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 **Address:** Via Giacomo Ciamician 63, 00156 Roma (Italy)

EDUCATION AND TRAINING

Phd in Human Mind & Gender Studies

Università di Napoli Federico II [31/05/2017]

Address: Napoli (Italy)

Field(s) of study: Psychology , Information and Communication Technologies

- Research on Artificial Tutoring Systems in the field of ICT devices for education of children between 3 and 10 years. The ICT education platforms are in the TEL (Technology Enhanced Learning) environment. The aim is to create environments that foster the learning and teaching, bridging the physical and multisensorial activities with the digital tools and approaching the Tangible User Interface paradigm.

Master Degree in Biomedical Engineering

Università degli Studi di Roma Tor Vergata [28/07/2010]

Address: Roma (Italy)

Technology Trasfer Officer Course

Parco Scientifico Romano Tor Vergata [01/10/2010 - 31/01/2011]

Address: Roma (Italy)

WORK EXPERIENCE

Junior Enginner

Ecosens srl [09/2010 - 08/2011]

City: Roma

Country: Italy

Project manager Junior

Xiwrite srl [11/2011 - 07/2012]

City: Frascati (Roma)

Country: Italy

Project leader

ISTC-CNR [08/2012 – 12/2013]

City: Roma

Country: Italy

- Project manager of LLP-project funded by EU called BlockMagic

Project manager

Xiwrite srl [01/2014 – 02/2014]

City: Rome

Country: Italy

CEO and founder

Smarted srl [03/2017 – Current]

City: Napoli

Country: Italy

Project Manager

Università di Napoli Federico II [06/2014 – 01/2019]

City: Napoli

Country: Italy

University lecturer

Università di Napoli Federico II [09/2019 – 31/12/2021]

City: Napoli

Country: Italy

- Contract lecturer in psychology degree. Course of "Theories and technologies of learning processes"

Project Manager

ISTC-CNR [04/02/2019 – 28/02/2021]

City: Roma

Country: Italy

Project manager of regional project named "Emotion.exe"

Researcher

University of Foggia [01/01/2022 – Current]

City: Foggia

Country: Italy

Name of unit or department: Department of Humanities - **Business or sector:** Education

Researcher in Special Education (M-PED/03)

Founder

Serious Game Factory srl [26/11/2021 – Current]

City: Foggia

Founding member of the Serious Game Factory srl, a spin-off of the University of Foggia.

LANGUAGE SKILLS

Mother tongue(s): **Italian**

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2

DIGITAL SKILLS

Microsoft Word / Microsoft Excel / Microsoft Powerpoint / Matlab

PROJECTS

CONVERGENCE

[01/01/2011 – 31/05/2013]

FP7 Grant Agreement n. FP7-257123

Role: **Project Manager Junior**

Role Organization: Xiwrite srl - Partner

<https://books.google.it/books?id=MtE-AgAAQBAJ&pg=PR13&lpg=PR13&dq=di+fuccio+convergence&source=bl&ots=EEF1enFLqt&sig=mo-PH2lc5KSQDgOvJZqmAtE00HA&hl=it&sa=X&ved=0ahUKewjer5GirfPYAhUC2qQKHbZ-BGgQ6AEIMzAB#v=onepage&q=di+fuccio+convergence&f=false>

OPTIMI

[01/01/2010 – 31/12/2012]

FP7-ICT-2009-4, Project ID: 248544

Role: **Project Manager Junior**

Role Organization: Xiwrite - Partner

<https://www.fabiodisconzi.com/open-fp7/projects/93799/index.html>

NĒUROMED

[15/11/2009 – 14/05/2013]

FP7-REGPOT, Project ID: 245807

Role: **Project Manager Junior**

Role Organization: Xiwrite srl - Partner

<https://cordis.europa.eu/project/id/245807/results/it>

Block Magic

[01/01/2011 – 31/12/2013]

LLP-COMENIUS, Project Number 517936-LLP-1-2011-1-IT-COMENIUS-CMP

Role: **Project Manager Coordinator**

Role Organization: ISTC-CNR - Leader

<http://www.blockmagic.eu/>

INF@NZIA DIGI.tales 3.6

[01/07/2014 – 31/08/2018]

