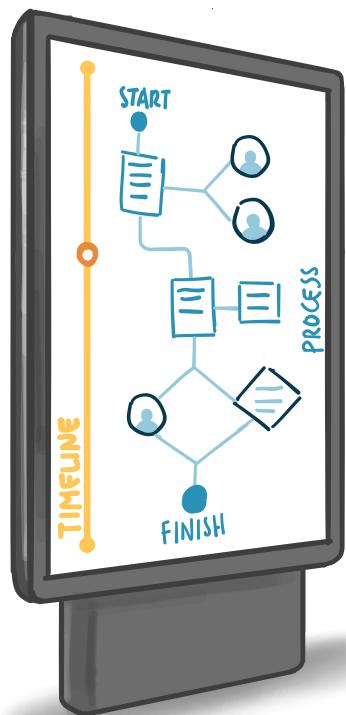
The map illustrates various initiatives and their connections:

- Events:** Midnight football, Ichmache > Politik (Berlin), Ungdomsdialog.
- Digital Platform:** First line, KAAOS workshops (Finland), European forum of youth municipal councils.
- Workshops:** Lego serious play.
- Initiatives:** 1. Previous studies, 2. Action plan for Berga, Ryd and Sköggötorp, THE 60 EFFORTS TO COUNTERACT SEGREGATION, 3. Education to allow children and adults reach their full potential, 4. Enjoyable living for a cohesive Linköping, 5. A richer leisure time for everyone.
- Purposes:** Involve youths in decisions, Make them aware of their possibilities, Understand what youths want, Reach youths that normally are not reached, Let them evaluate the municipality work.
- WHO:** Youths who normally don't get involved, Youths who are not reached whose needs must be met.
- Touch Points:** UVAS, unga som verken arbetar eller studerar, Youth centers (Agora, Berga By...), UngPuls, Liquid (Linköping Queer Identity).
- Challenges:** Decision making structure, Age power order, Knowing methods to communicate with youths, Finding youths to communicate with.

SERVICE PURPOSE	Create existence and attractions	Create reputation and reach new youths	Provide activities	Create external connections	Building trust with youths	
PHYSICAL EVIDENCE	Facebook Instagram	Words of mouth Old brings new	Activity rooms + facilities Book a room on boka.se	Youth centers	Leisure leader Youth role models	
CUSTOMER ACTIONS	Posts, like, follow	Be told	Book a room Organize it	Join an activity Participate	Voice out their wish and willings	
ONSTAGE ACTIONS	Filming, editing, posting	Sharing good experience	Confirm and access to the room	Study, sport, art activities	Tuesday meeting	Sit down and discuss
BACKSTAGE ACTIONS	Reply to comments		Observing the quality of the self-arranged activities	Communication about young leadership, music, "sister" projects	Consider and fulfill some wish	
SUPPORTING CHANNELS	Online social media App		Employees work in UngPuls	Face to face meeting & Social media App	Youth centers	

Youths' Dialogue

/ UX Design



Youths' Dialogue

/ UX Design

The screenshot shows a Miro online whiteboard session titled "Mind Map Online Whiteboard 1". The main area displays a complex mind map with various nodes and connections. Key nodes include:

- What is the purpose of the youth dialogue?
- Who are the youths that you want to reach?
 - Youths have a right to be involved in decisions
 - Youths are more likely to be involved if they have a voice
 - We don't know what youths want
 - Youths are no longer seen as a problem
- In what ways are the citizen dialogues successful?
 - Speaking, listening, acting, reflecting, and evaluating
 - Participating in decision-making processes
 - Participating in the planning process
 - Participating in the implementation process
 - Participating in the evaluation process
- How would the ideal dialogue with youths look like?
 - including
 - both boys and girls
 - young people from different backgrounds
 - the 4 differences of the municipality are represented
- How is the educational chance look like about the municipality?
 - Use day for generating ideas about local roots
- What are the challenges with youth dialogue?
 - not involving young people in decision-making processes
 - not involving young people in the planning process
 - not involving young people in the implementation process
 - not involving young people in the evaluation process
- 1 Biggest challenges
- 2
- 3
- 4
- 5

On the left side of the whiteboard, there is a sidebar with various tools and a list of "example answers" with a note "check if you agree". On the right side, there is a video conference interface showing five participants in separate video feeds.

Concept 1

Digital platform

- Interface have to be user friendly
- Create environment
- Create a space for youth communication
- Encourage youth to participate
- Different functions to support youth

Concept 2

App solution - e.g. the lamp app

- Add existing product or create own product
- Give information in a creative way
- Give information about the available products
- Give information about the products
- Activities connected to the service

Concept 3

The stage/events

- For learning & involvement about municipality and youth
- For youth to meet other youth
- For involvement e.g. youth fair
- Youth can meet other youth from other municipalities
- Youth can meet other youth from other countries
- Campfire for ideas about innovation in youth

