CURRICULUM VITAE

ARIANNA BOLDI

UNIVERSITY OF TORINO (ITALY)

1. PERSONAL DATA

Name:	Arianna
Surname:	Boldi
Date of birth:	Rome (RM), 12 December 1987
Citizenship:	Italian
E-mail:	arianna.boldi@unito.it

2. ABSTRACT

I earned my Ph.D. in Work and Organizational Psychology from the University of Turin, Italy. I am a certified Psychologist and a member of the professional registry. Currently, I am serving as a **Research Fellow** in the Computer Science Department, focusing on the interactions between individuals and technological artifacts. My research interests include the potential of video games in understanding human behavior and improving mental health; behavior change and the impact of self-tracking technologies and recommender systems; the interaction between individuals and intelligent agents, such as chatbots.

3. CURRENT POSITION

Since 1/02/2024, **Research Fellow, Computer Science Department**, University of Turin. PRIN project "Promoting Healthy and Sustainable Eating through Interactive and Explainable AI Methods" (PHaSE). Title of the fellowship: "Conversational Systems for Behavior Change: Qualitative Research on Human-Machine Interaction." Duration: 12 months.

4. QUALIFICATIONS

1/07/2024: **Ph.D. in Psychology**. Ph.D. Program: *Scienze Psicologiche Antropologiche e dell'Educazione*. Academic discipline sector: M-PSI 06, Work and Organizational Psychology

November 2014: **Post-graduate course,** Training and Organisational Consulting, *L'arcipelago del Formatore – Consulente,* ISMO S.r.l.

07/09/2013: **Professional Qualification.** University of Turin.

11/03/2013: **Master's degree,** Clinical and Community Psychology, magna cum laude (110 Lode), University of Torino (Classe Laurea LM-51, Lauree magistrali in psicologia).

26/10/2010: **Bachelor's degree,** Neuropsychology, magna cum laude (110 Lode), University of Torino.

July 2006: **High School Diploma specializing in classical studies,** High School "Vincenzo Gioberti", Torino.

5. RESEARCH EXPERIENCE

5.1 ABROAD

12 September 2022 – 12 May 2023: Visiting scholar. Invitation to conduct joint research on the field. Eindhoven University of Technology, TU/e (The Netherlands). Supervisor: Prof. Max V. Birk. Department of Industrial Design and Systemic Change. 5612 AZ Eindhoven, NL.

11-17 October 2020: Visiting scholar. Invitation to conduct joint research on the field. University of Lausanne, UNIL (Switzerland). Supervisor: Prof. Mauro Cherubini. Département des Systèmes d'Information (ISI), Bâtiment Internef bureau 127.2, CH- 1015 Lausanne.

5.2 NATIONAL

November 2019-July 2024: **Ph.D. Candidate** – University of Torino, Department of Psychology. Supervisor: Prof. Maurizio Tirassa, Department of Psychology, Via Verdi 10 – 10124, Torino; Co-supervisor: Prof. Amon Rapp, Department of Computer Science, C.so Svizzera, 185 – 10149, Torino.

5.2 WORK EXPERIENCES CHARACTERIZED BY RESEARCH ACTIVITIES

July 2016 – October 2019: Research Psychologist, Wemole Srl, Via del Castro Pretorio 30, Roma. Research area: Human Resource for Organisations. Role: Research Psychologist. Main research topics: study of the use of supervised and unsupervised learning Artificial Neural Networks for Human Resource Department and the improvement of business process.

5.3 OTHER WORK EXPERIENCES

2014-2024: **Consultant Psychologist and Trainer**. Activities: Educational design, organizational consulting, classroom training. Organizations: InRebus Srl, Corso Vinzaglio 23, Turin, www.inrebus.it; Askesis Srl, Via Piave 12, Varese, www.askesis.eu

2015-2017: **Special Education Teacher**. Responsibilities: Supporting students with learning difficulties and academic challenges. Organization: C.I.A.C. Formazione, Via Mazzini 80, Turin, www.ciacformazione.it

November 2011-November 2012: **1000-Hour Internship**. Organizations: Associazione Culturale Choròs and Psicologi per i Popoli. Activities: Designing training courses, providing psychological support in emergency and large-scale emergency situations in collaboration with Civil Protection and the Italian Red Cross

