



**AL MAGNIFICO RETTORE
DELL'UNIVERSITA' DEGLI STUDI DI MILANO**

COD. ID: 5891

Il sottoscritto chiede di essere ammesso a partecipare alla selezione pubblica, per titoli ed esami, per il conferimento di un assegno di ricerca presso il Dipartimento di Scienze Biomediche e Cliniche dell'Università degli Studi di Milano.

Responsabile scientifico: Prof.ssa Marta Bassi

Irene Alice Margherita Chicchi Giglioli

CURRICULUM VITAE

INFORMAZIONI PERSONALI

Cognome	Chicchi Giglioli
Nome	Irene Alice Margherita

OCCUPAZIONE ATTUALE

Incarico	Struttura
Responsabile scientifico	Sincrolab S.L.

INCARICHI ANTERIORI

Incarico	Struttura
Responsabile di progetti di ricerca	Adhera Health (2021-2022)
Ricercatrice post-doc	Università Politecnica di Valencia (2020-2021)
Ricercatrice	Università Politecnica di Valencia (2018-2020)

ISTRUZIONE E FORMAZIONE

Titolo	Corso di studi	Università	anno conseguimento titolo
Laurea Magistrale o equivalente	LM-55	Università degli Studi di Milano	2013
Dottorato Di Ricerca	Ingegneria industriali e tutela Medicina dei Sistemi	Università Politecnica di Valencia e cotutela con Università degli Studi di Milano	2020



UNIVERSITÀ DEGLI STUDI DI MILANO



LINGUE STRANIERE CONOSCIUTE

lingue	livello di conoscenza
- Spagnolo - Inglese	C2 C1

PREMI, RICONOSCIMENTI E BORSE DI STUDIO

anno	Descrizione premio
2015-2018	Borsa di Studio "Santiago Grisolia"

ATTIVITÀ DI FORMAZIONE O DI RICERCA

descrizione dell'attività

ATTIVITÀ PROGETTUALE

Anno	Progetto
01/09/2021 - 31/08/2024	Biomarker-driven Adaptive Virtual Reality Stimulation for ASD Interventions (ADAPTEA)
01/01/2019 - 31/12/2023	Potion: Promoting social interaction through emotional body odour
01/05/2020 - 30/04/2023	T-EYE: ARTIFICIAL INTELLIGENCE AND PHYSIOLOGICAL MEASUREMENTS BASED MONITORING SYSTEM FOR CHILDREN WITH ARTIFICIAL INTELLIGENCE AND PHYSIOLOGICAL MEASUREMENTS
01/09/2020 - 31/08/2021	EXPLORE: EXPERIMENTAL PLATFORM FOR DECISION-MAKING RESEARCH AND HUMAN COGNITION
01/01/2017 - 31/12/2019	Advanced Therapeutic Tools for Mental Health (ATHENEA)
02/01/2018 - 31/07/2019	T-ROOM: ASSESSMENT AND TRAINING OF AUTISM SPECTRUM DISORDER THROUGH IMMERSIVE VIRTUAL AUTISM SPECTRUM DISORDER THROUGH IMMERSIVE VIRTUAL ENVIRONMENTS

CONGRESSI, CONVEGNI E SEMINARI

Data	Titolo	Sede
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28-30/08/2023	11th International Conference on Serious Games and Applications for Health (SeGAH).	Online - Hybrid Mode
23-28/07/2023	International Conference on Human-Computer Interaction.	Copenhagen, Danimarca
21-23/04/2023	2021 IEEE Global Engineering Education Conference (EDUCON).	Online
21-23/04/2023	2021 IEEE Global Engineering Education Conference (EDUCON).	Online
13-15/09/2021	Cypsy25bis	Online - Milano
13-15/09/2021	Cypsy25bis	Online - Milano
2020	Cypsy25	
7-8/11/2018	JCSG 2018 - 4rd Joint Conference on Serious Games	Darmstadt, Germania
2-4/07/2018	EDULEARN18 the 10th International Conference on Education and New Learning Technologies	Palma de Mallorca
23-24/11/2017	JCSG 2017 - 3rd Joint Conference on Serious Games	Valencia, Spagna
7-9/09/2016	IEEE International Forum on Research and Technologies for Society and Industry Leveraging a better tomorrow (RTSI)	Bologna, Italia
1-2/10/2015	REHAB '15: ICTs for improving Patients Rehabilitation Research Techniques	Lisbona, Portogallo
24-25/09/2015	5th International Conference, MindCare	Milano, Italia
17-20/09/2014	First International Conference on Augmented and Virtual Reality, AVR 2014,	Lecce, Italia