Funded by Italian Ministry of Research and Education

PON-Smart Cities and Communities and Social Innovation

Role: **Project Manager**

Role Organization: University of Naples - Partner

<https://www.infanziadigitales.it/>

SAGE-CARE

H2020-RISE-MSCA, Grant Agreement No 644186

Role: **Project Manager**

Role Organization: University of Naples - Partner

<https://cordis.europa.eu/project/id/644186>

ACCORD Attain Cultural integration through CONflict Resolution skill Development

[01/01/2017 – 31/12/2019]

Erasmus+, KA3 n. 2017-1-IT02-KA203-036807

Role: **Project Manager**

Role Organization: Smarted srl - Partner

<https://ec.europa.eu/programmes/erasmus-plus/projects/eplu-project-details/#project/580362-EPP-1-2016-1-IT-EPPKA3-IPI-SOC-IN>

ALEAS - Adaptive LEarning in Statistics

[01/01/2018 – 31/03/2021]

Erasmus+, KA2, n°2018-1-IT02-KA203-048519

Role: Project Manager / Chief proposal editor

Role Organization: Smarted srl - Partner

<https://play.google.com/store/apps/details?id=it.smarted.aleas&hl=it&gl=US>

EULALIA - Enhancing University Language courses with an App powered by game-based Learning and tangible user Interfaces Activities

[01/09/2019 – 28/02/2022]

Erasmus+, KA2, n°2019-1-IT02-KA203-063228

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

<https://eulaliaproject.eu/it/>

MERGO - Mooc in Enology aimed at Reinforcing competences applying Game-based approach and Olfactive learning for the wine tasting

[01/09/2020 – Current]

Erasmus+, KA2, n°2020-1-IT02-KA203-080040

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

<http://mergoproject.eu/>

Knights of the European Grail - creating a game-based approach for learning Italian, Spanish, French, English, Portuguese and German

[Current]

Erasmus+, KA2, n°2020-1-DE03-KA201-077210

Role: **Project Manager**

Role Organization: Smarted srl - Partner

<https://mondodigitale.org/en/news/a-game-for-learning>

Blue Arrow

[01/03/2021 – Current]

Erasmus+, KA2, n°2020-1-IT02-KA226-HE-095644

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

<https://www.bluearrowproject.eu/>

TUNED - raining courses for teachers in Universities for Nurturing innovative Educative practices in Distance and blended learning based on self regulation

[01/12/2021 – Current]

Erasmus+, KA2, n°2021-1-IT02-KA220-HED-000032188

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

I'M IN TALES - nclusive Methodology for Technology Aimed at Learning and Enhancement of Storytelling

[01/12/2021 – Current]

Erasmus+, KA2 School

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

Positive Academy Project

[01/01/2022 – Current]

Erasmus+, KA2 School - Higher Education

Role: **Project Manager**

Role Organization: Smarted srl - Partner

NEFELE - Neet prevention in Educational systems through positive Future vision Enhancing Learning and teacher Education

[01/12/2021 – Current]

Erasmus+, KA2 HED 2021-1-IT02-KA220-HED-000027538

Role: **Project Manager / Chief proposal editor**

Role Organization: Smarted srl - Partner

PUBLICATIONS

Artificial immune systems for artificial olfaction data analysis: comparison between AIRS and ANN models

[2010]

De Vito, S., Martinelli, E., **Di Fuccio, R.**, Tortorella, F., Di Francia, G., D'Amico, A., & Di Natale, C. (2010, July). Artificial immune systems for artificial olfaction data analysis: comparison between AIRS and ANN models. In *The 2010 International Joint Conference on Neural Networks (IJCNN)* (pp. 1-7). IEEE.

A Novel Approach to Electronic Nose Patterns Classification

[2011]

De Vito, S., Di Francia, G., Martinelli, E., **Di Fuccio, R.**, Di Natale, C., & D'Amico, A. (2011). Artificial Immune Systems: A Novel Approach to Electronic Nose Patterns Classification. In *Sensors and Microsystems* (pp. 379-382). Springer Netherlands.