Ambushing Lorenz

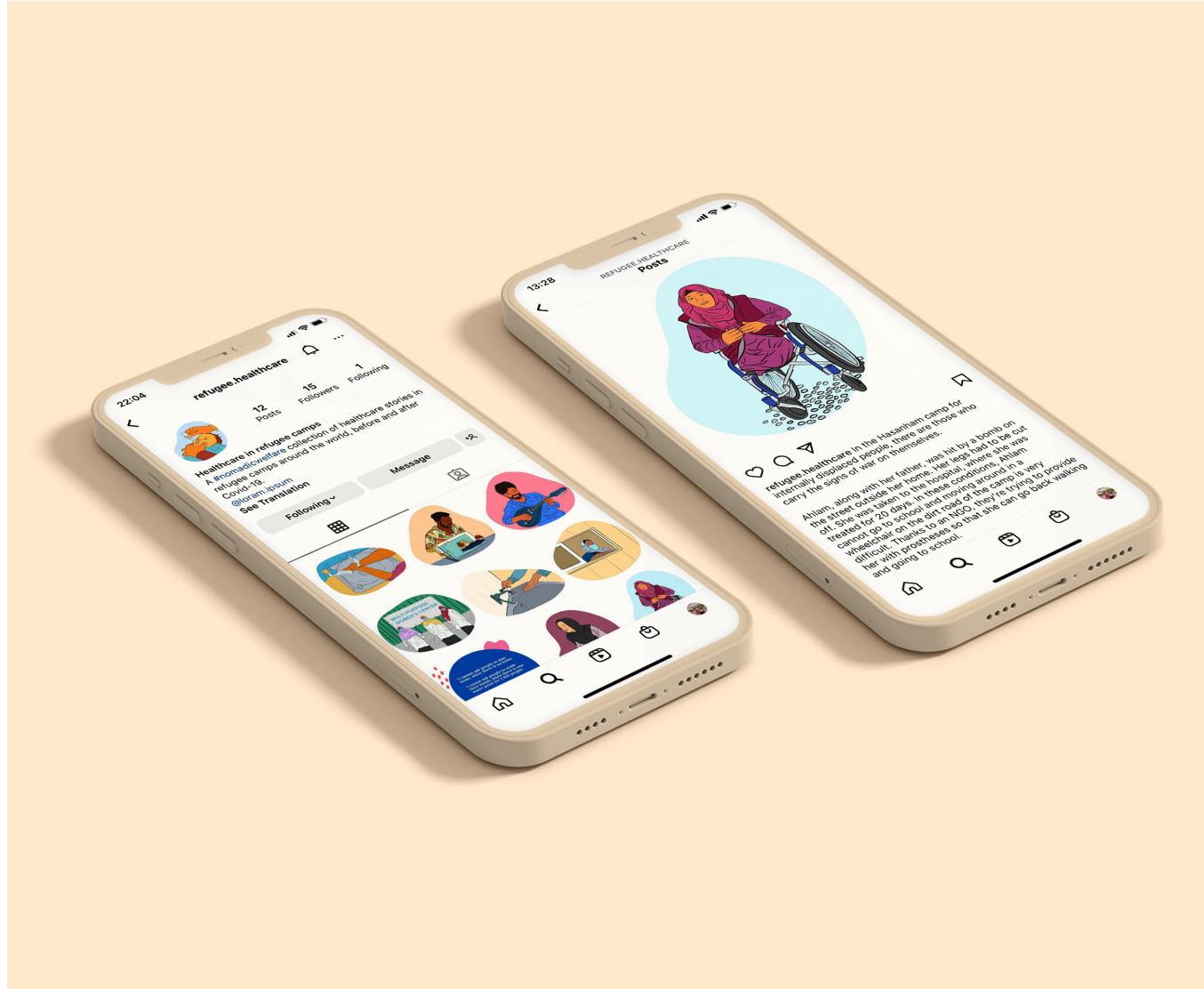
How does the communication work inside the municipality?

How does the communication work outside the municipality?

What kind of solutions seems more feasible to you? (e.g. Service, Product, Event)

Healthcare in refugee camps

/ Illustration and storytelling



BRIEF

Creating a storytelling regarding Nomadic Welfare, meaning systems and services for welfare and well-being based on a nomadic perspective. The goal is to present a story that helps or highlights an issue that needs to be dealt with, contributing to existing welfare systems.

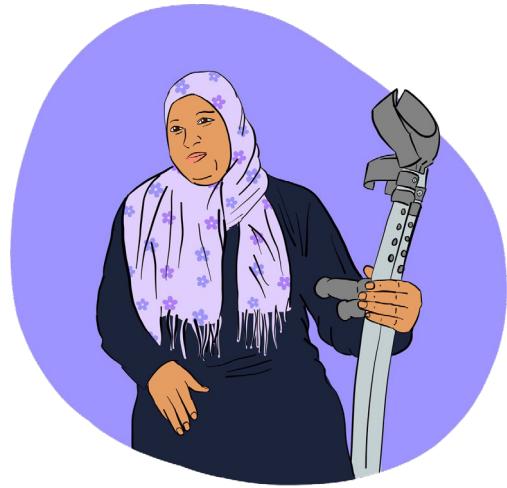
SOLUTION

The story focuses on refugees, migrants, and displaced people forced to leave their homes and country of origin due to wars and conflicts, with a particular emphasis on the refugee camps' healthcare system before and after the pandemic of Covid-19. Citizens of wealthy countries are used to having the right to health care and to following specific standards and rules. This is a hard task in a refugee camp because the supposed temporary situation often lasts for several years. The project is a collection of hand-drawn illustrations published on Instagram, along with different people's experiences with health care in refugee camps.

You can take a look at the [Instagram gallery here](#).

Healthcare in refugee camps

/ Illustration and storytelling



New Horizon

/ Speculative Design



BRIEF

Creating a speculative design concept addressing a significant topic in the development of democracy, and present the concept in a video scenario.

SOLUTION

New Horizon is a speculation on the future that confronts the viewer with the issue of climate change and the possible future implications it will have on society. In particular, an ethical dilemma arises over our willingness to allow technology to breach our privacy in the sake of a better future to stay within reasonable boundaries. New Horizon is a trial version of a smart home system that limits individual consumption. How does the rational computation of consumption allowance hold up when confronted with personal, distinctive motifs?

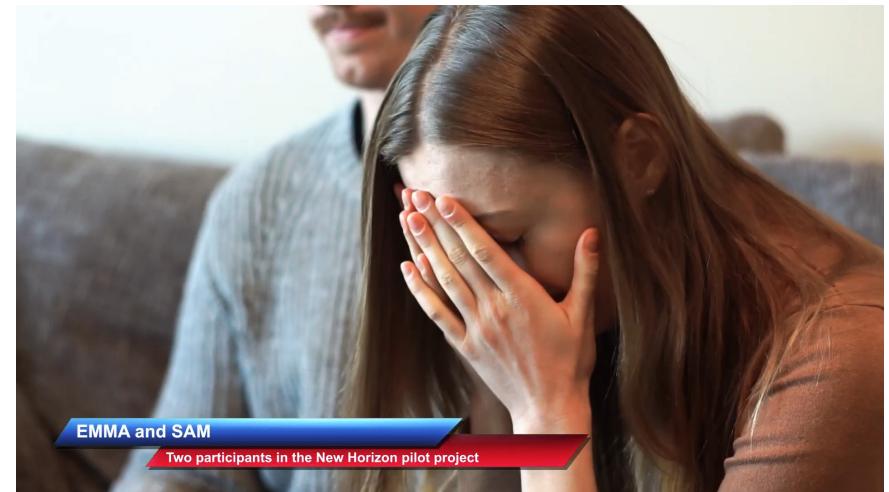
You can take a look at the [full video here](#).