PUBBLICAZIONI

Libri
Parra, E., Alcañiz, M., Giglio, C., & Giglioli, I. A. C. (2022). Use of XR Technologies for the Assessment and Training of Leadership Skills. Roadmapping Extended Reality: Fundamentals and Applications, 321-335.



Pallavicini, F., Chicchi Giglioli, I. A., Kim, G. J., Alcañiz, M., & Rizzo, A. (2021). Virtual Reality, Augmented Reality and Video Games for Addressing the Impact of COVID-19 on Mental Health. *Frontiers in Virtual Reality*, 2, 719358.

Pedroli, E., Serino, S., Giglioli, A. C., Pallavicini, F., Cipresso, P., & Riva, G. (2018). The use of virtual reality tools for the assessment of executive functions and unilateral spatial neglect. In *Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications* (pp. 891-916). Igi Global.

Articoli su riviste

Gómez-Zaragozá, L., Marín-Morales, J., Vargas, E. P., Giglioli, I. A. C., & Raya, M. A. (2023). An Online Attachment Style Recognition System Based on Voice and Machine Learning. *IEEE Journal of Biomedical and Health Informatics*.

Cárdenas-López, G., Chicchi-Giglioli, I. A., Durón-Figueroa, R., Reyes, F., Carrasco-Ribelles, L. A., & Alcañiz-Raya, M. (2023). Evaluación del Modelo de Consistencia de Grawe en población mexicana. *Psicología y Salud*, 33(2), 323-336.

Minissi, M. E., Gómez-Zaragozá, L., Marín-Morales, J., Mantovani, F., Sirera, M., Abad, L., ... & Alcañiz, M. (2023). The whole-body motor skills of children with autism spectrum disorder taking goal-directed actions in virtual reality. *Frontiers in Psychology*, 14, 1140731.

Dhar, E., Bah, A. N., Chicchi Giglioli, I. A., Quer, S., Fernandez-Luque, L., Núñez-Benjumea, F. J., ... & Syed-Abdul, S. (2023). A Scoping Review and a Taxonomy to Assess the Impact of Mobile Apps on Cancer Care Management. *Cancers*, 15(6), 1775.

Alcañiz, M., Giglioli, I. A. C., Carrasco-Ribelles, L. A., Minissi, M. E., López, C. G., & Semin, G. R. (2023). How priming with body odors affects decision speeds in consumer behavior. *Scientific Reports*, 13(1), 609.

Fuster-Casanovas, A., Fernandez-Luque, L., Nuñez-Benjumea, F. J., Conde, A. M., Luque-Romero, L. G., Bilonis, I., ... & Vidal-Alaball, J. (2022). An Artificial Intelligence-Driven Digital Health Solution to Support Clinical Management of Patients With Long COVID-19: Protocol for a Prospective Multicenter Observational Study. *JMIR Research Protocols*, 11(10), e37704.

de Arriba, A., Fernandez-Luque, L., Chicchi Giglioli, I. A., Luis Gonzalez-Sanz, P., Vara, M., Morte, P., & Hors-Fraile, S. (2022, September). Supporting the mental wellbeing of caregivers of children under growth hormone treatment: mix-methods evaluation of the Adhera (R) Caring Program. In *HORMONE RESEARCH IN PAEDIATRICS* (Vol. 95, No. SUPPL 2, pp. 262-262). ALLSCHWILERSTRASSE 10, CH-4009 BASEL, SWITZERLAND: KARGER.

de Leon-Martinez, S., Ruiz, M., Parra-Vargas, E., Chicchi-Giglioli, I., Courtet, P., Lopez-Castroman, J., ... & Barrigon, M. L. (2022). Virtual reality and speech analysis for the assessment of impulsivity and decision-making: protocol for a comparison with neuropsychological tasks and self-administered questionnaires. *BMJ open*, 12(7), e058486.

