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PUBBLICAZIONI / PUBLICATIONS

CURATELE / EDITORIALS

- e1. Mencarini, E., Rapp, A., Colley, A., Daiber, F., Jones, M. D., Kosmalla, F., Lukosh, S., Niess, J., Niforatos, E., Woźniak, P. W., Zancanaro, M. (Eds.) (2022). New Trends in HCI and Sports 2022. Proceedings of the New Trends in HCI and Sports Workshop (NTSPORT 2022), Vancouver, Canada, October 1, 2022, CEUR Workshop Proceedings, Vol. 3267, ISSN 1613-0073
- e2. Mencarini, E., Rapp, A., Tonolli, L., Teli, M., Cibilin, R., D'Andrea, V., Zancanaro, M. (Eds.) (2021). NatureHCI 2021 Designing for/with/around Nature: Exploring new frontiers of outdoor-related HCI. Short Paper Proceedings of the Workshop on Designing for/with/around Nature: Exploring new frontiers of outdoor-related HCI Co-located with 14th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly 2021), CEUR Workshop Proceedings, Vol. 2901, ISSN 1613-0073
- e3. Rapp, A., Tirassa, M., Ziemke, T. (Eds.) (2019). Cognition and Interaction: From Computers to Smart Objects and Autonomous Agents. Lausanne: Frontiers Media. ISSN 1664-8714. ISBN 978-2-88963-002-8. doi: 10.3389/978-2-88963-002-8.
- e4. Meder, M., Rapp, A., Plumbaum, T., Hopfgartner, F. (Eds.) (2017). DDGD 2017 Data-Driven Gamification Design. Proceedings of the First International Workshop on Data-Driven Gamification Design co-located with 21st International Academic MindTrek Conference (AcademicMindTrek 2017), CEUR Workshop Proceedings, Vol. 1978, ISSN 1613-0073.
- e5. Rapp, A., Cena, F., Hopfgartner, F., Hamari, J., Linehan, C. (Eds.) (2016). FGE 2016 Fictional Game Elements 2016. Proceedings of the Workshop on Fictional Game Elements 2016 co-located with The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2016), CEUR Workshop Proceedings, Vol. 1715, ISSN 1613-0073.

ARTICOLI IN RIVISTE INTERNAZIONALI (PEER REVIEWED) / INTERNATIONAL JOURNALS

- j1. Boldi, A., Rapp, 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*. 10.1080/10447318.2023.2247596
- j2. Rapp, A., Boldi, A. (2023, early access). Exploring the Lived Experience of Behavior Change Technologies: Towards an Existential Model of Behavior Change for HCI. *ACM Transactions on Computer-Human Interaction (TOCHI)*. <http://dx.doi.org/10.1145/3603497>
- j3. Boldi, A., 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*, DOI: 10.1080/10447318.2023.2204276
- j4. Starke, A.D., Musto, C., Rapp, A., Semeraro, G., Trattener, C. (2023, early access). "Tell Me Why": using natural language justifications in a recipe recommender system to support healthier food choices. *User Modeling User-Adapted Interaction*. <https://doi.org/10.1007/s11257-023-09377-8>
- j5. 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*. doi: 10.1080/07370024.2022.2050725. Print ISSN: 0737-0024. Online ISSN: 1532-7051.
- j6. 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*, 180, 103141. <https://doi.org/10.1016/j.ijhcs.2023.103141>.
- j7. Cena, F., Mauro, N., Rapp, A. (2023). How do sensory features of places impact on spatial exploration of people with autism? A user study. *Information Technology & Tourism*, 25, 105-132. <https://doi.org/10.1007/s40558-023-00244-1>.

