



## Europass Curriculum Vitae



### Personal information

First name(s) / Surname(s) **Fabio Buttussi**  
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Date of birth 28/07/1981

### Work experience

Dates	29/11/2021-TODAY
Institution	University of Udine
Scientific Sector	INF/01
Role	<b>Assistant professor (RTD-B) of Video Game Programming (Master Degrees in Computer Science and Artificial Intelligence &amp; Cybersecurity) and Web Technologies and Laboratory (Bachelor Degree in Internet of Things, Big Data &amp; Machine Learning)</b>
Dates	01/09/2020-28/11/2021
Institution	University of Udine
Scientific Sector	INF/01
Role	Postdoc Research Fellow (RTD-A)
Dates	16/01/2020-31/08/2020
Institution	University of Udine
Scientific Sector	Research in Computer Science
Role	Postdoc Research Fellow
Dates	01/08/2013-31/07/2017,01/02/2018-30/11/2019
Institution	University of Udine
Scientific Sector	INF/01
Role	Postdoc Research Fellow (L. 240/2010)
Dates	01/01/2009-31/05/2009,01/09/2009-31/08/2010,16/10/2010-15/05/2011,16/01/2012-15/01/2013
Institution	University of Udine
Scientific Sector	INF/01
Role	Research Fellow (L. 449/1997)

## Education and training

Dates	01/01/2006-04/03/2009
University	University of Udine
Title of qualification awarded	Doctoral degree in Computer Science
Dates	03/10/2003-06/10/2005
University	University of Udine
Title of qualification awarded	Master degree in Computer Science (full marks with honors)
Dates	02/10/2000-02/10/2003
University	University of Udine
Title of qualification awarded	Bachelor degree in Computer Science (full marks with honors)

## Personal skills and competences

Mother tongues **Italian and Friulian**

Other language

Self-assessment

European level (\*)

**English**

Understanding		Speaking		Writing
Listening	Reading	Spoken interaction	Spoken production	
B2	C1	B2	C1	C1

(\*) [Common European Framework of Reference for Languages](#)

Institutional positions held in university

He is a member of the Board for the Third Mission and of the Institutional Review Board of the Department of Mathematics, Computer Science, and Physics of the University of Udine. He is also member of the Board for the Ph.D. Course in Computer Science and Artificial Intelligence at the same department.

Scientific publications

Fabio Buttussi has published 12 publications in international journals and 9 publications in international conference proceedings. Of the 12 journal publications, 11 are published in Q1 journals according to Scimago and 1 in a Q2 journal. The Scopus and Scholar profiles report respectively 978 and 1780 citations and h-index 15 and 16. The list of publications is available on the IRIS profile: <https://air.uniud.it/cris/rp/rp02377>

Research activity, projects and groups	<p>Fabio Buttussi's research areas include human-computer interaction (HCI) and virtual reality (VR), with a particular interest for the design and user evaluation of VR training systems and serious games. Proposed systems often include animated pedagogical agents (APAs) and other 3D virtual characters with intelligent behaviors to support users' training activities.</p> <p>He explores different application domains for his research such as aviation safety, health and fitness, emergency medicine, and sign languages.</p> <p>Examples include a mobile context-aware and user-adaptive system for fitness training, a mobile serious game to teach aviation safety procedures that was downloaded by more than 10 million users, and an immersive VR system with haptic feedback to teach cardiopulmonary resuscitation. Particular attention has been devoted to the evaluation of these system with users in the laboratory as well as in the real context of use (including a study that analyzed performance of more than 400,000 users), e.g., to assess immediate and long-term (retention) training effects of the systems and to compare variants of the systems (e.g., APAs using different emotion appeals) or different hardware setups to use them (e.g., immersive VR on headsets vs. non-immersive VR on mobile devices).</p> <p>He was involved in the following research projects:</p> <ul style="list-style-type: none"> <li>- Advanced emergency medical services for the disabled based on innovative ICT technologies, co-funded by Friuli Venezia Giulia region.</li> <li>- Electronic Emergency Evacuation Aid for Aircraft Passengers (ELEVAID), funded by US Federal Aviation Administration (FAA).</li> <li>- DroneRules PRO, funded by the Executive Agency for Small and Medium-sized Enterprises (EASME) of the European Union.</li> <li>- EASY-NET project, co-funded by Italian Ministry of Health and Friuli Venezia Giulia region.</li> </ul> <p>He is a member of the Human-Computer Interaction Laboratory of the University of Udine and of the Virtual / Augmented Reality and Computer Vision Laboratory at the Lab Village of the same university.</p>
Editorial boards	<p>Fabio Buttussi is an Associate Editor of Virtual Reality, published by Springer Nature, a Q1 journal in the "Computer Graphics and Computer-Aided Design" category, according to Scimago.</p> <p>He is also a reviewer for several international journals and conferences published by ACM (e.g., Symposium on Virtual Reality Software and Technology), IEEE (e.g., Transactions on Learning Technologies), Elsevier (e.g., Computers &amp; Education), Springer (e.g., Multimedia Tools and Applications), and Taylor &amp; Francis (e.g., International Journal of Human-Computer Interaction).</p>
Conferences	<p>He is a member of the Journal Paper Program Committee of ISMAR 2023, IEEE International Symposium on Mixed and Augmented Reality, and of the Program Committee of INTERACT 2023, 19th International Conference of Technical Committee 13 (Human-Computer Interaction) by IFIP.</p> <p>He is a Metaverse &amp; Hybrid Conference Co-Chair at CHIItaly 2023 international conference, organized by the Italian Chapter of SIGCHI in cooperation with ACM, and was a technical chair at CHIItaly 2021.</p> <p>He also presented his own research contribution to ACM Web3D '06, AVI '06, Web3D '07, and MobileHCI '10 international conferences.</p>

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Date, 29/04/2023