Parra, E., García Delgado, A., Carrasco-Ribelles, L. A., Chicchi Giglioli, I. A., Marín-Morales, J., Giglio, C., & Alcañiz Raya, M. (2022). Combining virtual reality and machine learning for leadership styles recognition. *Frontiers in Psychology*, 13, 864266.

Cárdenas-López, G., Durón-Figueroa, R., Giglioli, I. A. C., Reyes, F., Carrasco-Ribelles, L. A., & Raya, M. A. (2022). Evaluación ecológica mediante Realidad Virtual de las necesidades psicológicas básicas. *HAMUT'AY*, 9(1), 21-32.

Minissi, M. E., Chicchi Giglioli, I. A., Mantovani, F., & Alcañiz Raya, M. (2022). Assessment of the autism spectrum disorder based on machine learning and social visual attention: A systematic review. *Journal of Autism and Developmental Disorders*, 52(5), 2187-2202.

Khatri, J., Marín-Morales, J., Moghaddasi, M., Guixeres, J., Giglioli, I. A. C., & Alcañiz, M. (2022). Recognizing personality traits using consumer behavior patterns in a virtual retail store. *Frontiers in psychology*, 13, 752073.

Alcañiz, M., Maddalon, L., Minissi, M. E., Sirera, M., Abad, L., & IA, C. G. (2022). Adaptive technological interventions for autism spectrum disorder: a literature review. *Medicina*, 82, 54-58.



Kondylakis, H., Giglioli, I. A. C., Katehakis, D. G., Aldemir, H., Zikas, P., Papagiannakis, G., ... & Kouroubali, A. (2022). A digital health intervention for stress and anxiety relief in perioperative care: Protocol for a feasibility randomized controlled trial. <i>JMIR Research Protocols</i> , 11(11), e38536.
Cervera-Torres, S., Núñez-Benjumea, F. J., de Arriba Muñoz, A., Chicchi Giglioli, I. A., & Fernández-Luque, L. (2022). Digital health for emotional and self-management support of caregivers of children receiving growth hormone treatment: a feasibility study protocol. <i>BMC Medical Informatics and Decision Making</i> , 22(1), 215.
Alcañiz, M., Chicchi-Giglioli, I. A., Carrasco-Ribelles, L. A., Marín-Morales, J., Minissi, M. E., Teruel-García, G., ... & Abad, L. (2022). Eye gaze as a biomarker in the recognition of autism spectrum disorder using virtual reality and machine learning: A proof of concept for diagnosis. <i>Autism Research</i> , 15(1), 131-145.
Chicchi Giglioli, I. A., Pérez Gálvez, B., Gil Granados, A., & Alcañiz Raya, M. (2021). The virtual cooking task: A preliminary comparison between neuropsychological and ecological virtual reality tests to assess executive functions alterations in patients affected by alcohol use disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 24(10), 673-682.
Parra, E., Chicchi Giglioli, I. A., Philip, J., Carrasco-Ribelles, L. A., Marín-Morales, J., & Alcañiz Raya, M. (2021). Combining virtual reality and organizational neuroscience for leadership assessment. <i>Applied Sciences</i> , 11(13), 5956.
Moghaddasi, M., Marín-Morales, J., Khatri, J., Guixeres, J., Chicchi Giglioli, I. A., & Alcañiz, M. (2021). Recognition of customers' impulsivity from behavioral patterns in virtual reality. <i>Applied Sciences</i> , 11(10), 4399.
de-Juan-Ripoll, C., Chicchi Giglioli, I. A., Llanes-Jurado, J., Marín-Morales, J., & Alcañiz, M. (2021). Why do we take risks? Perception of the situation and risk proneness predict domain-specific risk taking. <i>Frontiers in psychology</i> , 12, 562381.
Chicchi Giglioli, I. A., de Juan Ripoll, C., Parra, E., & Alcañiz Raya, M. (2021). Are 3D virtual environments better than 2D interfaces in serious games performance? An explorative study for the assessment of executive functions. <i>Applied Neuropsychology: Adult</i> , 28(2), 148-157.
Giglioli, I. A. C., Carrasco-Ribelles, L. A., Parra, E., Marín-Morales, J., & Alcañiz Raya, M. (2021). An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. <i>Applied Sciences</i> , 11(4), 1971.
de-Juan-Ripoll, C., Llanes-Jurado, J., Giglioli, I. A. C., Marín-Morales, J., & Alcañiz, M. (2021). An immersive virtual reality game for predicting risk taking through the use of implicit measures. <i>Applied Sciences</i> , 11(2), 825.
de-Juan-Ripoll, C., Soler-Domínguez, J. L., Chicchi Giglioli, I. A., Contero, M., & Alcañiz, M. (2020). The Spheres & shield maze task: a virtual reality serious game for the assessment of risk taking in decision making. <i>Cyberpsychology, Behavior, and Social Networking</i> , 23(11), 773-781.
Alcañiz Raya, M., Marín-Morales, J., Minissi, M. E., Teruel Garcia, G., Abad, L., & Chicchi Giglioli, I. A. (2020). Machine learning and virtual reality on body movements' behaviors to classify children with autism spectrum disorder. <i>Journal of clinical medicine</i> , 9(5), 1260.
Alcañiz Raya, M., Chicchi Giglioli, I. A., Marín-Morales, J., Higuera-Trujillo, J. L., Olmos, E., Minissi, M. E., ... & Abad, L. (2020). Application of supervised machine learning for behavioral biomarkers of autism spectrum disorder based on electrodermal activity and virtual reality. <i>Frontiers in human neuroscience</i> , 14, 90.
Alcañiz, M., IA, C. G., Sirera, M., Minissi, E., & Abad, L. (2020). Autism spectrum disorder biomarkers based on biosignals, virtual reality and artificial intelligence. <i>Medicina</i> , 80, 31-36.
Chicchi Giglioli, I. A., Bermejo Vidal, C., & Alcañiz Raya, M. (2019). A virtual versus an augmented reality cooking task based-tools: a behavioral and physiological study on the assessment of executive functions. <i>Frontiers in Psychology</i> , 10, 2529.
Chicchi Giglioli, I. A., de Juan Ripoll, C., Parra, E., & Alcañiz Raya, M. (2018). EXPANSE: A novel narrative serious game for the behavioral assessment of cognitive abilities. <i>PloS one</i> , 13(11), e0206925.



