

# Davide Andrea MAURO

## Curriculum Vitae

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📍 Paderborn University, KreativInstitut.OWL, Detmold, Germany  
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### Research Profile:

My primary research interests are in the field of Sound and Music Computing. In particular:

- Spatial Audio: applications, recording and reproduction techniques, with a specific interest for binaural spatialization.
- Acoustics and Psychoacoustics.
- Applications for multimodal preservation and fruition of cultural heritage.
- Music Information Encoding with a focus on standardization (IEEE 1599).
- Web technologies for musical education.
- Digital Signal Processing, Sound Synthesis, and Music Information Retrieval (MIR).

### Education:

- 2012/03: Ph.D., Computer Science, Università degli Studi di Milano (Italy). "On Binaural Spatialization and the use of GPGPU for Audio Processing", Advisor: Prof. Goffredo Haus.
- 2011/10-2011/12: Visiting Scholar at LIMSI/CNRS Laboratoire d'Informatique pour la Mécanique et les Sciences de l'Ingénieur (Orsay, France). Supervisor: Prof. Brian F.G. Katz.
- 2011/07-2011/08: Visiting Scholar at Fused-Media Lab, De Montfort University (Leicester, UK). Supervisor: Dr. Lorenzo Picinali.
- 2009/06: Electric Bass Diploma, Civica Scuola di Musica "Salvatore Licitra", Cinisello Balsamo (Italy).
- 2008/10: M.Sc. *Cum Laude* (110/110 e lode), Information and Communication Technology, Università degli Studi di Milano (Italy).
- 2006/07: B.A. *Cum Laude* (110/110 e lode), Science and Technology of Musical Communication, Università degli Studi di Milano (Italy).

### Work Experience:

- 2024/01/01-Current: Research Associate, KreativInstitut.OWL, Detmold (Germany).
- 2023/07/01-2023/12/22: Associate Professor, Department of Computer Sciences and Electrical Engineering, Marshall University (USA).
- 2023/06-2023/07: Visiting Scholar, Laboratorio di Informatica Musicale (LIM), Università degli Studi di Milano (Italy), Collaboration with Prof. Luca Andrea Ludovico.
- 2022/08/15-2023/06/30: Department Chair, Computer and Information Technology, Marshall University (USA).
- 2022/08/15-2023/06/30: Associate Professor, Department of Computer and Information Technology, Marshall University (USA).
- 2016/09/16-2022/05/15: Assistant Professor, Department of Computer and Information Technology, Marshall University (USA).
- 2014/01/07-2016/01/06: Postdoctoral Researcher, IUAV University of Venice (Italy).

Sonic Interaction Design, Sound Synthesis, Voice Analysis, in the framework of SkAT-VG FP7 FET EU Project (<https://cordis.europa.eu/project/id/618067>).

- 2013/01/07-2014/01/06: Postdoctoral Researcher, Institut Mines-Télécom, TÉLÉCOM ParisTech, CNRS-LTCl (France).  
3D Audio, Binaural spatialization in the framework of REVERIE FP7 EU Project (<https://cordis.europa.eu/project/id/287723>).
- 2012/01/01-2012/12/31: Postdoctoral Researcher, Laboratorio di Informatica Musicale (LIM), Università degli Studi di Milano (Italy).  
3D Audio, Psychoacoustics, Sound and Music Computing.
- 2006/09/01-2007/08/31: Researcher, Fondazione Ascolta e Vivi, Milano (Italy).  
Audiology and Audioprothesis. Psychoacoustics. Development and testing of hearing aids.

### Grants, Awards, and Prizes:

- 2023/05: Summer Research Award, Faculty Senate Research Committee, Marshall University (USA).
- 2023/05: QUINLAN Endowment Grant, Faculty Senate Research Committee, Marshall University (USA).
- 2021/11: QUINLAN Endowment Grant, Faculty Development Committee, Marshall University (USA).
- 2021/10: INCO Foundation Grant, Faculty Development Committee, Marshall University (USA).
- 2021/07: Best Presentation Award, 18<sup>th</sup> Sound & Music Computing conference (SMC2021) for [C5].
- 2019/06: John Marshall Summer Scholar Award, Marshall University (USA).
- 2013/03: "Italo Barducci Young Acoustician Prize", Italian Association of Acoustics (AIA) (Italy).