TEAM

Amelie Christiansen, Clara Schumacher,
Jekaterina Basjuka, Martyna Jach

New Horizon

/ Speculative Design



One week of feelings in my apartment

/ Data visualization



BRIEF

Creating a hand-drawn representation of one week's worth of data on an intriguing aspect of daily life.

SOLUTION

Since the project has been carried out during the remote life of the Covid-19 pandemic, I analyzed how my emotions were during my days at home. I carefully noted how I was feeling throughout the day in relation to the room in my apartment I was in and what I was doing on a spreadsheet and then counted the respective amount of time. This process resulted in a house blueprint that shows the duration in minutes of a certain feeling according to Plutchik's wheel of emotions. The first analog version is inspired by Dear Data, by Giorgia Lupi and Stefanie Posavec, and hand-drawn on a normal sheet: this provided a great opportunity to get in actual touch with data and allowed for a greater understanding of the presence of data in everyday life. I then decided to create a digital version of the visualization with Tableau in order to have a more accurate representation of data and a better overall look.

One week of feelings in my apartment

/ Data visualization

A screenshot of a digital timeline visualization titled "Timeline data.numbers". The interface includes standard software tools like View, Zoom, Add Category, Pivot Table, Insert, Table, Chart, Text, Shape, Media, Comment, Collaborate, Format, and Organize. The main content is a table with columns: ROOM, FEELS, IN, OUT, DAY, and WHAT. The data shows various emotions (Joy, Neutral, Sadness, Surprise, Anger, Disgust) experienced in different rooms (Bedroom, Bathroom, Kitchen, Livingroom) at specific times during the day (e.g., 08:25, 09:00, 11:57, etc.) on specific days (Monday, Tuesday). The "WHAT" column indicates the activity or context of the emotion.

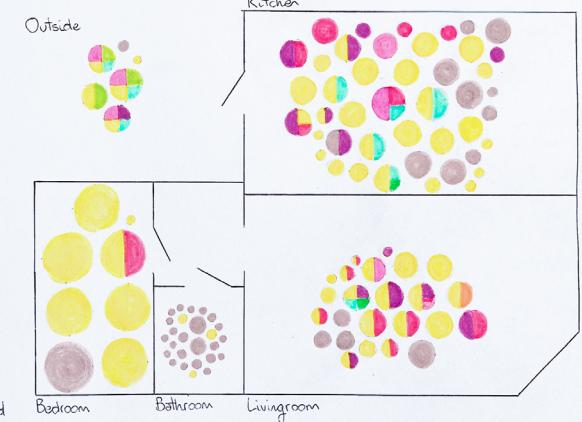
ROOM	FEELS	IN	OUT	DAY	WHAT
Bedroom	Joy	>5h	00:00	08:25	8h 25m
Bathroom	Neutral	15m	08:25	08:30	5m
Kitchen	Joy	30m	08:30	09:00	30m
Bathroom	Neutral	15m	09:00	09:08	8m
Kitchen	Fear, Surprise, Joy	3h	09:08	11:57	2h 49m
Livingroom	Joy, Anger	30m	11:57	12:23	26m
Bathroom	Joy	15m	12:23	12:31	8m
Kitchen	Joy	3h	12:31	14:27	1h 56m
Livingroom	Joy, Anger	1h	14:27	15:03	36m
Kitchen	Surprise, Joy	3h	15:03	16:28	1h 25m
Livingroom	Joy	1h	16:28	17:05	37m
Livingroom	Joy, anticipation	3h	17:05	18:08	1h 3m
Livingroom	Joy, Anger	1h	18:08	18:58	50m
OUT / shop	Joy	15m	18:58	19:10	12m
Kitchen	Joy	1h	19:10	20:00	50m
Bathroom	Neutral	1h	20:00	20:32	32m
Livingroom	Joy, Sadness, Surprise, Fear	3h	20:32	22:03	1h 31m
Bedroom	Joy	>5h	22:03	23:59	1h 56m
Bedroom	Joy	>5h	00:01	07:33	7h 32m
Kitchen	Joy, sadness	30m	07:33	08:02	29m
Bathroom	Neutral	15m	08:02	08:13	11m
Kitchen	Neutral, sadness	3h	08:13	10:34	2h 21m
Livingroom	Neutral	1h	10:34	11:10	36m
Bathroom	Neutral	15m	11:10	11:14	4m
Livingroom	Neutral	1h	11:14	11:53	39m

A WEEK OF EMOTIONS IN MY FLAT

I decided to analyze how I felt at different times of the day, in the different rooms of my flat

HOW TO READ

- — 0 min / 15 min
- — 15 min / 30 min
- — 30 min / 1 h
- — 1h / sh
- — 3h / sh
- — >sh



EMOTIONS

- Neutral
- Joy
- Anticipation
- Anger
- Disgust
- Sadness
- Surprise
- Fear
- Trust

The classification of emotions is based on the 1980 "wheel of emotions" by the american psychologist Robert Plutchik. Of the 24 theorized, only the 8 "basic ones" were considered, in addition to the neutral sensation.