An adaptive classification model based on the Artificial Immune System for chemical sensor drift mitigation

[2013]

Martinelli, E., Magna, G., De Vito, S., **Di Fuccio, R.**, Di Francia, G., Vergara, A., & Di Natale, C. (2013). An adaptive classification model based on the Artificial Immune System for chemical sensor drift mitigation. *Sensors and Actuators B: Chemical*, 177, 1017-1026.

Enhancing Manipulative Learning with Smart Objects

[2013]

Miglino, O., **Di Fuccio, R.**, Barajas, M., Belafi, M., Partrizia, C., Dimitrakopoulou, D., Trifonova, A., Ricci, C. & Zoakou, A. (2013). Enhancing Manipulative Learning with Smart Objects. *Learning Innovations and Quality: The Future of Digital Resources*, 112-119.

BlockMagic: enhancing traditional didactic materials with smart objects technology

[2013]

Miglino, O., **Di Fuccio, R.**, Di Ferdinando, A., Barajas, M., Trifonova, A., Ceccarani, P., Dimitrakopoulou, D., & Ricci, C. (2013). BlockMagic: enhancing traditional didactic materials with smart objects technology. In *Proceedings of the International Academic Conference on Education, Teaching and E-learning in Prague*.

THE VIRGILIO PROJECT. Using Moocs and Serious Games to support students decision making for an informed selection of university curriculum

[2014]

Di Fuccio, R., De Rosa, R., Calise, M., Marocco, D. & Miglino, O (2014). THE VIRGILIO PROJECT. Using Moocs and Serious Games to support students decision making for an informed selection of university curriculum. In *Proceeding EC-TEL 2014 Graz*

Technology to enhance hands-on psycho-pedagogical practices

[2013]

Miglino, O., **Di Fuccio, R.**, Rega, A. (eds.) (2013). Technology to enhance hands-on psycho-pedagogical practices. Special Issue 1(3) NeaScience – Italian Journal of neuroscience, psychology and rehabilitation, ISSN-2282-6009.

Bridging digital and physical educational games using RFID/NFC technologies

[2014]

Miglino, O., Di Ferdinando, A., **Di Fuccio, R.**, Rega, A., & Ricci, C. (2014). Bridging digital and physical educational games using RFID/NFC technologies. *Journal of e-Learning and Knowledge Society*, 10(3).

Block Magic: A Prototype Bridging Digital and Physical Educational Materials to Support Children Learning Processes

[2015]

Di Ferdinando, A., **Di Fuccio, R.**, Ponticorvo, M., & Miglino, O. (2015). Block Magic: A Prototype Bridging Digital and Physical Educational Materials to Support Children Learning Processes. In *Smart Education and Smart e-Learning* (pp. 171-180). Springer International Publishing.

BlockMagic, A Hybrid Educational Environment Based on RFID Technology and Internet of Things Concepts

[2015]

Miglino, O., **Di Fuccio, R.**, Di Ferdinando, A., & Ricci, C. (2015). BlockMagic, A Hybrid Educational Environment Based on RFID Technology and Internet of Things Concepts. In *Internet of Things. User-Centric IoT* (pp. 64-69). Springer International Publishing.

Towards Hyper Activity Books for Children. Connecting Activity Books and Montessori-like Educational Materials

[2015]

Di Fuccio, R., Ponticorvo, M., Di Ferdinando, A., & Miglino, O. (2015). Towards Hyper Activity Books for Children. Connecting Activity Books and Montessori-like Educational Materials. In *Design for Teaching and Learning in a Networked World* (pp. 401-406). Springer International Publishing

Digital and Multisensory Storytelling: Narration with Smell, Taste and Touch

[2016]

Di Fuccio, R., Ponticorvo, M., Ferrara, F., & Miglino, O. (2016). Digital and Multisensory Storytelling: Narration with Smell, Taste and Touch. In *European Conference on Technology Enhanced Learning* (pp. 509-512). Springer International Publishing.

An agent-based modelling approach to build up educational digital games for kindergarten and primary schools

[2017]

Ponticorvo, M., **Di Fuccio, R.**, Di Ferdinando, A., & Miglino, O. (2017). An agent-based modelling approach to build up educational digital games for kindergarten and primary schools. *Expert Systems*, 34(4).