### Committees and Service:

#### University

- 2023/02-2023/06: College of Science - Faculty Advancement Committee, Marshall University (USA).
- 2021/09-2023/06: Faculty Senate, Marshall University (USA).
- 2021/05-Current: Digital Humanities Committee, Marshall University (USA).
- 2018/07-2023/06: College of Science Committee on Retention, Marshall University (USA).

#### Scientific Societies

- 2023-Current: Member, Association for Computing Machinery (ACM).
- 2012-Current: Member, W3C Music Notation.
- 2012-Current: Member, Associazione Informatica Musicale Italiana (AIMI).
- 2009-Current: Member, IEEE WG\_1599: Working Group for XML Musical Application, formerly known as IEEE Technical Committee on Computer Generated Music (TC CGM).

#### Conference Committees

- Program Chair: Second Workshop on Multilayer Music Representation and Processing (MMRP23).
- General/Scientific Chair: 18<sup>th</sup> Sound and Music Computing Conference (SMC) 2021.
- Scientific Committee: Special session on Computer Supported Music Education (CSME) at the International Conference on Computer Supported Education (CSEDU) 2020, 2021, 2022, 2023.
- Scientific Committee: First Workshop on Multilayer Music Representation and Processing (MMRP19).
- Technical Committee: "XX CIM - Colloquio di Informatica Musicale" 2014.
- Co-organizer: Special session on 3D reconstruction, coding and transmission for audiovisual interactive services at 14<sup>th</sup> International Workshop on Image and Audio Analysis for Multimedia Interactive Services (WIAMIS) 2013.

**Reviewer and Editorial Boards (Journals)**

- Editorial Board: International Journal of Music Science, Technology and Art, 2017-Current
- Reviewer: IEEE (TASLP) Transactions on Audio, Speech and Language Processing, 2017.
- Reviewer: Journal of Multimedia Tools and Applications, 2018.
- Reviewer: Journal of New Music Research, 2019.
- Reviewer: Journal of Software and Practices, 2017.
- Reviewer: Journal of Software and Systems Modeling, 2021.

**Reviewer (Conferences)**

I served extensively as reviewer for national and international conferences. A detailed documentation has been maintained starting from 2017.

- Reviewer: ACM Multimedia 2019, 2020, 2021, 2022.
- Reviewer: ACM Multimedia ASIA 2019, 2021.
- Reviewer: ACM Spatial User Interaction (ACM SUI) 2020.
- Reviewer: ACM 30<sup>th</sup> User Interface Software and Technology Symposium (UIST) 2017.
- Reviewer: AudioMostly, a Conference on Interaction with Sound 2019, 2020, 2022, 2023.
- Reviewer: Colloquio di Informatica Musicale (CIM) 2018, 2022.
- Reviewer: IEEE VR Workshop on Sonic Interactions for Virtual Environments (SIVE) 2017, 2018.
- Reviewer: International Conference on Acoustics, Speech, & Signal Processing (ICASSP) 2023.
- Reviewer: IEEE Workshop on Applications of Signal Processing to Audio and Acoustics (WASPAA) 2023.
- Reviewer: New Interfaces for Musical Expression Conference (NIME) 2017, 2018, 2019, 2020, 2021, 2022, 2023.
- Reviewer: Sound and Music Computing Conference (SMC) 2017, 2018, 2019, 2020, 2021, 2022, 2023.

**Teaching Experience:**

I contributed to the design of a number of classes currently offered at Marshall University, where I also mentor students for their capstone projects and independent studies. I designed classes for in-person, online, and mixed format instruction. While at Marshall I maintained an average load of 12 credit-hours per semester.

**Courses**

Taught a variety of courses in multiple formats that include traditional face to face, virtual, hybrid, and fully online asynchronous.