Alcañiz, M., Parra, E., & Chicchi Giglioli, I. A. (2018). Virtual reality as an emerging methodology for leadership assessment and training. <i>Frontiers in Psychology</i> , 9, 1658.
Olmos-Raya, E., Ferreira-Cavalcanti, J., Contero, M., Castellanos, M. C., Giglioli, I. A. C., & Alcañiz, M. (2018). Mobile virtual reality as an educational platform: A pilot study on the impact of immersion and positive emotion induction in the learning process. <i>EURASIA Journal of Mathematics, Science and Technology Education</i> , 14(6), 2045-2057.
Cipresso, P., Giglioli, I. A. C., Raya, M. A., & Riva, G. (2018). The past, present, and future of virtual and augmented reality research: a network and cluster analysis of the literature. <i>Frontiers in psychology</i> , 2086.
Chicchi Giglioli, I. A., Pravettoni, G., Sutil Martín, D. L., Parra, E., & Raya, M. A. (2017). A novel integrating virtual reality approach for the assessment of the attachment behavioral system. <i>Frontiers in psychology</i> , 8, 959.
Pallavicini, F., Serino, S., Cipresso, P., Pedroli, E., Chicchi Giglioli, I. A., Chirico, A., ... & Riva, G. (2016). Testing augmented reality for cue exposure in obese patients: an exploratory study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 19(2), 107-114.
Chicchi Giglioli, I. A., Pallavicini, F., Pedroli, E., Serino, S., & Riva, G. (2015). Augmented reality: a brand new challenge for the assessment and treatment of psychological disorders. <i>Computational and mathematical methods in medicine</i> , 2015.