November 2009-April 2010: **250-Hour Internship**. Organization: San Camillo Hospital. Activities: Relaxation techniques (Jacobson Method, Biofeedback) for neurological patient rehabilitation, test evaluation (BDI, MMPI-II, Rorschach Test)

2007-2011: **University Counselor -** 150-hour Grant. Organization: Department of Psychology, University of Turin

6. SCIENTIFIC ACTIVITY

6.1 RESEARCH PROJECTS

6.1.1 National research projects

Promoting Healthy and Sustainable Eating through Interactive and Explainable AI Methods (PHaSE) (University of Turin, University of Bari)
Research topic: The project aims to change people's behaviors towards healthier and more sustainable eating habits through conversational technologies.
Role: Research Fellow, conducting qualitative studies, co-design activities, and evaluating the developed technology
Period: From February 1, 2024, to January 31, 2025

Studi e ricerche su sistemi conversazionali intelligenti - **Studies and research on intelligent conversational systems** (University of Torino, TIM S.p.A.)
Research topic: The project aims to investigate how users interact with TIM's "Angie" chatbot and to identify new solutions to overcome difficulties in user-chatbot interaction.
Role: Participant of the activity "Human in the loop" studying how people interact with TIM's conversational system
Period: from 1-11-2019 to 31-7-2020

UX/UI & Artificial Intelligence for eXtended Reality (University of Torino, TIM S.p.A.)

Research topic: Studies on avatars and conversational systems in video games and virtual worlds to define interaction design guidelines.
Role: Member of the research group
Period: 1/10/2022-31/10/2022.

escapeTOlearn (University of Torino)
Research topic: The project aims to develop awareness of sustainable resource use through the enjoyment of Digital Escape Rooms that can be used as an educational tool.
Role: Evaluation (elaboration and analysis of questionnaires)
Period: from May 2022 to September 2023

6.2 RESEARCH GROUPS

6.2.1 International collaboration

Altered States in Gaming (University of Turin; Northeastern University, Prof. Alexandra To, Ph. D candidate Kutub Gandhi)
Research topic: Qualitative research conducted in Italy and in the U.S. to study substance use in association with videogaming
Role: Qualitative researcher – conceptualization; data collection; data analysis; manuscript writing
Period: from 1/11/2023 to present

Stress in Esports (University of Turin; Eindhoven University of Technology, Prof. Max V. Birk)
Research topic: Studying the experience of stress in e-sports players
Role: Qualitative researcher – conceptualization; data collection; data analysis; manuscript writing
Period: from 1/07/2022 to present

Games for Health (university of Turin; Eindhoven University of Technology, Prof. Max V. Birk)
Research topic: Development of games for motivating people to study or change their behavior
Role: Qualitative researcher – conceptualization; co-design of an experimental game
Period: from April 2022 to present

Behavior change (University of Turin; University of Lausanne, Prof. Mauro Cherubini; University of Applied Sciences and Arts Western Switzerland, Prof. Maurizio Caon).
Research topic: research on systems for behavior change
Role: Qualitative researcher - data collection; data analysis; manuscript writing
Period: from November 2019 to November 2023

Privacy Enhancing Tools/Technologies (University of Applied Sciences and Arts Western Switzerland, Prof. Maurizio Caon)
Research topic: evaluation of the User Experience of a platform designed for job seeking
Role: Qualitative researcher - data collection; data analysis; manuscript writing
Period: from May 2022 to May 2024

6.2.2 Participation to international research groups

Member of the research group "**HCID LAB**" (Department of Industrial Design and Systemic Change, Eindhoven University of Technology) directed by Prof. Max V. Birk. The group research on how socio-technological systems can be developed and used to address societal challenges and its effects in the short and long term. From July 2021 to present.

Member of the research group "**PErsuasiveTechnologyLAB**" (Department of Information Systems, HEC Lausanne, University of Lausanne) directed by Prof. Mauro Cherubini. The group research

technology that can improve people's lives, helping people adopt healthy behaviours and getting rid of negative behaviours. From October 2019 to present.