One week of feelings in my apartment

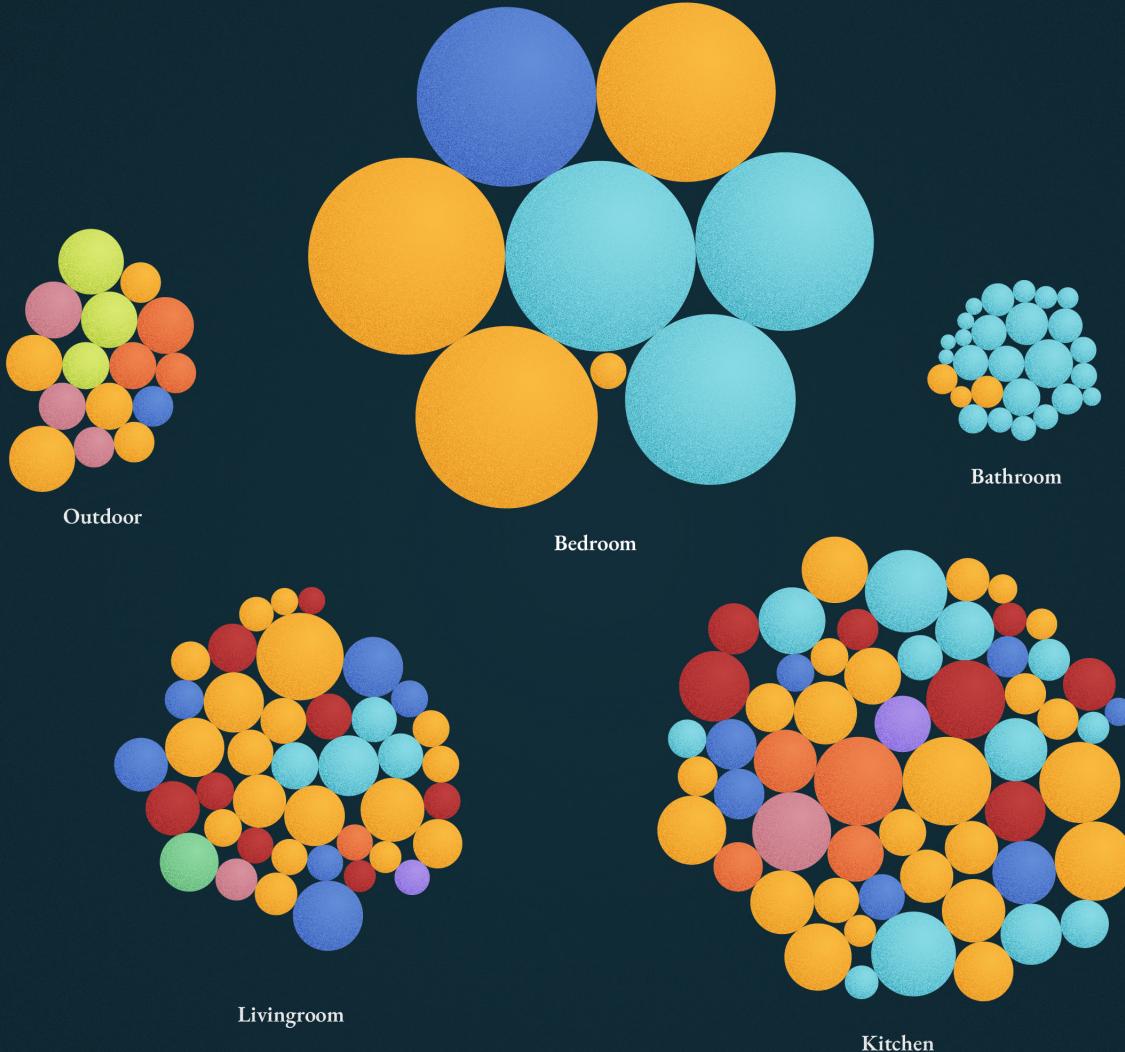
/ Data visualization

One week of feelings in my apartment

For a week I collected data regarding my emotions in relation to the room in my apartment I was in, as public gatherings were limited due to the pandemic. The result is a house blueprint that shows the duration in minutes of a certain feeling.

The classification of emotions is based on the 1980 "wheel of emotions" by the american psychologist Robert Plutchik. Of the 24 theorized, only the 8 "basic emotions" were considered, in addition to the neutral sensation

Feelings
Anger
Surprise
Joy
Trust
Disgust
Neutral
Sadness
Fear
Anticipation



Is inequality really unequal?

/ Data visualization

The screenshot shows a Medium article page. At the top, there's a navigation bar with icons for search, sign up, and sign in. Below the header, the author's profile picture and name 'Lorenzo Ambrosini' are displayed, along with the date 'Oct 27, 2020' and a note that it's a 3-minute read. There are also 'Listen' and social sharing icons.

The main content starts with a subtitle 'REBECCA THIEL, LORENZO AMBROSINI, KATARINA ROSÉN
ADVANCED VISUALIZATION DESIGN / LINKÖPING UNIVERSITY'. The title of the article is 'Is inequality really unequal?'. A sub-question follows: 'What's actually behind inequality in the United States?'. The text discusses the USA's population, states, and economic inequality, mentioning the Gini index. It then poses a question: 'But does the Gini index tell us everything? Is there other aspects of inequality the index is not telling us?'. A section titled 'The Gini Index' explains the coefficient's purpose and measurement, noting its range from 0 to 1. The final sentence in the main text is 'In the US, there are some differences between the states, with an average value of the Gini Index of 0.452. There is a trend towards higher and more'.

On the right side of the article, there's a sidebar with the author's bio ('1 Follower'), a 'Follow' button, and a 'More from Medium' section. This section lists three other articles: 'Alex Mathers in Better Humans: 10 Little Behaviours that Attract People to You', 'Tim Denning in Mind Cafe: Cheat Codes for Life I Know at 36 That I Wish I Knew at 26', and 'Akshad Singi in Better Humans: 4 Unsexy One-Minute Habits That Save Me 30+ Hours Every Week'. Below these, another section by 'Mark Vassilevskiy' is listed: '5 Unique Passive Income Ideas—How I Make \$4,580/Month'.

At the bottom of the article page, there are links for 'Help', 'Status', 'Writers', 'Blog', 'Careers', 'Privacy', 'Terms', 'About', and 'Text to speech'.

BRIEF

Collecting and visualizing a socially relevant dataset in order to create a narrative around data.

SOLUTION

'Is inequality really unequal?' is a data storytelling project about inequality in the United States, exploring the relationship between different social issues and the wealth disparity. After a first phase of research to find social relevant matters and look for related data sets, the information has been organized and arranged in spreadsheets and then visually represented with Flourish. The outcome resulting Medium article introduces the concept of the Gini index and relates it respectively with unemployment rate, citizenship, share of population without a high school degree and the gender gap of each US state.

You can read the [article here](#).

TEAM

Katarina Rosén, Rebecca Thiel

Is inequality really unequal?