Atti di convegni
Minissi, M. E., Landini, G. A. R., Maddalon, L., Torres, S. C., Giglioli, I. A. C., Sirera, M., ... & Alcañiz, M. (2023, August). Virtual Reality-Based Serious Games to Improve Motor Learning in Children with Autism Spectrum Disorder: An Exploratory Study. In <i>2023 IEEE 11th International Conference on Serious Games and Applications for Health (SeGAH)</i> (pp. 1-6). IEEE.
Cervera-Torres, S., Minissi, M. E., Greco, A., Callara, A., Ferdowsi, S., Citi, L., ... & Alcañiz, M. (2023, July). Modulating Virtual Affective Elicitation by Human Body Odors: Advancing Research on Social Signal Processing in Virtual Reality. In <i>International Conference on Human-Computer Interaction</i> (pp. 317-327). Cham: Springer Nature Switzerland.
Giglioli, I. A. C., Mussoni, S., Cipresso, P., Marín-Morales, J., Riva, G., & Alcañiz, M. (2021, April). Pilot study on effectiveness of a virtual game training on executive functions. In <i>2021 IEEE Global Engineering Education Conference (EDUCON)</i> (pp. 950-954). IEEE.
Marín-Morales, J., Carrasco-Ribelles, L. A., Alcañiz, M., & Giglioli, I. A. C. (2021, April). Applying machine learning to a virtual serious game for neuropsychological assessment. In <i>2021 IEEE Global Engineering Education Conference (EDUCON)</i> (pp. 946-949). IEEE.
GIGLIOLI, I. A. C., MADDALON, L., GÓMEZ-ZARAGOZÁ, L., MINISSI, M. E., MORALES, J. M., SIRERA, M., ... & ALCANIZ, M. (2021). A Voice Recognition Application for the Semantic and Prosodic Analysis of ASD Caregivers. <i>ANNUAL REVIEW OF CYBERTHERAPY AND TELEMEDICINE 2021</i> , 53.
MINISSI, M. E., GIGLIOLI, I. A. C., MANTOVANI, F., SIRERA, M., ABAD, L., & ALCANIZ, M. (2021). A qualitative and quantitative virtual reality usability study for the early assessment of ASD children. <i>ANNUAL REVIEW OF CYBERTHERAPY AND TELEMEDICINE 2021</i> , 47.
GIGLIOLI, I. A. C., CARRASCO-RIBELLES, L. A., MARIN-MORALES, J., REYES, F., AYORA, G., CÁRDENAS-LÓPEZ, G., & RAYA, M. A. (2020). Cultural comparison models on the assessment of basic psychological needs using a virtual serious game. <i>ANNUAL REVIEW OF CYBERTHERAPY AND TELEMEDICINE 2020</i> , 41.
Parra, E., de Juan Ripoll, C., Alcañiz Raya, M., & Chicchi Giglioli, I. A. (2018, October). Individuals' Variables in Cognitive Abilities Using a Narrative Serious Game. In <i>Joint International Conference on Serious Games</i> (pp. 109-119). Cham: Springer International Publishing.
Giglioli, I. C., de Juan Ripoll, C., Llorens, R., & Raya, M. A. (2018). Feasibility of serious games for assessing attentional abilities in people with different educational level. In <i>EDULEARN18 Proceedings</i> (pp. 9297-9301). IATED.
Chicchi Giglioli, I. A., Parra, E., Cardenas-Lopez, G., Riva, G., & Alcañiz Raya, M. (2017, November). Virtual



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Gandolla, M., Ferrante, S., Coelli, S., Tacchino, G., Giglioli, I. A. C., Cottini, M. C., ... & Pedrocchi, A. (2016, September). Technical validation of an integrated robotic hand rehabilitation device: Finger independent movement, EMG control, and EEG-based biofeedback. In 2016 IEEE 2nd International Forum on Research and Technologies for Society and Industry Leveraging a better tomorrow (RTSI) (pp. 1-5). IEEE.

Pedroli, E., Serino, S., Cipresso, P., Pallavicini, F., Giglioli, I. A. C., Guastafierro, E., ... & Riva, G. (2015, October). Neglect App. Usability of a new application for assessment and rehabilitation of neglect. In Proceedings of the 3rd 2015 Workshop on ICTs for improving patients rehabilitation research techniques (pp. 139-143).

