

Simone Bassanelli

PHD STUDENT

Via Guido Rossa, 473 | 51100, Pistoia (PT), Tuscany, Italy

☎ +39 346 5711095 | ✉ simone.bassanelli@unitn.it | sbassanelli@fbk.eu

Education

PhD in Cognitive Science | University of Trento | 2020-present

Advisor: Annapaola Marconi | Massimo Zancanaro

Project: Adaptive personalized game-based motivational systems

Master degree in Neuroscience and Neuropsychological Rehabilitation | University of Padova | 2019

Thesis: Virtual Kitchen: how Virtual Reality can help in ecological evaluation

Advisor: Franca Stablum

Bachelor degree in Sciences and Techniques of Cognitive Psychology | University of Firenze | 2016

Thesis: The role of action Video Games in the treatment of dyslexia

Advisor: Roberto Arrighi

Internship

The Games Institute | Waterloo | 2022

Work: Working on the GamiDOC project

Advisor: Lennart Nacke

University of Padova | Padova | 2019

Work: EEG data analysis

Advisor: Andrea Facoetti

Florence Vision Lab | Firenze | 2019

Work: Experimental research on the AToM theory

Advisor: Roberto Arrighi

Fondazione Maria Assunta in Cielo (MAIC) | Pistoia | 2018

Work: Neuropsychological assessment and rehabilitation

Advisor: Sibylle Widmann

Certificates

Advanced Course in Game Design | University of Pisa | 2021

Advisor: Vincenzo Gervasi

EEG Signal Analysis and Reconstruction of the Resources Using the Brainstorm Software | University of Padova | 2019

Advisor: Giorgio Arcara

Psychophysiological Recording techniques (Peripheral indices) | University of Padova | 2019

Advisor: Elisabetta Patron

Psychtoolbox and basic MATLAB | University of Padova | 2019

Advisor: Luca Battaglini

Research Interests

Gamification and Game Design

User Experience and Motivation

Personalization and Feedback

Video Games, Serious Games, Virtual Reality

Neural and Psychophysiological correlates of gaming and gamification

Academic References

Annapaola Marconi | Fondazione Bruno Kessler | Trento, Italy

Mail: marconi@fbk.eu

Antonio Bucchiarone | Fondazione Bruno Kessler | Trento, Italy

Mail: bucciarone@fbk.eu

Andrea Facchetti | University of Padova | Padova, Italy

Mail: andreafacetti@unipd.it

Lennart Nacke | University of Waterloo | Waterloo, Ontario, Canada

Mail: len@uwaterloo.ca

Publications

PUBLISHED

Petrizzo, I., Castaldi, E., Anobile, G., Bassanelli S., Arrighi, R. 2021. Time and numerosity estimation in peripersonal and extrapersonal space. *Acta Psychologica*, 2015: 1-9.

Bucchiarone, A., Cicchetti, A., Bassanelli, S., Marconi, A. 2021. How to merge gamification efforts for programming and modelling: a tool implementation perspective. in 2021 ACM/IEEE International Conference on Model Driven Engineering Languages and Systems Companion (MODELS-C). IEEE, 2021, pp.721-726

Bassanelli, S., Vasta, N. Bucchiarone, A. and Marconi, A. 2022. "Gamification for behavior change: A scientometric review," 2022 *Acta Psychologica*, 2022, 228, doi: 10.1016/j.actpsy.2022.103657.

IN SUBMISSION

Bucchiarone A., Savary-Leblanc M., Cicchetti A., Gerard S., Bassanelli S., Gini F., and Marconi A (Manuscript under submission). Gamifying Software modeling: the PapyGame Experience. *Software and Systems Modeling*

Bucchiarone A., Bassanelli S. (Manuscript under submission). How to foster eco-sustainable behaviors through multi-campaigns rewarding mechanisms: The AirBreak Experience. *Gamification for Sustainable Development special issue in Simulation Gaming*

Bucchiarone A., Marconi A., Bassanelli S., Luca M., Centellegher S., Lepri B., Cipriano B., and Giovannini L. (Manuscript under submission). An End-to-End Solution for Enabling Urban Cyclability: The BIKE2WORK Experience. *IEEE TRANSACTIONS ON INTELLIGENT TRANSPORTATION SYSTEMS*.

PRE-PRINT