- j8. Rapp, A. (2023) Wearable technologies as extensions: a postphenomenological framework and its design implications, *Human-Computer Interaction*, 38(2), 79-117, DOI: 10.1080/07370024.2021.1927039. Print ISSN: 0737-0024. Online ISSN: 1532-7051.
- j9. 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. doi: 10.1080/0144929X.2021.1943524. Print ISSN: 0144-929X Online ISSN: 1362-3001.
- j10. Rapp, A. (2022). How do people experience the temporality of everyday life changes? Towards the exploration of existential time in HCI. *International Journal of Human-Computer Studies*, 167, 102899, 1-14. doi: 10.1016/j.ijhcs.2022.102899. ISSN: 1071-5819.
- j11. Mazzei, A., Anselma, L., Sanguinetti, M., Rapp, A., Mana, D., Hossain, M., Patti, V., Simeoni, R., Longo, L. (2022). Anticipating User Intentions in Customer Care Dialogue Systems. *IEEE Transactions on Human-Machine Systems*, 52(5), 973-983. doi: 10.1109/THMS.2022.3184400. ISSN: 2168-2291 EISSN: 2168-2305.
- j12. Rapp, A. (2022). Time, engagement and video games: How game design elements shape the temporalities of play in massively multiplayer online role-playing games. *Information Systems Journal*, 32(1), 5-32, edito da Wiley. doi: 10.1111/isj.12328. Online ISSN:1365-2575.
- j13. Rapp, A. Odom, W., Pschetz, L. Petrelli, D. (2022). Introduction to the Special Issue on Time and HCI. *Human-Computer Interaction*, 37(1), 1-14, doi: 10.1080/07370024.2021.1955681. Print ISSN: 0737-0024. Online ISSN: 1532-7051.
- j14. Rapp, A. (2021). In search for design elements: A new perspective for employing ethnography in human-computer interaction design research. *International Journal of Human-Computer Interaction*, 37(8), 783-802. doi: 10.1080/10447318.2020.1843296. Print ISSN: 1044-7318 Online ISSN: 1532-7590. IF 2021: 4.920; **Scopus CiteScore 2021 7.3**.
- j15. 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, July 2021, 102630. <https://doi.org/10.1016/j.ijhcs.2021.102630>. ISSN: 1071-5819. IF 2021: 4.866; **Scopus CiteScore 2021 9.2**.
- j16. Mencarini, E., Rapp, A., Zancanaro, M. (2021). Underground Astronauts: Understanding the Sporting Science of Speleology and its Implications for HCI. *International Journal of Human-Computer Studies*, Volume 151, July 2021, 102621. doi: <https://doi.org/10.1016/j.ijhcs.2021.102621>. ISSN: 1071-5819. IF 2021: 4.866; **Scopus CiteScore 2021 9.2**.
- j17. Rapp, A. (2020). A gameful organizational assimilation process: Insights from World of Warcraft for gamification design. *Proceedings of the ACM on Human-Computer Interaction (PACM HCI)*, 4, CSCW3, Article 263 (December 2020), 25 pagine. doi: 10.1145/3434172 (Long paper accettato alla conferenza CSCW 2020 - Computer Supported Cooperative Work - **Conferenza Classe 1 GRIN** e pubblicato su rivista). doi: <https://doi.org/10.1145/3434172>. EISSN: 2573-0142. **Scopus CiteScore 2020: 4.8**.
- j18. Cena, F. Rapp, A., Musto, C., Semeraro, G. (2020). Generating recommendations from multiple data sources: A methodological framework for system design and its application. *IEEE Access*, 8, 183430-183447. doi: 10.1109/ACCESS.2020.3028777. ISSN: 2169-3536. IF 2020: 3.367. **Scopus CiteScore 2019: 4.8**.
- j19. Hopfgartner, F., Kay, J., Rapp, A. (2020). Preface to the special issue on harnessing personal tracking data for personalization and sense-making. *User Modeling and User-Adapted Interaction*, 30(3), 323-329. doi: 10.1007/s11257-020-09271-7. ISSN: 0924-1868 (Print) 1573-1391 (Online). IF 2020: 4.412; **Scopus CiteScore 2020 10.5**.
- j20. Rapp, A. (2020). An exploration of World of Warcraft for the gamification of virtual organizations. *Electronic Commerce Research and Applications*, 42, July-August 2020, 100985, 1-17. doi: 10.1016/j.elerap.2020.100985. ISSN: 1567-4223. IF 2020: 6.014; **Scopus CiteScore 2020 7.4**.
- j21. Rapp, A., Tirabeni, L. (2020). Self-tracking while Doing Sport: Comfort, Motivation, Attention and Lifestyle of Athletes Using Personal Informatics Tools. *International Journal of Human-Computer Studies*, 140 (2020), 102434, 1-14. doi: 10.1016/j.ijhcs.2020.102434. ISSN: 1071-5819. IF 2020: 3.632; **Scopus CiteScore 2020 8.0**.
- j22. Rapp, A., Cena, F., Schifanella, C., Boella, G. (2020). Finding a Secure Place: A Map-Based Crowdsourcing System for People with Autism. *IEEE Transactions on Human-Machine Systems*. doi:

10.1109/THMS.2020.2984743. ISSN: 2168-2291 EISSN: 2168-2305. IF 2020: 2.968. **Scopus CiteScore 2020: 9.5.**