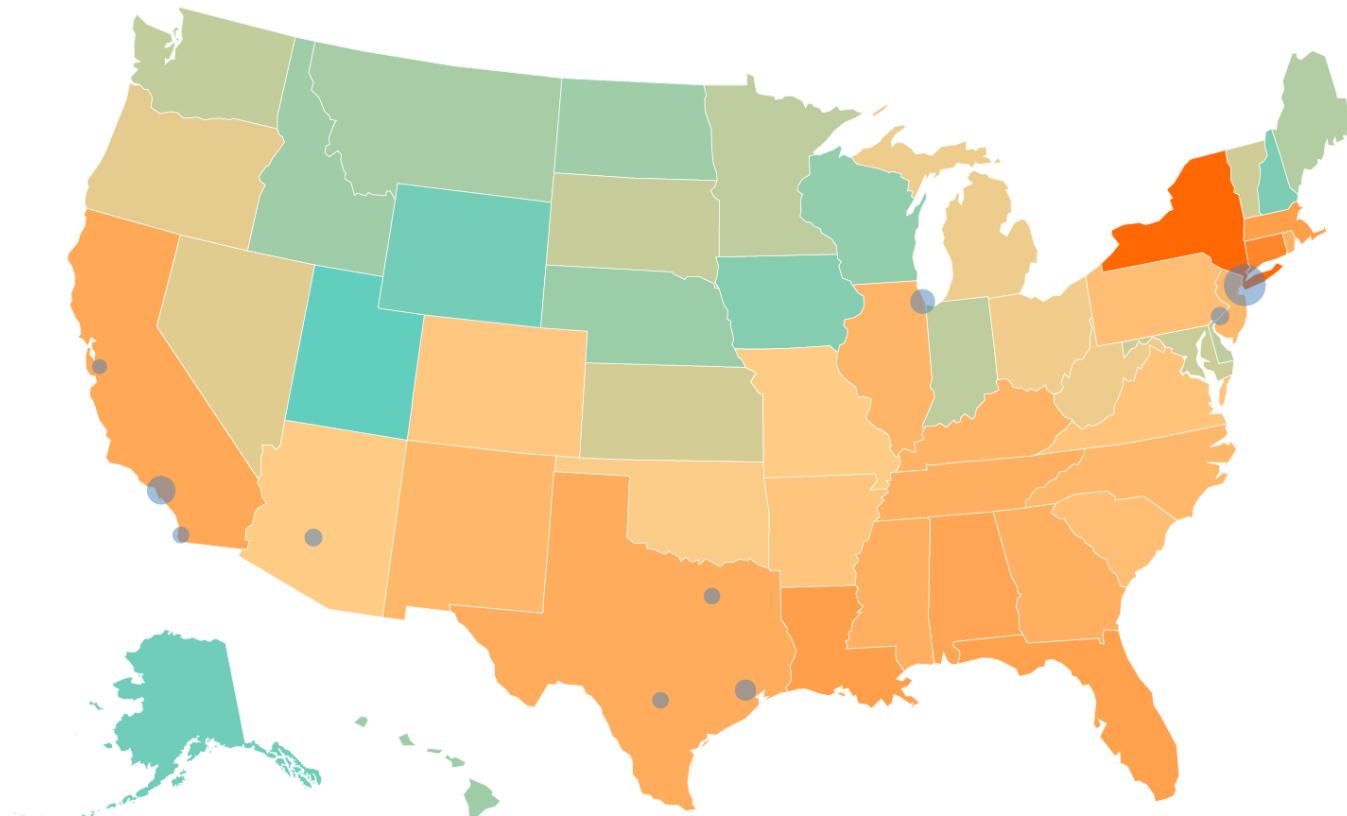
/ Data visualization

INCOME INEQUALITY BY STATE

Gini Index values among the United States, 2015

City population (millions) 1.5 ● 3

Gini Index 0.41 ● 0.5

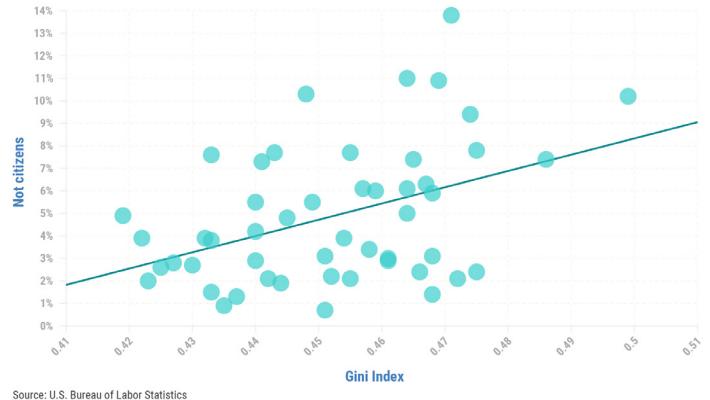


Source: U.S. Bureau of Labor Statistics

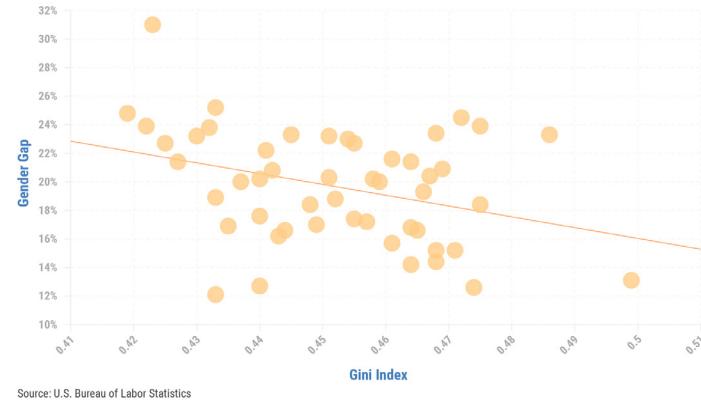
Is inequality really unequal?

/ Data visualization

GINI / CITIZENSHIP
Share of the population that are not U.S. citizens, 2015
Linear correlation coefficient with Gini Index: 0.42



GINI / GENDER GAP
Difference between women's and men's earnings in percentage, 2015
Linear correlation coefficient with Gini Index: -0.34



GINI / HIGH SCHOOL DEGREE
Share of adults 25 and older without a high-school degree, 2009
Linear correlation coefficient with Gini Index: 0.71



GINI / UNEMPLOYMENT RATE
Share of the population that is unemployed (seasonally adjusted), Sept. 2015
Linear correlation coefficient with Gini Index: 0.51



Deep dive

/ Virtual reality concept



BRIEF

Designing and prototyping an immersive information space for an interactive experience regarding a chosen topic.

SOLUTION

Through the VR the user is immersed in the sea bottom and get to meet whales thanks to the help of a starfish attached to the diving mask. The experience aims at explaining the life and some related issues of whales in the North Sea. Some tasks are expected to provide interaction with whales and at the same time make the user aware of the problems that exist with ocean pollution. The lo-fi prototype shows two different situations created with Storyboard VR: in the first one the user have to remove a hook from the whale's fin whereas in the second one it is required to scan the whale and collect the plastic trash in the ocean. Different 2D and 3D sketching techniques were involved.