6.3 PARTICIPATION TO CONFERENCES

6.3.1 International Conference presentations

SPRING SEMINAR 2024, The 20th Annual Tampere University Game Research Lab Spring Seminar, 7-8 May 2024, Tampere, Finland. Oral Presentation.
DIGRA ITALIA 2023, The Italian Digital Games Research Association Conference, 4-5 December 2023, Turin, Italy. Oral Presentation.
CHIPLAY 2023, The ACM conference Human Factors in Computing Systems (CHI) Stradford, Canada. Introduction at and conduction of the workshop.
EAWOP 2023, The 21st EAWOP Congress, European Association of Work and Organizational Psychology, 24-27 May 2023, Katowice, Poland. Oral Presentation.
CHI 2023, Conference on Human Factors in Computing Systems, 23-28 April 2023, Hamburg, Germany. Oral Presentation.
CSCW 2022, The 25th ACM Conference on Computer-Supported Cooperative Work and Social Computing. 8-22 November (held virtually). Virtual presentation at Doctoral Consortium.
CHIPLAY 2022, The ACM conference Human Factors in Computing Systems (CHI) Bremen, Germany. Presentation at Doctoral Consortium.
FDG 2022, The 17 International Conference on the Foundations of Digital Games, 5-8 September 2022, Athens, Greece. Presentation at Doctoral Consortium.
InPACT 2022, International Psychological Applications Conference and Trends, 23-25 April 2022, Funchal, Portugal. Virtual Presentation.
EDULEARN 2018, 10th International Conference on Education and New Learning Technologies, 2-4 July 2018, Palma de Mallorca, Spain. Virtual Presentation.
IFIP DSS 2018, 19th Open Conference of the IFIP WG 8.3 on Decision Support Systems, 13-15 June 2018, Ljubljana, Slovenia.
EDULEARN 2017, 9th International Conference on Education and New Learning Technologies, 3-5 July 2017, Barcelona, Spain. Poster presentation.
INTED 2018, 12th International Technology, Education and Development Conference, 5-7 March, 2018. Valencia, Spain.
ICTEL 2017, 20th International Conference on Teaching, Education & Learning, 26-27 July 2017, Barcelona, Spain. Poster presentation.
ICERI 2017, 10th annual International Conference of Education, Research and Innovation, 16-18 November 2017, Seville, Spain, Poster presentation.
MIRDEC, 28th International Academic Conference: Economics, Business and Contemporary Issues in Social Science, 27-29 November 2017, Lisbon, Portugal. Poster presentation.

6.3.2 National conference presentations

SIPCO 2023, XIV Convegno Nazionale Società Italiana Psicologia di Comunità (XIV Congress of the Italian Community Psychology Association), "Immaginare comunità eque, promuovere cambiamenti sostenibili", 21-23 September 2023, Aosta, Italy.
AIP 2022, XXX Congress of the Italian Psychology Association, 27-30 September 2022, Padova, Italy.
AISC 2021, 17th Annual Conference of the Italian Association for Cognitive Sciences, 13-15 December 2021, Noto, Italy.
LLC 2021, Centro di Logica, Linguaggio e Cognizione (Center of Logic, Language and Cognition), Turin, Italy. Poster presentation.

6.3.4 Presentations and talks to conferences on invitation abroad

15/06/2024, "The Role of Transparency in Self-Disclosure: Development of a Web Job Board to Explore Job Seekers' Privacy Behaviors". Invited speaker at the Digital Business Center, **School of**

Management of Fribourg (HES-SO), Fribourg, Switzerland.

6.3.5 *National presentations and talks to conferences on invitation*

03/03/2023, "Il ruolo dei video giochi nell'età dello sviluppo. Suggerimenti per la ricerca nell'ambito". Invited speaker at **Semi di Melo – Centro per la Formazione e la Ricerca sull'Infanzia e l'Adolescenza, Milan, Italy** ("The role of videogames in the developmental age. Suggestions for research in the area", at Semi di Melo – Center for Education and Research on Childhood and Adolescence).

25/01/2023, "Il gioco è una cosa seria: potenzialità dei videogiochi nella ricerca, per il benessere, la diagnosi e la terapia di disordini psicologici ed il loro ruolo in contesti di isolamento sociale". Invited speaker at the **Science and High Technology Department – DISAT, University of Insubria**, Como, Italy. ("Gaming is serious thing: unveiling the potential of video games in research, for wellness, diagnosis and treatment of psychological disorders and their role in contexts of social isolation").