- CIT466 Database Programming
- CIT448 Mobile Game Development
- CIT443 Game Development III: AI
- CIT414 Android Development
- CIT365 Database Management
- CIT340 Game Development I: 2D
- CIT265 C# .NET Programming
- CS120 Computer Science II (Java)

- CS110 Computer Science I (Python)
- CS105 Explore the World with Computing (Critical Thinking)
- IST264 Technology Foundations
- IST150 Spreadsheets and Database Principles
- 2008-2012: Guest Lectures, Music Informatics (B.Sc.), Università degli Studi di Milano (Italy).
- 2007-2012: Teaching Assistant, Laboratory of Multimedia I (B.Sc.), Università degli Studi di Milano (Italy).
- 2007-2012: Guest Lectures, Psychophysiology of Hearing and Music Perception (B.Sc.), Università degli Studi di Milano (Italy).
- 2007-2012: Guest Lectures, General Informatics (B.Sc.), Università degli Studi di Milano (Italy).

#### **Coordination, Supervision, Evaluation**

- Supervised multiple students in capstone project courses (CIT490/IST491 Capstone in CIT)
- Coordinator of students' internships (CIT470 Internship in CIT)
- Supervised multiple students for independent studies (CIT485 Independent Study) in various topics including: Sound Design for Games, Game AI, Java Programming, Databases
- 2006-Current: I co-supervised more than 20 theses (B.A., B.Sc., and M.Sc.) in the field of Music Informatics.

#### **Publication List:**

Most of these publications can be classified into the following categories of the ACM Computing Classification System (1998):

- H.5.2 [Information Interfaces and Presentation (e.g. HCI)]: User Interfaces.
- H.5.5 [Information Interfaces and Presentation (e.g. HCI)]: Sound and Music Computing.

#### **Book Chapters**

- [B2] Davide Andrea Mauro and Andrea Valle. "Sound Ontologies. Methods and approaches for the description of sound". In: *Foundations in Sound Design for Linear Media*. Ed. by Michael Filimowicz. Routledge, 2019, pp. 283–302.
- [B1] Antonello D'Aguanno, Goffredo Haus, and Davide Andrea Mauro. "Feature Extraction and Synchronization Among Layers". In: *Music Navigation With Symbols and Layers From Binary Audio to Interactive Musical Forms*. Ed. by Denis L. Baggi and Goffredo Haus. Wiley - IEEE Computer Society Press, 2013.

#### **Journal Papers**

- [J3] Davide Rocchesso, Davide Andrea Mauro, and Carlo Drioli. "Organizing a sonic space through vocal imitations". In: *Journal of Audio Engineering Society (JAES)* 64.7/8 (July 2016), pp. 474–483.
- [J2] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "IEEE 1599 for Live Musical and Theatrical Performances". In: *Journal of Multimedia* 7.2 (2012), pp. 170–178. ISSN: 1796-2048. DOI: 10.4304/jmm.7.2.170-178.
- [J1] Luca Del Bo, Stella Forti, Umberto Ambrosetti, Costanzo Serena, Davide Andrea Mauro, Gregorio Ugazio, Berthold Langguth, and Antonio Mancuso. "Tinnitus aurium in persons with normal hearing: 55 years later". In: *Otolaryngology–Head and Neck Surgery* 139.3 (2008), pp. 391–394.

#### **Papers in Refereed Conference Proceedings**

- [C44] Axel Berndt and Davide Andrea Mauro. "Arpeggiatorum: An audio controllable MIDI arpeggiator". In: *Proceedings of the 21st Sound and Music Computing Conference, July 04-06th, Porto (Portugal)*. 2024.
- [C43] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "Towards the Future of Multi-Layer Music Encoding: The IEEE 1599 v2.0 Draft". In: *Accepted at Second International Workshop on Multilayer Music Representation and Processing (MMRP23), October 27th, Pisa (Italy)*. 2023.