TriPOD: A Prototypal System for the Recognition of Capacitive Widget on Touchscreen Addressed for Montessori-Like Educational Applications

[2017]

Di Fuccio, R., Siano, G., & De Marco, A. (2017). TriPOD: A Prototypal System for the Recognition of Capacitive Widget on Touchscreen Addressed for Montessori-Like Educational Applications. In *World Conference on Information Systems and Technologies* (pp. 664-676). Springer, Cham.

The Activity Board 1.0: RFID-NFC WI-FI Multitags Desktop Reader for Education and Rehabilitation Applications

[2017]

Di Fuccio, R., Siano, G., & De Marco, A. (2017). The Activity Board 1.0: RFID-NFC WI-FI Multitags Desktop Reader for Education and Rehabilitation Applications. In *World Conference on Information Systems and Technologies* (pp. 677-689). Springer, Cham.

SNIFF: A Game-Based Assessment and Training Tool for the Sense of Smell

[2017]

Ponticorvo, M., Ferrara, F., **Di Fuccio, R.**, Di Ferdinando, A., & Miglino, O. (2017). SNIFF: A Game-Based Assessment and Training Tool for the Sense of Smell. In *International Conference in Methodologies and intelligent Systems for Technology Enhanced Learning* (pp. 126-133). Springer, Cham.

Utilizing High Performance Computing Techniques for efficiently anonymizing sensitive patient data

[2017]

Ntalaperas, D., Bouras, T., **Di Fuccio, R.** (2017) Utilizing High Performance Computing Techniques for efficiently anonymizing sensitive patient data. In the proceedings of the *Collaborative European Research Conference (CERC) 2017*, Karlsruhe, Germany, September 2017.

Un concreto caso di applicazione degli strumenti per la didattica. Descrizione e analisi della sperimentazione avvenuta nelle scuole romane

[2017]

Di Fuccio, R., Benincasa, B., & Rega, A. (2017). Un concreto caso di applicazione degli strumenti per la didattica. Descrizione e analisi della sperimentazione avvenuta nelle scuole romane. *Scarcelli, C.M. & Stella, R. (a cura di) Digitale literacy e giovani. Strumenti per comprendere, misurare, intervenire* (pp. 121-132). FrancoAngeli, Milano.

Prove tecniche di innovazione didattica: tecnologie ibride e loro appropriazione nel segmento 3-6 anni

[2017]

Di Fuccio, R., Ruggiero, C., (2017) Prove tecniche di innovazione didattica: tecnologie ibride e loro appropriazione nel segmento 3-6 anni. *Comunicazionepuntodoc*, 18(2) (pp. 27-35)

Tangible User Interfaces for Multisensory Storytelling at School: A Study of Acceptability

[2018]

Di Fuccio, R., & Mastroberti, S. (2018). Tangible User Interfaces for Multisensory Storytelling at School: A Study of Acceptability. *Qwerty-Open and Interdisciplinary Journal of Technology, Culture and Education*, 13(1).

Multisensory Educational Materials: Five Senses to Learn

[2018]

Ponticorvo, M., **Di Fuccio, R.**, Ferrara, F., Rega, A., & Miglino, O. (2018, June). Multisensory Educational Materials: Five Senses to Learn. In International Conference in Methodologies and intelligent Systems for Technology Enhanced Learning (pp. 45-52). Springer, Cham

Tangible User Interfaces e multisensorialità nella didattica: uno studio di accettabilità in contesti scolastici formali

[2018]

Di Fuccio, R., Ferrara, F., Ponticorvo, M., (2018). Tangible User Interfaces e multisensorialità nella didattica: uno studio di accettabilità in contesti scolastici formali. Rui, M., (a cura di) *Progress to work. Contesti, processi educativi e mediazioni tecnologiche. Extended abstracts della multiconferenza EMEM ITALIA 2017* (pp.622-629). Genova University Press. (ISBN: 978-88-94943-06-1)

Demonstrating Machine Learning for Cancer Diagnostics

[2019]

Walsh, P., Lynch, J., Kelly, B., Palu, C. C., Gigliotta, O., & **Di Fuccio, R.** (2019). Demonstrating Machine Learning for Cancer Diagnostics. In CERC (pp. 185-194).