29/09/2020, "Comunicazione scientifica sanitaria, divulgazione e dinamiche di rete in relazione all'immaginario collettivo", Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media". **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

25/09/2019, "Microfisica della comunicazione sui social. Come si gestisce un intervento tematico integrato Facebook/Instagram", Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media". **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

25/09/2018, "La cassetta degli attrezzi: competenze, conoscenze tecniche, strumenti informatici". Invited speaker at the Congress "Comunicare la Sanità nell'Era dei Social Media", **Istituto Nazionale Tumori (INT), Fondazione Pascale**, Napoli, Italy.

3/05/2021, "Riflessioni conclusive sul welfare aziendale". Invited speaker at the Congress "Progetto: Welfare per Durare" (Project: Lifelong Welfare), **Sargomma SB**.

6.4 ORGANIZATION OF CONFERENCES

6.4.1 Activity as Associate Chair (AC)

CHI 2025 Games and Play, The ACM (Association of Computing Machinery) CHI conference on Human Factors in Computing Systems, April 26-May 1, 2025, Yokohama, Japan.

6.4.2 Activity as Program Committee Member

IUI 2025, 29th Annual ACM Conference on Intelligent User Interfaces, 24-27 March 2025, Cagliari, Italy.

RecSys 2024, The 6th Workshop on Health Recommender Systems co-located with ACM RecSys 2024, 14-18 October 2024, Bari, Italy.

IUI 2024, 29th Annual ACM Conference on Intelligent User Interfaces. 18-21 March 2024, Greenville, South Carolina, USA.

CHITALY 2023, ACM SIGHCHI Italian Chapter International on Computer-Human Interaction - Crossing HCI and AI (20-22 September 2023, Turin, Italy) for the workshop *GENERAL23 (GENERAL: GENerative, Explainable and Reasonable Artificial Learning WorkShop 2023)*. https://www.evilscript.eu/general/

RecSys 2023, The 17th ACM Recommender Systems Conference (18 - 22 September 2023, Singapore), for the workshop *BehavRec: International Workshop on Behavior Change and Persuasive Recommender Systems.* https://behavrec.wordpress.com/

6.4.3 Organization of international workshops

Creator and co-organizer of the international workshop. *Methodological Challenges, Risks and Ethical Implications in Game Research.* At CHIPLAY 2023, The Annual Symposium on Computer-Human

Interaction in Play (10-13 October 2023, Stratford, Canada).

Co-organizer of the international workshop and Program Chair. *AcaDev: Workshop on Academic Game Development (AcadDev).* At FDG 2023, The 18th Foundations of Digital Games (11-14 April 2023, Lisbon, Portugal). https://gameresearch.leiden.edu/events/fdg23-workshop/

6.4.4 Organization of national workshops

Co-organizer of the national workshop. *Artificial Intelligence.* At the CMSS 2017, The 5th Complexity Management Summer School (29 August 2017, Montebelluna, Italy).

6.5 REVIEW ACTIVITIES AND AFFILIATIONS

6.5.1 Review activity for international journals

International Journal of Human-Computer Interaction (IJHCI), Taylor & Francis*; Computer Supported Cooperative Work (CSCW),* Springer Nature; *Applied Psychology Bulletin,* Giunti Psychometrics; *Frontiers in Psychology,* Frontiers; *Applied Computing and Informatics,* Emerald Publishing; *Mobile Information System*, Hindawi.

6.5.2 Review activity for international conferences

CHI 2024 (Conference on Human Factors in Computing Systems**); IUI 2024** (ACM Conference on Intelligent User Interfaces); **HICSS 2023** (The Hawaii International Conference on System Sciences); **IVA' 2023** (ACM International Conference on Intelligent Virtual Agents); **CHI PLAY 2023** (The Annual Symposium on Computer-Human Interaction in Play); **CHI 2023** (Conference on Human Factors in Computing Systems); **FDG 2023** (International Conference on the Foundations of Digital Games); **GamiFIN 2021** (Conference on International Gamification); **CHI 2020**; **GamiFIN 2020**; **PSYCHOBIT2020** (Symposium on Psychology-Based Technologies).