- [C42] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, Giorgio Presti, Stefano Di Bisceglie, Alessandro Minoli, and Davide Andrea Mauro. "Web Applications for Automatic Audio-to-Score Synchronization with Iterative Refinement". In: *20th Sound and Music Computing Conference, June 14-17th, Stockholm (Sweden)*. 2023. ISBN: 978-91-527-7372-7.
- [C41] Luca Andrea Ludovico, Alberto Mattea, and Davide Andrea Mauro. "Preserving, Restoring, and Passing Down Video-Game Music from the Past: The Case of DirectMusic". In: *Proceedings of the 19th Sound and Music Computing Conference, June 05-12th, 2022, Saint-Étienne (France)*. Ed. by Romain Michon, Yann Orlarey, and Laurent Pottier. SMC, 2022, pp. 556–562. ISBN: 978-2-9584126-0-9. DOI: 10.5281/zenodo.6573638.
- [C40] Giorgio Presti, Federico Avanzini, Adriano Baratè, Luca Andrea Ludovico, and Davide Andrea Mauro. "Ruffle: A User-Controllable Music Shuffling Algorithm". In: *Proceedings of the 18th Sound and Music Computing Conference*. Ed. by Davide Andrea Mauro, Simone Spagnol, and Andrea Valle. SMC, 2021, pp. 207–214. ISBN: 978-88-945415-4-0. DOI: 10.5281/zenodo.5044997.
- [C39] Davide Andrea Mauro, Federico Avanzini, Adriano Baratè, Luca Andrea Ludovico, Stavros Ntalampiras, Smilen Dimitrov, and Stefania Serafin. "Sixteen Years of Sound and Music Computing: A Look Into the History and Trends of the Conference and Community". In: *Proceedings of the 17th Sound and Music Computing Conference, Torino, June 24th – 26th 2020*. Ed. by Simone Spagnol and Andrea Valle. Axa sas/SMC Network, 2020, pp. 3–10. ISBN: 978-88-945415-0-2. DOI: 10.5281/zenodo.3898600.
- [C38] Adriano Baratè, Luca Andrea Ludovico, and Davide Andrea Mauro. "A Web Prototype to Teach Music and Computational Thinking Through Building Blocks". In: *AM'19: Proceedings of the 14th International Audio Mostly Conference: A Journey in Sound*. International Conference Proceeding Series (ICPS). ACM, 2019, pp. 227–230. ISBN: 978-1-4503-7297-8. DOI: 10.1145/3356590.3356625.
- [C37] Adriano Baratè, Luca Andrea Ludovico, Davide Andrea Mauro, and Federico Simonetta. "On the Adoption of Standard Encoding Formats to Ensure Interoperability of Music Digital Archives: The IEEE 1599 Format". In: *DLfM '19: 6th International Conference on Digital Libraries for Musicology*. ACM, 2019, pp. 20–24. ISBN: 978-1-4503-7239-8. DOI: 10.1145/3358664.3358665.
- [C36] Federico Avanzini, Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, Davide Andrea Mauro, Stavros Ntalampiras, and Giorgio Presti. "Quale futuro per il formato IEEE 1599?" In: *Machine Sounds, Sound Machines. Atti del XXII CIM - Colloquio di Informatica Musicale*. Ed. by Federico Fontana and Andrea Gulli. Vol. XXII. Atti del Colloquio di Informatica Musicale. DADI - Dip. Arti e Design Industriale. Università IUAV di Venezia, 2018, pp. 115–121. ISBN: 9788890341359.
- [C35] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "Formalizing Schoenberg's Fundamentals of Musical Composition through Petri Nets". In: *Proceedings of the 15th International Sound and Music Computing Conference (SMC 2018), Limassol, Cyprus*. 2018, pp. 254–258. ISBN: 978-9963-697-30-4. DOI: 10.5281/zenodo.1422579.
- [C34] Andrea Cera, Davide Andrea Mauro, and Davide Rocchesso. "Sonic in(tro)spection by vocal sketching". In: *XXI CIM (Colloquio di Informatica Musicale)*. Cagliari, Italy, Sept. 2016.
- [C33] Davide Rocchesso, Davide Andrea Mauro, and Stefano Delle Monache. "miMic: The microphone as a pencil". In: *Proceedings of the TEI'16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction*. ACM. 2016, pp. 357–364.
- [C32] Stefano Baldan, Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "Music-Related Media Contents Synchronized over the Web: The IEEE 1599 Initiative". In: *Proceedings of the 1st Web Audio Conference (WAC)*. Paris, France, 2015.
- [C31] Alan Del Piccolo, Stefano Delle Monache, Stefano Papetti, Davide Rocchesso, and Davide Andrea Mauro. "To "Sketch a Scratch" ". In: *12th Sound and Music Computing conference (SMC 2015)*. Music Technology Research Group, Department of Computer Science, Maynooth ... Maynooth, Ireland, July 2015, pp. 379–385.
- [C30] Stefano Delle Monache, Davide Rocchesso, Stefano Baldan, and Davide Andrea Mauro. "Towards a not-yet existing practice of vocal sketching". In: *21st International Conference on Auditory Display (ICAD 2015)*. Graz, Austria, July 2015.