The DoCENT Game: An Immersive Role-Playing Game for the Enhancement of Digital-Creativity

[2020]

Di Fuccio R., Ferrara F., Di Ferdinando A. (2020) The DoCENT Game: An Immersive Role-Playing Game for the Enhancement of Digital-Creativity. In: Popescu E., Belén Gil A., Lancia L., Simona Sica L., Mavroudi A. (eds) Methodologies and Intelligent Systems for Technology Enhanced Learning, 9th International Conference, Workshops. MIS4TEL 2019. Advances in Intelligent Systems and Computing, vol 1008. Springer, Cham.

Attain Cultural Integration through teachers' Conflict Resolution skills Development: The ACCORD Project

[2019]

Marocco, D., Dell'Aquila, E., Zurlo, M. C., Vallone, F., Barajas, M., Frossard, F., Di Ferdinando, A., **Di Fuccio, R.**, Lippens, M., Van Praag, L., Protopsaltis, A., Swertz, C., Yüksel Arslan, P., Mazzucato, A., (2019). Attain Cultural Integration through teachers' Conflict Resolution skills Development: The ACCORD Project. *Qwerty-Open and Interdisciplinary Journal of Technology, Culture and Education*, 14(2), 11-30.

Qualitative Acceptance and Co-design of an App Aimed at Improving Emotional Intelligence for Precarious Workers

[2020]

Di Fuccio, R., Di Ferdinando, A., Rubinacci, F., Ferrara, F., Diano, F., & Calabretta, R. (2020) Qualitative Acceptance and Co-design of an App Aimed at Improving Emotional Intelligence for Precarious Workers. *Proceedings of the Second Symposium on Psychology-Based Technologies (PSYCHOBIT 2020)*, In CEUR-WS Vol-2570.

STOP: a gamified approach to support obese patients in changing their health habits

[2020]

Di Fuccio, R., Zampella, M., & Miglino, O. STOP: a gamified approach to support obese patients in changing their health habits. *Proceedings of the Second Symposium on Psychology-Based Technologies (PSYCHOBIT 2020)*, In CEUR-WS Vol-2570.

Usability and engagement of a digital and multisensorial tool for immersive storytelling: a pilot study

[2020]

Somma, F., **Di Fuccio, R.**, Lattanzio, L., Ferretti, F., & Gigliotta, O. (2020) Usability and engagement of a digital and multisensorial tool for immersive storytelling: a pilot study. *Proceedings of the Second Symposium on Psychology-Based Technologies (PSYCHOBIT 2020)*, In CEUR-WS Vol-2570.

The role of technologies in education and new trajectories of blended learning

[2021]

Limone, P., & **Di Fuccio, R.** (2021) teleXbe - The role of technologies in education and new trajectories of blended learning. *Proceedings of the Technology Enhanced Learning for Blended Education (teleXbe)*. In CEUR Workshop Proceedings, 2021, 2817.

Multisensorial tangible user interface for immersive storytelling: A usability pilot study with a visually impaired child

[2021]

Somma, F., **Di Fuccio, R.**, Lattanzio, L., & Ferretti, F. Multisensorial tangible user interface for immersive storytelling: A usability pilot study with a visually impaired child. *Proceedings of the Technology Enhanced Learning for Blended Education (teleXbe)*. In CEUR Workshop Proceedings, 2021, 2817.

Inf@nzia Digi.Tales 3.6: un'esperienza di introduzione di strumenti innovativi per l'apprendimento nella fascia di età 3-6 anni

[2021]

Ponticorvo, M., **Di Fuccio, R.**, & Somma, F. (2021). Inf@ nzia Digi. Tales 3.6: un'esperienza di introduzione di strumenti innovativi per l'apprendimento nella fascia di età 3-6 anni. *IUL Research*, 2(4), 245-256.

HONOURS AND AWARDS

International Student Contest "People Centered Smart Learning Ecosystem"

ASLERD [23/06/2017]

<https://www.ilmattino.it/innovazione/news/lavagna-vintage-cuore-hitech-studente-federiciano-tetto-d-europa-2530803.html>

According to law 679/2016 of the Regulation of the European Parliament of 27th April 2016, I hereby express my consent to process and use my data provided in this CV