6.5.3 Affiliation

Member of **FOWOP (Future of Work and Organizational Psychology)**, a collective of academics and practitioners in the field of work psychology who are actively contributing to a future of academic WOP that is sustainable, relevant to society, and protects and promotes the integrity and dignity of individuals. https://www.futureofwop.com/

Member of **SIGCHI (Special Interest Group on Computer-Human Interaction, ACM),** the leading international community of students and professionals interested in research, education, and practical applications of Human–Computer Interaction. https://sigchi.org/

Member of **AIP (Associazione Italiana di Psicologia, Italian Psychology Association),** from 1992 is the national reference point for psychologists who work in the universities and research institutions. https://aipass.org/

Member of **AISC (Associazione Italiana di Scienze Cognitive, Italian Cognitive Science Association),** aims at promoting research and empirical approaches within the purview of cognitive sciences in Italy. Cognitive sciences entail an interdisciplinary approach to the study of behavior and the mind. https://www.associazione-scienze-cognitive.it/

7. AWARDS

Award for the **best scientific contribution** presented at the AIP Conference, Work and Organizational Psychology section. Title of the presentation: "Playing as the world falls apart: the role of commercial video games during the Covid-19 pandemic".

Degree award for the **best dissertation** in Clinical and Community Psychology (master's degree), academic year 2012 – 2013, University of Torino. Title of the thesis: "Trasferimento di Tecnologie: natura, aspetti organizzazionali e discussione di un caso".

8. TEACHING ACTIVITY

8.1 TEACHING ACTIVITY

18/10/2024-29/11/2024. Instructor for the course: "**Laboratory of Design and Analysis of Psychological Experiments for Human-Computer Interaction**" ("Laboratorio di progettazione e analisi di esperimenti psicologici per l'interazione persona-macchina"), Master's degree program in Communication, ICT, and Media (Class LM-59), 18 hours, 3 credits.

17/10/2024-21/11/2024. Instructor for the course: "**Psychology of Interactions**," (Psicologia delle Interazioni"), Master's degree program in Communication, ICT, and Media (Class LM-59), 18 hours, 3 credits.

8.2 TEACHING ACTIVITY ABROAD

13/02/2023-13/04/2023. Lecturer in the course: **"DZCRO (2022-3) Design for games & play III: playful interactions"**, Technical University of Eindhoven, The Netherlands. Course coordinator: Prof. Max V. Birk. 40 hours.

8.3 EXPERT IN THE SUBJECT

From 2019 to the present, I have served as an expert in the subject of "Work and Organizational Psychology" at the University of Turin, Department of Psychology, under the supervision of Professor Maurizio Tirassa.

8.4 CO-SUPERVISION OF FINAL DISSERTATIONS

I have co-supervised with the professor Maurizio Tirassa and the professor Daniela Acquadro Maran the final dissertations of 2 bachelor and 12 master students in Psychology, for the courses of "Psychology of Work and Wellbeing in Organizations", "Cognitive Science" and "Clinical Psychology: Health and Intervention in the Community" of the University of Turin (updated to 2024 Session).

9. FOREIGN LANGUAGES

English: Level C1

Spanish: Level A2

French: Level A2

10. RESEARCH PRODUCTS

I have published **25 articles** in scientific journals and conference proceedings, contributed to **3 book chapters**, and written **6 abstracts** presented at conferences.

PAPERS IN INTERNATIONAL JOURNALS (PEER REVIEWED).

Repetto M, Bianco Prevot A, Brizio A, **Boldi A,** Talarico M, Stanchi S, Palma D, Acquadro Maran D. Digital Escape Rooms: A Resource for Environmental Education. *Sustainability*, 16, 19, 8525 https://doi.org/10.3390/su16198525

Boldi, A., Silacci, A., Boldi, M-O., Cherubini, M., Caon, M., Zufferey, N., Huguenin, K., and Rapp, A. (2023). Exploring the Impact of Commercial Wearable Activity Trackers on Body Awareness and Body Representations: A Mixed-Methods Study on Self-tracking. *Computers in Human Behavior.* https://doi.org/10.1016/j.chb.2023.108036

Rapp. A., **Boldi, A.,** Curti, L., Perrucci, A., Simeoni, R. (2023, early access). How Do People Ascribe Humanness to Chatbots? An Analysis of Real-World Human-Agent Interactions and a Theoretical Model of Humanness, *International Journal of Human–Computer Interaction.* https://doi.org/10.1080/10447318.2023.2247596