- [C29] Davide Andrea Mauro and Davide Rocchesso. "Analyzing and organizing the sonic space of vocal imitations". In: *Proceedings of the Audio Mostly 2015 A Conference on Interaction with Sound*. ACM. Thessaloniki, Greece, Oct. 2015.
- [C28] Giorgio Presti, Davide Andrea Mauro, and Goffredo Haus. "TRAP: TRAnsient Presence detection exploiting continuous brightness estimation (CoBE)". In: *12th Sound and Music Computing conference (SMC 2015)*. Music Technology Research Group, Department of Computer Science, Maynooth ... Maynooth, Ireland, July 2015.
- [C27] Stefano Delle Monache, Stefano Baldan, Davide Andrea Mauro, and Davide Rocchesso. "A design exploration on the effectiveness of vocal imitations." In: *40th International Computer Music Conference (ICMC) joint with the 11th Sound and Music Computing conference (SMC 2014)*. Athens, Greece, Sept. 2014.
- [C26] Giorgio Presti, Goffredo Haus, and Davide Andrea Mauro. "Visualization and manipulation of stereophonic audio signals by means of IID and IPD". In: *40th International Computer Music Conference (ICMC) joint with the 11th Sound and Music Computing conference (SMC 2014)*. Athens, Greece, Sept. 2014.
- [C25] Davide Rocchesso and Davide Andrea Mauro. "Self-organizing the space of vocal imitations". In: *XX CIM (Colloquio di Informatica Musicale)*. Rome, Italy, Oct. 2014.
- [C24] Philipp Fechteler, Anna Hilsmann, Peter Eisert, SV Broeck, Christoph Stevens, Julie Wall, Michele Sanna, Davide Andrea Mauro, Fons Kuijk, Rufael Mekuria, Pablo Cesar, David Monaghan, Noel O'Connor, Petros Daras, Dimitrios Alexiadis, and Theodore Zahariadis. "A framework for realistic 3D Tele-Immersion". In: *Proceedings of the 6th International Conference on Computer Vision/Computer Graphics Collaboration Techniques and Applications*. ACM. Berlin, Germany, June 2013. DOI: 10.1145/2466715.2466718.
- [C23] Andrea Martelloni, Davide Andrea Mauro, and Antonio Mancuso. "Further evidences of the contribution of the ear canal to directional hearing: design of a compensation filter". In: *Proceedings of Meetings on Acoustics ICA2013*. Vol. 19. 1. ASA. 2013.
- [C22] Davide Andrea Mauro. "Audio convolution on GPUs: a follow-up". In: *AIA-DAGA Conference on Acoustics*. Meran, Italy, Mar. 2013.
- [C21] Davide Andrea Mauro, Rufael Mekuria, and Michele Sanna. "Binaural spatialization for 3D immersive audio communication in a virtual world". In: *Proceedings of the 8th Audio Mostly Conference*. ACM. Piteå Sweden, 2013.
- [C20] Davide Andrea Mauro, Noel E O'Connor, David Monaghan, Marc Gowing, Philipp Fechteler, Peter Eisert, Julie Wall, Ebroul Izquierdo, Dimitrios Alexiadis, Petros Daras, Rafael Mekuria, and Pablo Cesar. "Advancements and challenges towards a collaborative framework for 3D tele-immersive social networking". In: *4th IEEE International Workshop on Hot Topics in 3D (Hot3D)*. San Jose, CA, USA, 2013.
- [C19] Giorgio Presti and Davide Andrea Mauro. "Continuous brightness estimation (CoBE): Implementation and its possible applications". In: *10th International Symposium on Computer Music Multidisciplinary Research (CMMR)*. Marseille, France, Oct. 2013.
- [C18] Stefano Baldan, Luca Andrea Ludovico, and Davide Andrea Mauro. "'Musica sull'acqua": A Motion Tracking Based Sonification of an Aquarium in Real Time". In: *Proceedings of the SMC 2012 - 9th Sound and Music Computing Conference*. Ed. by Stefania Serafin. Copenhagen, Denmark: Logos, 2012, pp. 69–74. ISBN: 978-3-8325-3180-5.
- [C17] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "A Web-oriented Multi-layer Model to Interact with Theatrical Performances". In: *Proceedings of the International Workshop on Multimedia for Cultural Heritage (MM4CH 2011)*. Vol. 247. Communications in Computer and Information Science. Berlin, Heidelberg: Springer, 2012, pp. 114–125. ISBN: 978-3-642-27977-5. DOI: 10.1007/978-3-642-27978-2\_10.
- [C16] Adriano Baratè, Goffredo Haus, Luca Andrea Ludovico, and Davide Andrea Mauro. "Prospettiva09: un modello di fruizione evoluta per gli spettacoli teatrali in rete". In: *Patrimonio virtuale. Tecnologie e modelli per la comunicazione e la valorizzazione dei beni culturali*. Ed. by Emiliano Ilardi, Sara Monaci, and Massimiliano Spano. Napoli, Italy: ScriptaWeb, 2012, pp. 277–294. ISBN: 978-88-6381-193-3.
- [C15] Davide Andrea Mauro. "Audio convolution by the mean of GPU: CUDA and OpenCL implementations". In: *Acoustics 2012*. Nantes, France, 2012.