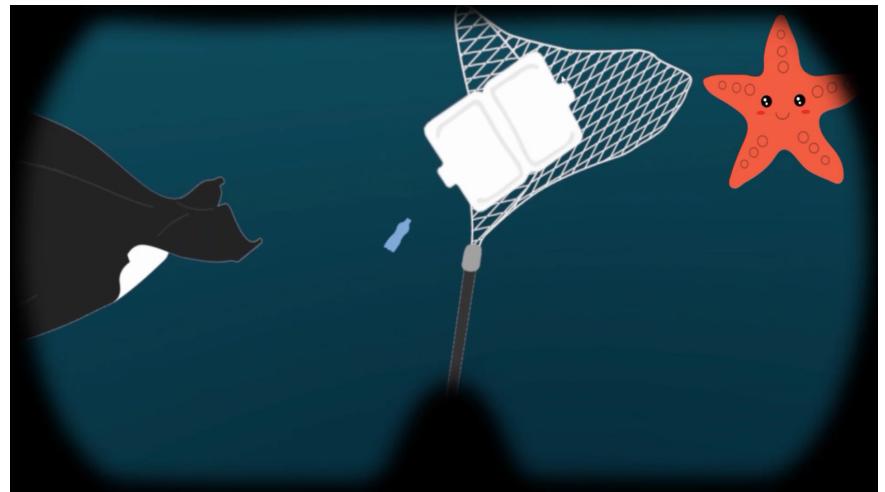
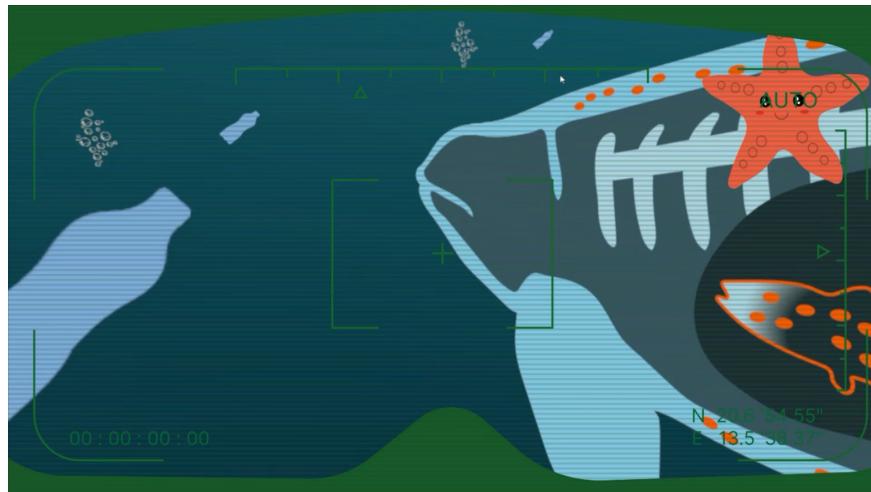
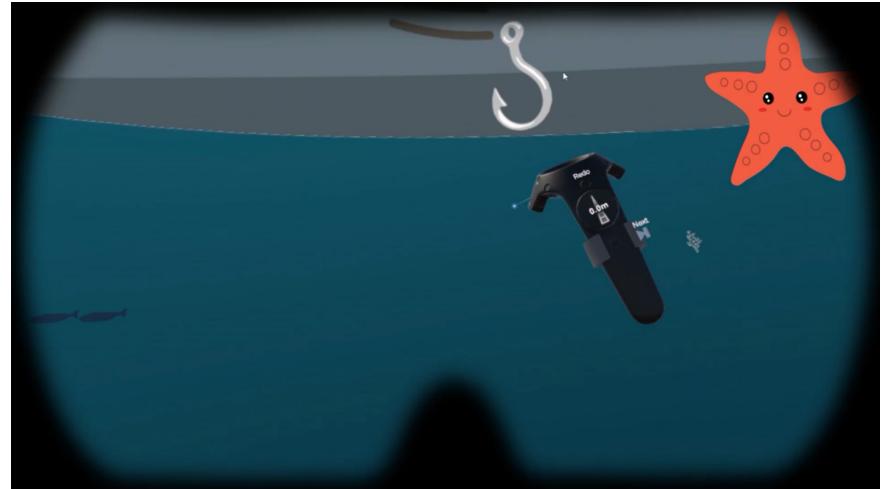
You can take a look at the [full video here](#).

TEAM

Charlotte Bertzen, Raya Boustan, Rebecca Thiel

Deep dive

/ Virtual reality concept



ADO - Sometimes it's hard to communicate, sometimes it's hard to understand

/ Interaction Design, html, css, js



BRIEF

Creating an interactive experience with p5.js Java-script library in order to illustrate a sensitive topic.

SOLUTION

The Ado project (from the English term for noise, confusion) proposes an engaging journey illustrating the concept of information noise through metaphorical interactions. The user is projected into a brief tale in which he or she must arrive at a certain destination. The initial objective is to locate a train among the chaos of a station monitor. After missing the train, the user must explain his destination, the British Museum in London, to a taxi driver in the midst of a congested street. The aim is to underline how hard might be to communicate and receive the needed information in an environment saturated with information.

You can take a look at the [full project here](#).

TEAM

Davide Macchi, Matilde Mammana, Giorgia Piacentini

ADO - Sometimes it's hard to communicate, sometimes it's hard to understand

/ Interaction Design, html, css, js



Mi do da fare

/ Editorial design, motion graphic



BRIEF

Making a motion graphic and a brochure with the aim of explaining the Community Service program of the Municipality of Milan.

SOLUTION

MI DO DA FARE consists of a visual communication for the Community Service program for the Municipality of Milan, in conjunction with the municipality's Social Emergency Department, specifically dealing with situations of driving under the influence of alcohol or drugs. The goal is to effectively explain the service by integrating an engaging visual system to institutional and legal material.

The collage method is used in both pieces to illustrate the information provided. In the motion graphic, it is animated and supported by an off-screen voice. In the video the viewer can see a typical case of arrest for drunk driving, in which the Community Service is presented, with its functions and processes. The brochure has a more analytical purpose and goes into formal details, explaining how to access the service.

You can take a look at the [full video here](#).