Rapp, A., **and Boldi, A.** (2023). Exploring the Lived Experience of Behavior Change Technologies: Towards an Existential Model of Behavior Change for HCI. *ACM Transaction in Human-Computer*

Interaction (TOCHI), 30, 6, Article 81 (September 2023), 50 pages. http://dx.doi.org/10.1145/3603497

Boldi, A., and Rapp, A. (2023, early access). "Is It Legit, To You?". An Exploration of Players' Perceptions of Cheating in a Multiplayer Video Game: Making Sense of Uncertainty. *International Journal of Human–Computer Interaction*, 1-21. https://doi.org/10.1080/10447318.2023.2204276

Boldi, A., Rapp. A. (2023). Making sense of the pandemic: Multiple functions of commercial video games during one year and a half of COVID-19 crisis. *International Journal of Human-Computer Studies*, Volume 180, 103141. https://doi.org/10.1016/j.ijhcs.2023.103141

Boldi, A., Rapp, A., & Tirassa, M. (2022, early access). Playing during a crisis: The impact of commercial video games on the reconfiguration of people's life during the COVID-19 pandemic. *Human–Computer Interaction,* 1-42. https://dx.doi.org/10.1080/07370024.2022.2050725

Boldi, A., & Rapp, A. (2022). Commercial video games as a resource for mental health: A systematic literature review. *Behaviour & Information Technology*, 41(12), 2654-2690. https://doi.org/10.1080/0144929X.2021.1943524

Rapp, A., Curti, L., **& Boldi, A.** (2021). The human side of human-chatbot interaction: A systematic literature review of ten years of research on text-based chatbots. *International Journal of Human-Computer Studies,* 151, 102630. https://doi.org/10.1016/j.ijhcs.2021.102630

Ronsivalle, G. B., **Boldi, A.**, Gusella, V., Inama, C., Carta, S. (2018). How to Implement Educational Robotics' Programs in Italian Schools: A Brief Guideline According to an Instructional Design Point of View. *Technology, Knowledge and Learning, 24,* 227-245. https://doi.org/10.1007/s10758-018-9389-5

Ronsivalle, G. B., **Boldi, A.,** Marrocchio, E. (2018). A Mobile App for Specific Learning Disorders: teachers and parents as catalyst of the diagnostic process. *Canadian International Journal of Social Science and Education,* 14. ISNN 2356-847X

Ronsivalle, G. B., & **Boldi, A.** (2018). What is the fate of trade unions in italy? Results of a training course addressed to the executive board. *PEOPLE: International Journal of Social Sciences, 4*(2), 1475-1496. https://dx.doi.org/10.20319/pijss.2018.42.14751496

CHAPTERS IN BOOKS (PEER REVIEWED).

Boldi, A., Tirassa, M., & Rapp, A. (2023, Accepted). Playing as the World Falls Apart: The Use of Video Games During the COVID-19 Crisis. The Case of Italy. In P. Siuda, J. Majewski, & K. Chmielewski. *Gaming and Gamers in Times of Pandemic*. Bloomsbury Academic Press.

Boldi, A., & Rapp, A. (2022). Quantifying the Body: Body Image, Body Awareness and Self-Tracking Technologies. In K. Wac, S. Wulfovich (Eds.), *Quantifying Quality of Life. Incorporating Daily Life into Medicine*, Health Informatics, (pp. 189-207). Springer, Cham. https://doi.org/10.1007/978-3-030-94212-0_9

Ronsivalle, G. B., & **Boldi, A.** (2019). Artificial Intelligence Applied: Six Actual Projects in Big Organizations. In P. Peres, F. Moreira, and A. Mesquita (Eds.), Educational and Social Dimensions of Digital Transformation in Organizations (pp. 115-144). IGI Global. https://doi.org/10.4018/978-1-5225-6261-0.ch006

PUBLICATIONS IN INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).

