

Curriculum Vitae

Personal information

First name(s) / Surname(s) Amon Rapp
Professional address
Telephone(s)
Fax
E-mail amon.rapp@gmail.com
Nationality Italian
Date of birth 25/11/79
Gender M

Experience in the field of research

Field of research Human-Computer Interaction
PhD Thesis Title Beyond Gamification: Enhancing User Engagement through meaningful game elements
List of publications (please fill out the above field)
Supervisors Anna Goy
Further experiences in the field of research:
Occupation or position held
Main activities and responsibilities
Main publications
Collaborated projects
Research and study periods abroad
Work experiences: 2006-2011
Institution, association or enterprise (please specify) Telecom Italia
Position held **User Experience Researcher**
Main activities and responsibilities Responsible for the *evaluation activities* of the interfaces, services and applications developed for mobile devices, web and iptv (through user tests, heuristic evaluations, focus groups, surveys, etc.)
Responsible for the *understanding and envisioning activities*: gathering and analysis of user needs, desires and behaviours through qualitative inspection techniques (e.g. interviews, ethnographies, Personas)
Design activities for new services, interfaces and applications (through use cases, storyboards, co-design groups, etc.) in TLC/IT and Media projects

Education and training

Title of qualification awarded Degree (5 years - Bachelor's + Master's Degree) in Communication Sciences
University of Turin
Principal subjects/occupational skills covered Media studies, Marketing, Social Research, Human-Computer Interaction, Human Factors.
Name and type of organisation providing education and training University of Turin
Grants, scholarships and awards obtained 2007 Research Scholarship "Progetto Lagrange" winner in HCI Complex System
2009 Research Scholarship "Progetto Lagrange" winner in HCI Complex System

Language Skills

Mother tongue(s) Italian

Other language(s): written and oral skills (basic, intermediate and advanced, please specify)	English: Advanced
Additional Information	
List of Publications	
	<p>Federica Cena, Fabrizio Antonelli, Giulia Biamino, Francesca Carmagnola, Elisa Chiabrando, Luca Console, Vincenzo Cuciti, Matteo Demichelis, Franco Fassio, Fabrizio Franceschi, Roberto Furnari, Cristina Gena, Marina Geymonat, Piercarlo Grimaldi, Pierluigi Grillo, Elena Guercio, Silvia Likavec, Ilaria Lombardi, Dario Mana, Alessandro Marcengo, Michele Mioli, Mario Mirabelli, Monica Perrero, Claudia Picardi, Federica Protti, Amon Rapp, Roberta Sandon, Rossana Simeoni, Daniele Theseider Dupré, Ilaria Torre, Andrea Toso, Fabio Torta, Fabiana Venero (2012). Interacting with a Social Web of Smart Objects for Enhancing Tourist Experiences. In: -. Proceedings of ENTER2012, eTourism Present and Future Services and Applications. Helsingborg, Sweden, 24-27 January 2012, p. 179-190, WIEN:SpringerWienNewYork, ISBN: 9783709111413</p>
	<p>Fabrizio Antonelli, Giulia Biamino, Francesca Carmagnola, Federica Cena, Elisa Chiabrando, Luca Console, Vincenzo Cuciti, Matteo Demichelis, Franco Fassio, Fabrizio Franceschi, Roberto Furnari, Cristina Gena, Marina Geymonat, Piercarlo Grimaldi, Pierluigi Grillo, Elena Guercio, Silvia Likavec, Ilaria Lombardi, Dario Mana, Alessandro Marcengo, Michele Mioli, Mario Mirabelli, Monica Perrero, Claudia Picardi, Federica Protti, Amon Rapp, Roberta Sandon, Rossana Simeoni, Daniele Theseider Dupré, Ilaria Torre, Andrea Toso, Fabio Torta, Fabiana Venero (2012). Wheeling around with Wanteat: Exploring Mixed Social Networks in the Gastronomy Domain.. In: -. Proceedings of the 2012 International Conference on Intelligent User Interfaces. Lisbon, Portugal, February 14-17, 2012, p. 321-322, New York:ACM, ISBN: 9781450310482</p>
	<p>Marcengo A, Rapp A (2011). GeoDrinking: How to Extract Value from an Extended Social Wine Drinking Experience. In: UNIVERSAL ACCESS IN HUMAN-COMPUTER INTERACTION. CONTEXT DIVERSITY Lecture Notes in Computer Science, 2011. Orlando, Florida, USA, 09/07/2011 - 14/07/2011, vol. 6767/2011, p. 56-65, BERLIN HEIDELBERG:Springer-Verlag, doi: 10.1007/978-3-642-21666-4_7</p>
	<p>Biamino G, Grillo P, Lombardi I, Marcengo A, Rapp A, Simeoni R, Venero F (2011). "The Wheel": an innovative visual model for interacting with a social web of things. In: VISSW 2011 Visual Interfaces to the Social and Semantic Web - Proceedings of the Workshop on Visual Interfaces to the Social and Semantic Web . Palo Alto - California (USA), 13/02/2011, vol. 694, AACHEN:CEUR Workshop Proceedings (CEUR-WS.org)</p>
	<p>Marcengo A, Rapp A, Guercio E (2010). The Personas Layering Framework Applied to Consumer Services Design for Automotive Market. In: Advances in Human Factors, Ergonomics, and Safety in Manufacturing and Service Industries. Miami, 17-20 July, p. 310-319, Boca Raton:CRC Press, Taylor & Francis Group, ISBN: 978-1-4398-3499-2</p>
	<p>Rapp A, Cardillo D, Simeoni R, Console L (2009). Being a self-director: enhance user creativity with a video mash up tool. In: ACE '09 Proceedings of the International Conference on Advances in Computer Entertainment Technology. Athens, Luglio 2009, p. 358-361, New York:ACM New York, NY, USA, ISBN: 978-1-60558-864-3, doi: 10.1145/1690388.1690459</p>
	<p>Marcengo A, Rapp A, Guercio E (2010). Enhancing seamless communication through a user co-designed wearable device. WORLD ACADEMY OF SCIENCE, ENGINEERING AND TECHNOLOGY, vol. 68, p. 962-968, ISSN: 2070-3724</p>
	<p>Cardillo D, Rapp A, Benini S, Console L, Simeoni R, Guercio E, Leonardi R (2010). The art of video MashUp: supporting creative users with an innovative and smart application. MULTIMEDIA TOOLS AND APPLICATIONS, vol. 53, p. 6-29, ISSN: 1380-7501, doi: 10.1007/s11042-009-0449-7</p>
	<p>Marcengo A, Guercio E, Rapp A (2009). Personas Layering: a cost effective model for service design in medium-long term Telco research projects. In: HUMAN CENTERED DESIGN Lecture Notes in Computer Science 2009. San Diego, CA, USA, 19-24 July 2009, vol. 5619/2009, p. 256-265, BERLIN HEIDELBERG:Springer-Verlag, doi: 10.1007/978-3-642-02806-9_30</p>

