

PERSONAL INFORMATION

Eleonora Chitti

Nationality: Italian

Email: eleonora.chitti@unimi.it

Personal webpage: <https://elekit.github.io>

University webpage: <https://expertise.unimi.it/get/person/eleonora-chitti>

Google scholar: <https://scholar.google.com/citations?user=8v7YyYkAAAAJ>

EDUCATION AND TRAINING

[12/2023 - current]

Postdoc in Computer science

Department of Computer Science, University of Milan - UNIMI

Post-doc at University of Milan at the Applied Intelligent System Lab.

The general objective of this project is to equip a NAO robotic agent with the ability to choose and modulate actions to maximize the involvement of the human partner in a joint action game scenario characterized by a sequence of complementary actions. Website: <https://airca.di.unimi.it>

[11/2019 - 11/2023]

PhD student in Computer science

Department of Computer Science, University of Milan - UNIMI

Ph.D student at University of Milan at the Applied Intelligent System Lab.

My research topic involved serious game and exergames design to support physical and cognitive rehabilitation.

My goal was to design and develop a digital platform with multimodal feedback to support emotion recognition for children with autism spectrum condition.

[03/2016 - 12/2018]

Master's degree in Computer Science and Engineering

Polytechnic of Milan - POLIMI

▪ Final grade: 110/110

▪ Thesis: Rehabilitation video games for young patients affected by epidermolysis bullosa

My thesis focused on the design of the V-Arcade serious-games framework to support upper limbs rehabilitation for children with epidermolysis bullosa.

<https://www.politesi.polimi.it/handle/10589/144748>

[09/2012 - 02/2016]

Bachelor's degree in Computer Science and Engineering

Polytechnic of Milan - POLIMI

▪ Final grade: 91/110

▪ Thesis: Escape from the Aliens in the Outer Space Videogame Project

[09/2007 - 07/2012]

High School Diploma

High school qualification in classical studies at Liceo Rinaldini of Ancona

▪ Final grade : 85/100

WORK EXPERIENCE

[02/2019 - 10/2019]

Consultant

Sprint Reply

City: Milan - Country: Italy

Consultant in the area of Artificial Intelligence, RPA development to automate business processes and Image Recognition with depth camera (internal project)

PERSONAL SKILLS

Mother tongue(s) **Italiano**

Other language(s)

| | UNDERSTANDING | | SPEAKING | | WRITING |
|---------------------------|---------------|---------|--------------------|-------------------|---------|
| | Listening | Reading | Spoken interaction | Spoken production | |
| English | C1 | C1 | B2 | B2 | B2 |
| TOEFL total score 94 - B2 | | | | | |

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user
Common European Framework of Reference for Languages

Communication skills

- good communication skills gained through my experience as phd student and previously as university student
- good communication skills gained through my experience as a consultant

Organisational / managerial skills

- organizational skills gained during the phd and university studies (to manage project's time and study) and during the experience as a consultant
- managerial skills gained through my experience as a consultant, and as student participating to projects

Other skills

- piano playing (5 year study)
- art history and drawing

ADDITIONAL INFORMATION

Publications

- Pezzera Manuel, Chitti Eleonora, Borghese N. Alberto (2020). "Augmented reality for rehabilitation tuning and assessment" International Conference on NeuroRehabilitation. Springer, Cham, 2020.
- Pezzera M., Chitti E., Borghese N.A., (2020) MIRARTS: A mixed reality application to support postural rehabilitation, IEEE 8th International Conference on Serious Games and Applications for Health (SeGAH), Vancouver, BC, Canada, 2020, pp. 1-7, doi: 10.1109/SeGAH49190.2020.9201694
- Chitti E., Pezzera M., Borghese N.A. (2021) Multimodal Empathic Feedback Through a Virtual Character. In: Del Bimbo A. et al. (eds) Pattern Recognition. ICPR International Workshops and Challenges. ICPR 2021. Lecture Notes in Computer Science, vol 12662. Springer, Cham. doi: 10.1007/978-3-030-68790-8_13
- E. Chitti et al., (2021) V-Arcade: design and development of a serious games framework to support the upper limbs rehabilitation. 2021 IEEE 9th International Conference on Serious Games and Applications for Health(SeGAH), 2021, pp. 1-8, doi: 10.1109/SEGAH52098.2021.9551858.
- E. Chitti et al., (2022) Evaluation of the V-Arcade serious games framework to support upper limbs rehabilitation at home for children with Juvenile Idiopathic Arthritis. 2022 IEEE 10th International Conference on Serious Games and Applications for Health(SeGAH), 2022, pp. 1-8.
- E. Chitti, G. De Capitani, R. Actis-Grosso, P. Ricciardelli, F. Ciardo, A. Baratè, L.A. Ludovico, F. Avanzini, & N.A. Borghese. (2022) Development of a Multidimensional Digital Platform as a Support to Emotion Expression for Children with Autism Spectrum Disorders. 2022 Alps Adria Psychology Conference AAPC2022
- S. Brambilla, G. Boccignone, N.A. Borghese, E. Chitti, R. Lombardi and L. Ripamonti, Tracing Stress and Arousal in Virtual Reality Games Using Players' Motor and Vocal Behaviour CHIRA Conference on Human Computer Interaction, 2023

- E. Chitti, P. Serrano and N.A. Borghese, XR-FOG: A mixed reality approach to treat Freezing of Gait in patients with Parkinson's disease, paper accepted for SEGAIH 2024 - conference on Serious Games for Health, (7-9 august 2024 at Madeira)

Seminars and Summer School

[15-19 August 2022]

- participant selected for the 4eu+ (European University Alliance) Summer school of Artificial Intelligence <https://iebil.di.unimi.it/SS4EUPlus22/index.html>

Courses
[2020- current]

- Teaching Assistant for the *Virtual Reality* course at University of Milan, Department of Computer Science

[2022-2023]

- Teaching assistant for the course *4EU+ Artificial Representation of Reality*.

Honours and awards
[2023]

- Winner of the contest "The stories we are" part of the *Economy of Francesco - The 25th hour World event* with the Video Game "The Last Drop". For the creativity of the project used to bring younger people closer to ecological issues through an inclusive and accessible language, from a technical-scientific background. (<https://francescoeconomy.org/it/find-out-all-the-winning-works-of-the-eof-2023-contest/>)

[2018]

- Finalist nominated for the 2018-2019 ETIC Award (AICA Italian Association for Informatics and Automatic Calculation) for the best master's degree theses on "Ethics and Information and Communication Technologies"

[2017]

- Second place for the best Single Player video game during the New Game Designer 2017 contest at University of Milan (award video <https://youtu.be/Tiac0mneCrl>)

ANNEXES

Personal information

I authorize the handling of personal information in this curriculum, according to D.Lgs n. 196/03 and following modifications and Regulations EU 679/2016 (General Regulations concerning Data Protection or GRDP) and art. 7 of University Regulations concerning protection of personal information.

I authorize, according to D.lgs 14/03/2013 n. 33 concerning transparency, in case of conferment of the position and of the fellowship, the publication of this curriculum in the web site of Università degli Studi di Milano in the section "Amministrazione trasparente", "Consulenti e collaboratori".

Date

12/05/2024