TEAM

Roberto Calzari, Daniel Demonteverde, Xhulja Doci, Giulia Lissoni, Barbara Zilli

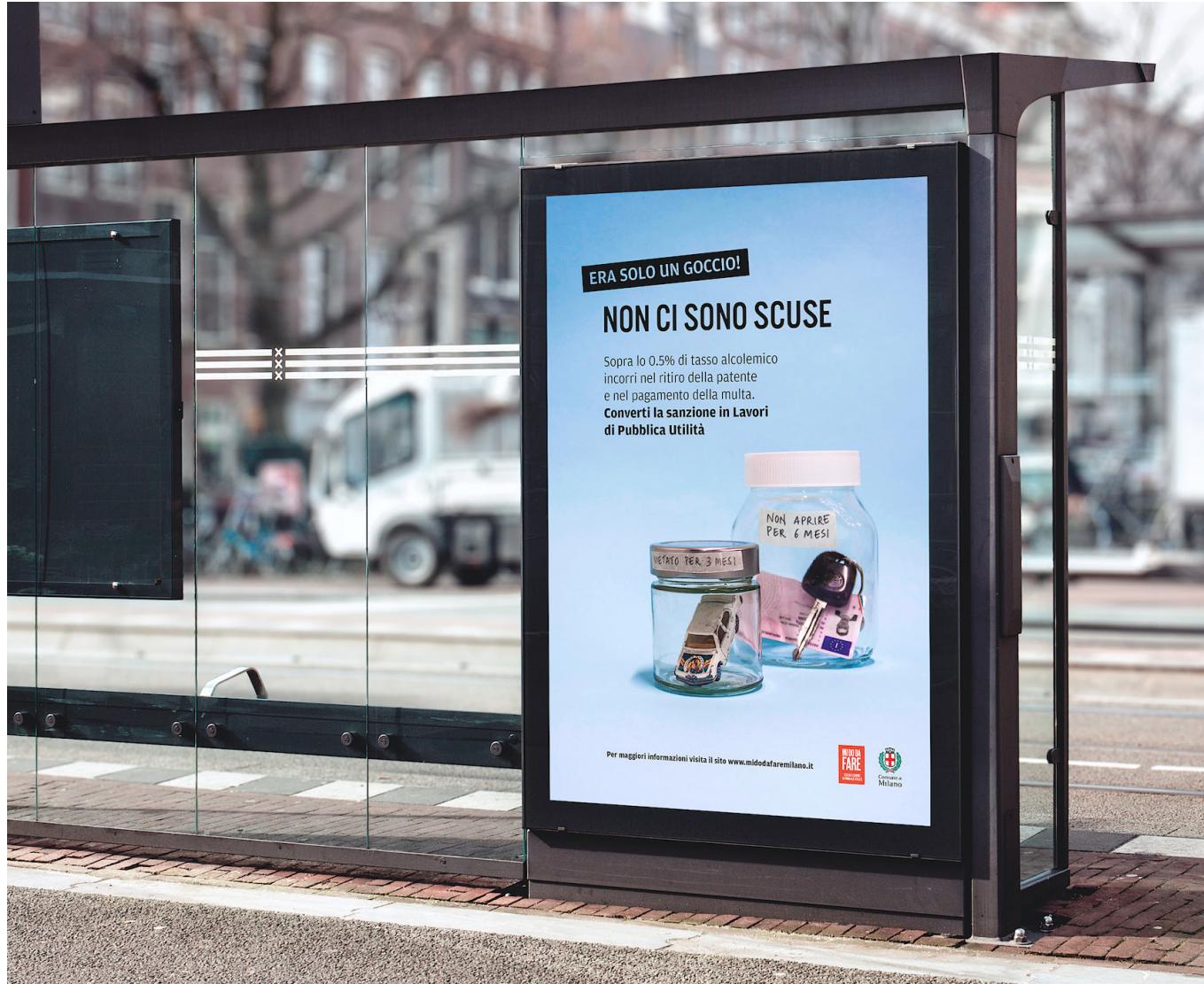
Mi do da fare

/ Editorial design, motion graphic



Non ci sono scuse

/ Advertising, video editing



BRIEF

Crafting a communication system with the purpose of raising awareness among citizens on drunk driving and promoting correct behavior behind the wheel.

SOLUTION

NON CI SONO SCUSE ("There are no excuses") is an awareness campaign in collaboration with the municipality of Milan, that aims to increase citizenship awareness on the risks and consequences of driving under the influence of alcohol. The communication works towards excluding a paternalistic and tragic tone, but rather taking advantage of an ironic and funny language using the cliché of some excuses used to justify the drunk driving. First of all, a video spot shows a case of detention by the authorities, making fun of the driver who tries to come up with an excuse. The same excuses are then used in billboards, where attention is drawn to objects regarding driving, sealed in glass jars, as a metaphor standing for the legal consequences. Finally, a coaster and an alcohol test are distributed at pubs, inviting the consumer to check their conditions before driving.

You can take a look at the [full video here](#).

TEAM

Giulia Lissoni, Barbara Zilli

Non ci sono scuse

/ Advertising, video editing



La mafia uccide solo d'estate

/ Editorial Design



BRIEF

Analysing a media content in its own fundamental parts, such as mean of communication, subject and target, in order to develop an inter-media translation of the content itself.