- [C14] Davide Andrea Mauro and Francesco Vitale. "Influence of the listening context on the perceived realism of binaural recordings". In: *ICMPC-ESCOM Joint Conference*. School of Music Studies, Aristotle University of Thessaloniki. 2012, pp. 670–673.
- [C13] Lorenzo Picinali, Christopher Feakes, Davide Andrea Mauro, and Brian FG Katz. "Spectral discrimination thresholds comparing audio and haptics for complex stimuli". In: *International Conference on Haptic and Audio Interaction Design*. Springer, Berlin, Heidelberg. 2012, pp. 131–140.
- [C12] Lorenzo Picinali, Christopher Feakes, Davide Andrea Mauro, and Brian FG Katz. "Tone-2 tones discrimination task comparing audio and haptics". In: *Haptic Audio Visual Environments and Games (HAVE), 2012 IEEE International Workshop on*. IEEE. 2012, pp. 19–24.
- [C11] Stefano Baldan, Luca Andrea Ludovico, and Davide Andrea Mauro. "Managing Multiple Media Streams in HTML5: the IEEE 1599-2008 Case Study". In: *Proceedings of the International Conference on Signal Processing and Multimedia Applications (SIGMAP 2011)*. Ed. by Alejandro Linares-Barranco and George A. Tsihrintzis. Seville, Spain: SCITEPRESS - Science and Technology Publications, Lda., 2011, pp. 193–199. ISBN: 978-989-8425-72-0.
- [C10] Adriano Baratè, Luca Andrea Ludovico, and Davide Andrea Mauro. "Wii Remote-based Collaborative Interfaces for Music". In: *Proceedings of the AIMI Workshop on Sound and Music Computing for Human-Computer Interaction 2011 (SMC4HCI 2011)*. Alghero, Italy: ACM Digital Library, 2011.
- [C9] Stefano Baldan, Luca Andrea Ludovico, and Davide Andrea Mauro. "Algorithms for an Automatic Transcription of Live Music Performances into Symbolic Format". In: *Auditory Display. Genesis of Meaning in Sound and Music. 6th International Symposium, CMMR/ICAD 2009, Copenhagen, Denmark, May 18-22, 2009: revised papers*. Ed. by Mitsuko Aramaki, Kristoffer Jensen, Richard Kronland-Martinet, and Sølvi Ystad. Vol. 5954. Lecture Notes in Computer Science. Berlin, Heidelberg: Springer-Verlag, 2010, pp. 422–437. ISBN: 978-3-642-12438-9. DOI: 10.1007/978-3-642-12439-6\_22.
- [C8] Adriano Baratè, Luca Andrea Ludovico, and Davide Andrea Mauro. "Tecnologie basate su XML per la fruizione avanzata dei contenuti musicali". In: *Conferenza GARR\_09 Selected papers: Atti del Congresso GARR 2009: Network Humanitatis - linguaggi, risorse, persone*. Ed. by Federica Tanlongo, Maddalena Vario, and Carlo Volpe. Napoli, Italy: Associazione Consortium GARR, 2010, pp. 43–47. ISBN: 978-88-905077-0-0.
