

CAROLINA BENIAMINA RUTTA

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EDUCATION

University of Trento, Trento, Italy

Nov 2017 - Present

- **Ph.D. Candidate in Human-Computer Interaction**

Department of Cognitive Science

The Ph.D. programme focuses on investigating how digital technologies can support vulnerable communities, as migrants and students, in reflecting on situations involving discrimination and stereotype.

Intensive Methodological Doctoral Courses in:

Qualitative Research Methods - *University of Pisa, Pisa, Italy (May 2019)*

Designing Human Technologies 6.0 - *Villa Santi, Daone, Italy (Jun 2018)*

Human Computer Interaction - *Center for Computing, Oulu, Finland (Jun 2018)*

- **Post-Master in Smart Community Design and Management**

Nov 2016 - Jul 2017

Department of Computer Science

The Master was designed to equip students with methodological and technological skills needed to design, build, coordinate and monitor communities of users engaged in socially impactful projects.

University of Milan, Milan, Italy

- **Master in Science of Philosophy - Grade: 110 cum laude**

Feb 2015 - Mar 2016

Department of Philosophy

- **Bachelor in Philosophy - Grade: 100**

Sep 2012 - Feb 2015

Department of Philosophy

WORK EXPERIENCES IN ACADEMIA

RESEARCH

- **Visiting Ph.D. Candidate**

Oct 2019 - Feb 2020

Lancaster University, Lancaster, UK

- **Visiting Ph.D. Candidate**

May 2019 - Sept 2019

Carnegie Mellon University, Pittsburgh, USA

- **Junior Researcher**

Mar 2017 - Jul 2017

Fondazione Bruno Kessler, Trento, Italy

- **Visiting Junior Researcher**

Feb 2017

Madeira Interactive Technologies Institute (M-ITI), Funchal, Portugal

- **Junior Researcher**

Mar 2016 - Dec 2016

Milan Center for Food Law and Policy, Milan, Italy

TEACHING

- **Design for social inclusion**

Teaching assistant

Master in Human computer interaction - University of Trento, Trento, Italy

2018-2019

- **Graphical User Interface design**

Teaching assistant

Bachelor in Interfaces technologies - University of Trento, Trento, Italy

2018-2019

WORK EXPERIENCE

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- | | |
|--|----------------------------|
| • Product Owner <i>FeedbackLoop, Milan, Italy</i> | <i>Nov 2019 - Present</i> |
| • Social Media Manager <i>Verdiana & Beniamina, Milan, Italy</i> | <i>Jan 2013 - Present</i> |
| • Social Media Manager <i>University of Trento, Trento, Italy</i> | <i>Aug 2017 - Sep 2017</i> |
| • Chess Teacher <i>Chess Project ADS, Milan, Italy</i> <i>FIDE Teacher Certificate (Jun 2014)</i> | <i>Jan 2013 - Dec 2016</i> |

JOURNAL, CONFERENCE, AND MANUSCRIPT REVIEWER

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- | | |
|---|-----------------|
| • Interaction Design and Children Conference | <i>Feb 2020</i> |
| • Interactive Digital Storytelling Conference | <i>Aug 2019</i> |
| • Child-Computer Interaction Journal | <i>Aug 2019</i> |

AWARDS

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- | | |
|---|-----------------|
| • Second best poster at <i>Interactive Digital Storytelling Conference, Dublin, Ireland</i> | <i>Dec 2018</i> |
| • Award for Best Start Up and Incubation at <i>Contamination Lab, Trento, Italy</i> | <i>Jun 2018</i> |

SCHOLARSHIP

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- | | |
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| • Scholarship - Post-Master in Smart Community Design and Management | <i>Sep 2016</i> |
| • Scholarship - Ph.D. in Human-Computer Interaction | <i>Oct 2017</i> |
| • Scholarship - Ph.D. Mobility Extra UE | <i>May 2019</i> |
| • Scholarship - Erasmus+ Mobility | <i>July 2019</i> |

OTHER SKILLS

IT SKILLS

- Microsoft Office Suite (ECDL)
- LaTeX (proficient), HTML/CSS (basic), Python/R (basic)
- Adobe XD, Balsamiq, InVision
- Nvivo, Mendley, Zotero

LANGUAGES

- English (*C1*)
- French (*A2*)

PUBLICATIONS

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- Rutta, C. B., Schiavo, G., Zancanaro, M., Rubegni, E. (2020, June). *Comic-based Digital Storytelling for Content and Language Integrated Learning*. In Journal of International Media Education. (Under revision).
 - Rutta, C. B., Schiavo, G., Zancanaro, M., Rubegni, E. (2020, June). *Collaborative Comic-Based Digital Storytelling With Primary School Children*. In International Conference on Interaction Design and Children (To be published).
 - Rutta, C. B., Schiavo, G., Zancanaro, M., Rubegni, E. (2019, June). Comic-based digital storytelling with primary school children. In Proceedings of the 18th ACM International Conference on Interaction Design and Children (pp. 508-513).

- Rutta, C. B., Schiavo, G., Zancanaro, M. (2019, June). Comic-based Digital Storytelling for Self-expression: an Exploratory Case-Study with Migrants. In Proceedings of the 9th International Conference on Communities Technologies-Transforming Communities (pp. 9-13).
- Rutta, C. B., Schiavo, G., Zancanaro, M. (2018, December). *Interactive Digital Storytelling and Self-expression in the Context of Young Male Migrants*. In International Conference on Interactive Digital Storytelling (pp. 621-626). Springer, Cham.
- Rutta, C. B., Schiavo, G., Zancanaro, M. (2018, December). *Interactive Comic-Based Digital Storytelling for Self-expression*. In International Conference on Interactive Digital Storytelling (pp. 657-661). Springer, Cham.

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Cristina Benvenuto Rutta