Rapp, A., & **Boldi, A.** (2024). Open Issues in Persuasive Technologies: Six HCI Challenges for the Design of Behavior Change Systems. In *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics),* pp. 99-116. Cham: Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-60428-7_8

Boldi, A., Cho, S., Kou, Y., Rapp, A., & Birk, M. V. (2023, October). Methodological Challenges, Risks, and Ethical Implications in Game Research. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play* (pp. 350-351). https://doi.org/10.1145/3573382.3616026

Rapp, A., **Boldi, A.,** Curti, L., Perrucci, A., Simeoni, R. (2023). Collaborating with a Text-Based Chatbot: An Exploration of Real-World Collaboration Strategies Enacted during Human-Chatbot Interactions. Full paper. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing*

Systems (CHI '23). Association for Computing Machinery, New York, NY, USA, Article 115, 1–17 (FULL PAPER). https://doi.org/10.1145/3544548.3580995

Boldi, A. (2022). About the Blurring of Work and Play: Organizational Dynamics Emerging in a First-Person Shooter Videogame. In *Companion Publication of the 2022 Conference on Computer Supported Cooperative Work and Social Computing* (pp. 237-240). https://doi.org/10.1145/3500868.3561398

Boldi, A. (2022). "Come on, Guys, Let's Stick Together!": Organizational Dynamics Emerging among Players in a First-Person Shooter Video Game. In *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play* (pp. 374-377). https://doi.org/10.1145/3505270.3558366

Boldi, A., Rapp, A., & Tirassa, M. (2022). Professionals, Streamers and Amateur Players: An Ethnography for Exploring Organizational Behaviours in Different Work-Play Conditions. In *Proceedings of the International Psychological Applications Conference and Trends(InPACT2022)*. https://doi.org/10.36315/2022inpact093

Rapp, A., Cena, F., Mattutino, C., Schifanella, C., Mauro, N., Ardissono, L., Boella, G., Brighenti, S., Castaldo, R., Keller, R., **Boldi, A.,** Tirassa, M. (2020). How can we engage people to map places suitable for the autistic population? A crowdsourced approach. *Psychobit: Second Symposium on Psychology-Based Technologies. CEUR Workshop Proceedings*, vol. 2730, 6 pages. ISSN: 1613-0073.

Ronsivalle, G. B., & **Boldi, A**. (2018). Defining the "data scientist" professional profile in a training organization: the contribution of artificial intelligence. In *Proceedings of the 12th International Technology, Education and Development Conference (INTED2018)*, pp. 7768-7776. https://doi.org/10.21125/inted.2018.1855. ISBN: 978-84-697-9480-7

Ronsivalle, G. B., **Boldi, A.** (2018). The third way: a technological, empirical and cultural approach to create and evaluate competency models in organizations. In *Proceedings of the 10th International Conference on Education and New Learning Technologies (EDULEARN18)*. IATED. https://doi.org/10.21125/edulearn.2018.2134

Boldi, A., Ciuffa, E., Pavone, L., Romani, B., & Ronsivalle, G. B. (2017). "Smart pictures" of italian banks' human capital: a software tool for mapping competences and planning training courses. In *Proceedings of the 9th International Conference on Education and New Learning Technologies (EDULEARN17)*, pp. 4376-4384. IATED. ISBN: 978-84-697-3777-4

Ronsivalle, G. B., **Boldi, A.**, Bazzi, C. (2017). Educational technologies for specific learning disorders (sld) in primary school: a lecture of coding designed with a compensating writing software. In *Proceedings of the 10th annual International Conference of Education, Research and Innovation (ICERI2017)*, pp. 6930-6938. https://doi.org/10.21125/iceri.2017.1821. ISBN: 978-84-697-6957-7

Ronsivalle, G. B., **Boldi, A.**, Giunta, E. (2017). Improving the training process: a course to help educators leading effectively coding activities. In *Proceedings of the 10th annual International Conference of Education, Research and Innovation (ICERI2017)*, pp. 6939-6959. https://doi.org/10.21125/iceri.2017.1823. ISBN: 978-84-697-6957-7

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ABSTRACTS IN NATIONAL AND INTERNATIONAL CONFERENCE PROCEEDINGS (PEER REVIEWED).

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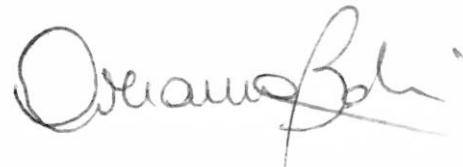
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