- [C7] Adriano Baratè, Luca Andrea Ludovico, Davide Andrea Mauro, Vanessa Michielon, and Elisabetta Ranieri. "Ri-vivificazione di materiali multimediali in rete: Prospettiva 2009". In: *Conferenza GARR 2010 - Welcome to the Future Internet!* Torino, Italy, 2010.
- [C6] Antonello D'Aguanno, Luca Andrea Ludovico, and Davide Andrea Mauro. "Automatic Media Segmentation within IEEE 1599-2008". In: *Semantic Media Adaptation and Personalization (SMAP), 2010 5th International Workshop on*. Ed. by Georgiou Olga, Nicolas Tsapatsoulis, and Theodosiou Zenonas. Limassol, Cyprus, 2010, pp. 31–36. ISBN: 978-1-4244-8603-8. DOI: 10.1109/SMAP.2010.5706848.
- [C5] Luca Andrea Ludovico, Davide Andrea Mauro, and Dario Pizzamiglio. "Head in Space: A Head-Tracking Based Binaural Spatialization System". In: *Proceedings of Sound and Music Computing Conference 2010 (SMC 2010)*. Ed. by Emilia Gómez, Perfecto Herrera, and Rafael Ramírez. Barcelona, Spain: SMC, 2010, pp. 369–375. ISBN: 978-84-88042-72-9.
- [C4] Stefano Baldan, Luca Andrea Ludovico, and Davide Andrea Mauro. "PureMX: Automatic Transcription of MIDI Live Music Performances into XML Format". In: *Proceedings of the 2009 International Conference on Auditory Display*. Ed. by Kristoffer Jensen. Aalborg, Denmark: Aalborg Universitet, 2009, pp. 195–201. ISBN: 978-87-7606-033-6.
- [C3] Goffredo Haus, Adriano Baratè, Antonello D'Aguanno, Luca Andrea Ludovico, and Davide Andrea Mauro. "Nuove tecnologie per la fruizione on-line di contenuti multimediali". In: *GARR: Network Humanitatis*, Naples, Italy, 2009.
- [C2] Luca Andrea Ludovico and Davide Andrea Mauro. "Sound and The City: Multi-Layer Representation and Navigation of Audio Scenarios". In: *Proceedings of the SMC 2009 - 6th Sound and Music Computing Conference*. Ed. by Alvaro Barbosa, Fabien Gouyon, and Xavier Serra. Porto, Portugal: SMC, July 2009, pp. 19–24. ISBN: 978-989-95577-6-5.
- [C1] Antonio Mancuso, Davide Andrea Mauro, and Giancarlo Vercellesi. "Distance effects of the auditory event in binaural spatialization". In: *DSP Application Day, Milan (Italy)*. 2007.

## Workshops and Other Presentations

- [O1] Davide Andrea Mauro. "On Standardization, Reproducibility, and other Demons (of VR)". In: *New Interfaces for Musical Expression (NIME 2018): Workshop on Audio-first VR*. Blacksburg, VA, USA, June 2018.

## PhD Thesis

- [T1] Davide Andrea Mauro. "On Binaural Spatialization and the Use of GPGPU for Audio Processing". PhD thesis. Università degli Studi di Milano, Italy, Mar. 2012.