Chicchi Giglioli, I. A., Chirico, A., Cipresso, P., Serino, S., Pedroli, E., Pallavicini, F., & Riva, G. (2016). Feeling ghost food as real one: Psychometric assessment of presence engagement exposing to food in augmented reality. In Pervasive Computing Paradigms for Mental Health: 5th International Conference, MindCare 2015, Milan, Italy, September 24-25, 2015, Revised Selected Papers 5 (pp. 99-109). Springer International Publishing.

Cipresso, P., Serino, S., Giglioli, I. A. C., Giuliano, I., Borra, D., Farina, A., & Riva, G. (2014). Low-cost motion-tracking for computational psychometrics based on virtual reality. In Augmented and Virtual Reality: First International Conference, AVR 2014, Lecce, Italy, September 17-20, 2014, Revised Selected Papers 1 (pp. 137-148). Springer International Publishing.

ALTRE INFORMAZIONI

Co-Direttrice di Tesi di Dottorato:

- Titolo Tesi: Investigación de la capacidad de transferencia de los juegos serios para la formación de aspectos cognitivos y emocionales que influyen en la toma de decisiones en situaciones laborales de alto riesgo
Entità: Università Politècnica da Valencia
Studente: Noemi Alvarez Gutierrez
Date discussione: 26/12/2023
- Titolo Tesi: Development of cognitive and emotional biomarkers using biosignals processing and virtual environments: application to clinical psychology and neurodevelopmental disorders.
Entità: Università Politècnica di Valencia
Studente: Maria Eleonora Minissi
Data discussione: 17/11/2023
- Titolo Tesi: Entornos de realidad virtual para el estudio de los procesos de toma de decisiones en contextos de riesgo a través del uso de medidas fisiológicas y respuestas comportamentales
Entità: Università Politècnica di Valencia
Studente: Carla de Juan Ripoll
Data discussione: 21/07/2021

Co-direttrice Tesi di Laurea:

- Titolo Tesi: ESTUDIO DE VALIDACIÓN DE ENTORNOS VIRTUALES EMOCIONALES A TRAVÉS DE LA COMBINACIÓN DE MEDIDAS SUBJETIVAS Y OBJETIVAS
Entità: Universidad Politècnica de Valencia
Studente: Desirée Irene Gracia Laso
Date discussione: 07/2021
- Titolo Tesi: IMMERSIVE VIRTUAL REALITY AND AFFECTIVE NEUROSCIENCE: A SYSTEMATIC REVIEW
Entità: Universitat de València



Studente: Daniel BURGUERA BERNALTE
Date discussione: 07/2021

- Titolo Tesi: Alteraciones neuropsicológicas en pacientes alcohólicos: una nueva herramienta de realidad virtual para la evaluación comportamental de las funciones ejecutivas
Entità: Instituto de Investigación e Innovación en Bioingeniería (i3B), Universidad Politecnica de Valencia
Studente: Andrea Gil Granados
Date discussione: 09/2018
- Titolo Tesi: Funciones ejecutivas y su validez ecológica en la vida real: Realidad Aumentada (RA) vs. Realidad Virtual (RV) utilizando medidas explícitas (cuestionarios) e implícitas (comportamentales y fisiológicas)
Entità: Instituto de Investigación e Innovación en Bioingeniería (i3B), Universitat Politècnica de Valencia
Studente: Cristina Bermejo Vidal
Date discussione: 09/2018

Le dichiarazioni rese nel presente curriculum sono da ritenersi rilasciate ai sensi degli artt. 46 e 47 del DPR n. 445/2000.

Il presente curriculum, non contiene dati sensibili e dati giudiziari di cui all'art. 4, comma 1, lettere d) ed e) del D.Lgs. 30.6.2003 n. 196.

RICORDIAMO che i curricula **SARANNO RESI PUBBLICI sul sito di Ateneo** e pertanto si prega di non inserire dati sensibili e personali. Il presente modello è già precostruito per soddisfare la necessità di pubblicazione senza dati sensibili.

Si prega pertanto di **NON FIRMARE** il presente modello.

Luogo e data: Valencia, 05/10/2023