	Castrogiovanni P, Guercio E, Marcengo A, Martini G, Rapp A (2009). Telco@Home: a seamless communication project with a user perspective. In: Ambient Intelligence and Smart Environments. Barcelona, July 19, 2009, vol. 2, p. 437-444, Amsterdam:IOS Press, ISBN: 978-1-60750-034-6, doi: 10.3233/978-1-60750-034-6-437
	Simeoni R, Geymonat M, Guercio E, Perrero M, Rapp A, Tesauri F, Montanari R (2008). Where Have You Ended Up Today? Dynamic TV and the Inter-tainment Paradigm. In: CHANGING TELEVISION ENVIRONMENTS Lecture Notes in Computer Science, 2008. Salzburg, Austria, vol. 5066/2008, p. 238-247, BERLIN HEIDELBERG:Springer-Verlag, doi: 10.1007/978-3-540-69478-6_32
	Vellar A, Simeoni R, Montanari R, Rapp A (2008). A Parasocial Navigation Concept for Movie Discovery. In: IHCI 2008 Proceedings - Proceedings of the IADIS International Conference on Interfaces and Human Computer Interaction . Amsterdam, The Netherlands, 25 - 27 July 2008, p. 272-276, ISBN: 978-972-8924-59-1
	Simeoni R, Etzler L, Guercio E, Perrero M, Rapp A, Montanari R, Tesauri F (2007). Innovative TV: From an Old Standard to a New Concept of Interactive TV - An Italian Job. In: HUMAN-COMPUTER INTERACTION. HCI INTELLIGENT MULTIMODAL INTERACTION ENVIRONMENTS Lecture Notes in Computer Science. Beijing, China, 2007, vol. 4552/2007, p. 971-980, BERLIN HEIDELBERG:Springer-Verlag, doi: 10.1007/978-3-540-73110-8_107
	Guercio E, Marcengo A, Rapp A (2007). How to connect user Research and not so Forthcoming Technology Scenarios – The Extended Home Environment Case Study. INTERNATIONAL JOURNAL OF HUMAN AND SOCIAL SCIENCES, vol. 2, p. 202-207, ISSN: 2010-4081

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