SOLUTION

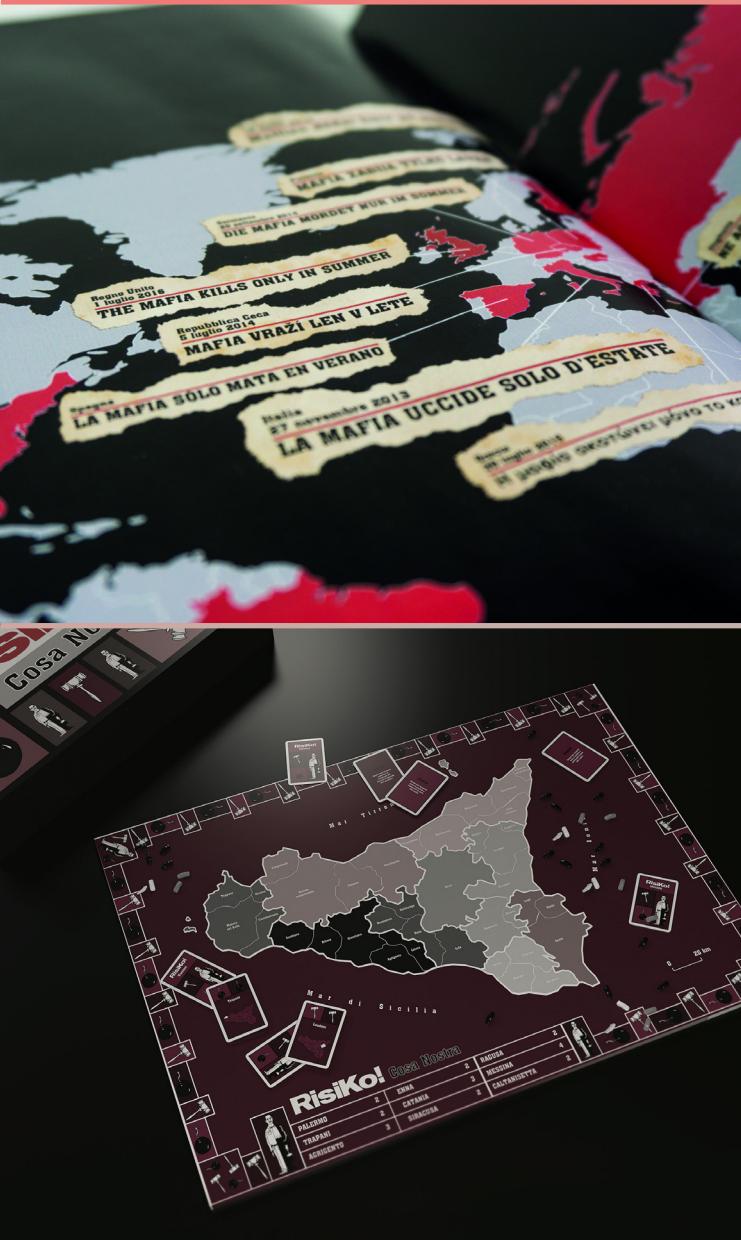
The project focuses on the movie "The Mafia Kills Only in Summer" by Pierfrancesco Diliberto, professionally known as Pif, exploring the socio-cultural context in which the story is set and the technical and cinematographic features of the making. Starting from this point, an investigation of the way in which the movie spread among the public was carried out. The output consists in an composition resembling a newspaper, in order to recall the movie style. The resulting inter-media translation is an alternative interpretation of the popular board game RisiKo!, an Italian stand alone variant of Risk.

TEAM

Margherita Dallaiti, Giulia Lissoni, Luca Longa, Davide Macchi, Giorgia Piacentini

La mafia uccide solo d'estate

/ Editorial Design



VITTIME DI MAFIA

"Ma come, la mafia uccide solo d'estate? In realtà, chiunque vive sotto protezione sa benissimo che in estate tutta la sicurezza aumenta perché le organizzazioni da sempre sanno che uccidere d'estate significa non avere risposta. Si guifica non avere sdegno. C'è altro a cui pensare. C'è da rilassarsi. Si sta al mare in spiaggia. Come in parlamento, le leggi più ambigue, i decreti più grigi passano esattamente d'estate, allo stesso tempo le organizzazioni seguono questo percorso. Sanno esattamente che la grammatica del divertimento non potrà essere interrotta e quindi si può colpire d'estate."

Roberto Saviano, La Mafia Uccide Solo D'Estate - Sguardo Leggero

PRIMAVERA

Anno	1960	1962	1965	1966	1970	1971	1973	1980	1982	1985	1986	1988
Uccisi	1	1	1	1	1	1	1	1	1	1	1	1
Omicidi	1	1	1	1	1	1	1	1	1	1	1	1

ESTATE

Anno	1960	1962	1965	1966	1970	1971	1972	1973	1977	1980	1982	1985	1986
Uccisi	1	1	1	1	1	1	1	1	1	1	1	1	1
Omicidi	1	1	1	1	1	1	1	1	1	1	1	1	1

AUTUNNO

Anno	1960	1970	1971	1972	1973	1977	1980	1982	1985	1986	1988
Uccisi	1	1	1	1	1	1	1	1	1	1	1
Omicidi	1	1	1	1	1	1	1	1	1	1	1

INVERNO

Anno	1960	1962	1964	1965	1966	1968	1970	1972	1973	1977	1980	1982	1985	1986
Uccisi	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Omicidi	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Foto: Libera, Wikipedia

PUNTI CHIAVE DELLA LOTTA ANTAMAFIA

Pool antimafia

In Sicilia ogni giudice d'ufficio Istruzione lavorava in solitaria contro i mafiosi che gli venivano indicati, ma non aveva il potere di farli trattare, che dovevano essere urti ad altri colleghi nelle loro indagini. Dopo gli omicidi degli anni '80 del Capitano dei Cara, Giacomo Piscopo, e del suo vicario, l'avvocato Gennaro Gatta, il 6 agosto, Rocco Chinnici decise di centralizzare le indagini creando il Pool Antimafia in modo che tutti potessero condividere le informazioni ricevute per aiutarsi nelle indagini.

Maxiprocesso

Il Maciprocesso di Palermo rappresenta la prima vera testimonianza dello Stato italiano nei confronti della mafia siciliana. Esso fu reale possibile grazie alla nascita del Pool Antimafia di Palermo, che si impegnò nella lotta contro i mafiosi, mobilitando nell'aula banditi del Caffè Ucciardone di Palermo tra il 10 febbraio 1986 e il 16 dicembre 1987.

Punti Salienti Del Processo

- 29.07.1983 Muore Rocco Chinnici nella Strage di Via Pippitone mentre indaga al Rapporto dei 162 assieme a Ninni Cassara.
- 16.11.1985 Antonino Caponnetto viene chiamato in Sicilia per sostituire Rocco Chinnici.
- 08.08.1985 Muore Ninni Cassara, capo della squadra mobile di Palermo. Falanga e Borsellino vengono trasferiti al carcere dell'Asinara per completare il processo.
- 08.11.1985 Sentenza contro il mafioso Giovanni Greco detto "l'Auto Bunker".
- 10.02.1986 Inizio del Maciprocesso con le testimonianze dei pentiti.
- 20.02.1986 Vengono arrestati a Giaculli Michele Greco detto "il Papa", capo della Capola di Cosa nostra.
- 07.10.1986 Omicidio di Claudio Dominio, la cui madre lavorava nell'aula Bunker.
- 16.12.1987 Emissione della sentenza e scioglimento del Pool Antimafia.

Imputati Del Processo

Partecipanti

- Giuseppe Ayala e Domenico Signorino
- Alfonso Giordano e Antonio Prestigino
- Pietro Grasso e Claudio Dell'Acqua

Giudici a latere