- j23. Rapp, A. (2020). Design fictions for learning: A method for supporting students in reflecting on technology in Human-Computer Interaction courses. *Computers & Education*, 145, Article 103725, 1-18. doi: 10.1016/j.compedu.2019.103725. ISSN: 0360-1315. IF 2020: 8.538. **Scopus CiteScore 2020: 14.4.**
- j24. Mencarini, E., Rapp, A., Tirabeni, L., Zanacano, M. (2019). Designing Wearable Systems for Sport: A Review of Trends and Opportunities in Human-Computer Interaction. *IEEE Transactions on Human-Machine Systems*, 49(4), 314-325. doi: 10.1109/THMS.2019.2919702. ISSN: 2168-2291 EISSN: 2168-2305. IF 2019: 3.374. **Scopus CiteScore 2019: 9.0** (precedente titolo della rivista: IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications and Reviews)).
- j25. Rapp, A. Tirassa, M., Tirabeni, L. (2019). Rethinking Technologies for Behavior Change: A View from the Inside of Human Change. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 26(4), Article 22, 33 pages. doi: 10.1145/3318142. ISSN: 1073-0516 EISSN: 1557-7325. IF 2019: 3.147. **Scopus CiteScore 2019: 6.4.**
- j26. Cena, F., Likavec, S., Rapp, A. (2019). Real World User Model: Evolution of User Modeling Triggered by Advances in Wearable and Ubiquitous Computing: State of the Art and Future Directions. *Information Systems Frontiers*, 21(5), 1085–1110. doi: 10.1007/s10796-017-9818-3. ISSN: 1387-3326 (print version) ISSN: 1572-9419 (electronic version). IF 2019: 3.63. **Scopus CiteScore 2019: 6.7.**
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- j28. Rapp, A., Hopfgartner, F., Hamari, J., Linehan, C., Cena, F. (2019). Strengthening gamification studies: Current trends and future opportunities of gamification research. *International Journal of Human-Computer Studies*, 127, 1-6. doi: 10.1016/j.ijhcs.2018.11.007. ISSN: 1071-5819. IF 2019: 3.163; **Scopus CiteScore 2019 5.8.**
- j29. Rapp, A., Tirassa, M., Ziemke, T. (2019). Editorial: Cognitive Aspects of Interactive Technology Use: From Computers to Smart Objects and Autonomous Agents. *Frontiers in Psychology*, 10:1078. doi: 10.3389/fpsyg.2019.01078. ISSN: 1664-1078. IF 2019: 2.067. **Scopus CiteScore 2019: 3.2.**
- j30. Cottafava, D., Magariello, S., Ariano, R., Arrobbio, O., Baricco, M., Barthelmes, V. M., Baruzzo, G., Bonansone, M., Console, L., Contin, L., Corgnati, S. P., Dottai, S., Fabid, V., Gambino, P., Gerlero, I., Giovannoli, A., Grillo, P., Guaschino, G., Landolfo, P., Malanon, M., Mana, D., Matassa, A., Monterzino, L., Mosca, S., Nuciari, M., Olivetta, E., Padovan, D., Pantó, E., Rapp, A., Sanseverino, M., Sciullo, A., Sella, S., Simeoni, R., Tartaglino, A., Vernerio, F. (2019). Crowdsensing for a sustainable comfort and for energy saving. *Energy and Buildings*, 186, 208-220. doi: 10.1016/j.enbuild.2019.01.007. ISSN: 0378-7788. IF 2019: 4.867; **Scopus CiteScore 2018: 9.9.**
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- j32. Rapp, A., Cena, F., Castaldo, R., Keller, R., Tirassa, M. (2018). Designing technology for spatial needs: Routines, control and social competences of people with autism. *International Journal of Human-Computer Studies*, 120, 49-65. doi: 10.1016/j.ijhcs.2018.07.005. ISSN: 1071-5819. IF 2018: 2.006; **Scopus CiteScore 2018 7.7.**
- j33. Rapp, A., Tirabeni, L. (2018). Personal Informatics for Sport: Meaning, Body, and Social Relations in Amateur and Elite Athletes. *ACM Transactions on Computer-Human Interaction (TOCHI)*, 25(3), Article 16 (June 2018), 30 pages. doi: 10.1145/3196829. ISSN:1073-0516 EISSN:1557-7325. IF 2018: 1.734. **Scopus CiteScore 2018: 6.8.**
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- j48. Cardillo, D., Rapp, A., Benini, S., Console, L., Simeoni, R., Guercio, E., Leonardi, R. (2011). The art of video MashUp: supporting creative users with an innovative and smart application. *Multimedia Tools and Applications*, 53(1), 1-23. doi: 10.1007/s11042-009-0449-7. ISSN: 1380-7501. IF 2011: 0.617. **Scopus CiteScore 2011: 2.4.**

ARTICOLI IN RIVISTE NAZIONALI (PEER REVIEWED) / NATIONAL JOURNALS

- j49. Rapp, A., Gena, C. (2016). Riprogettare StudyinTorino: Un approccio user-centered per favorire la

comunicazione tra istituzioni e studenti. *Rivista italiana di ergonomia*, 11-12, 68-78. ISSN 2037-3910.

CAPITOLI IN LIBRI INTERNAZIONALI (PEER REVIEWED) / BOOK CHAPTERS

- b1. Boldi, A., Rapp, A. (2022). Quantifying the Body: Body Image, Body Awareness and Self-Tracking Technologies. In: Wac, K., Wulfovich, S. (eds.) *Quantifying Quality of Life. Health Informatics*. Springer, Cham. https://doi.org/10.1007/978-3-030-94212-0_9
- b2. Cena, F., Rapp, A., Torre, I. (2019). Internet of Things: An Opportunity for Advancing Universal Access. In Y. Yesilada and S. Harper (eds.), *Web Accessibility, Human-Computer Interaction Series*, London: Springer, 777-790. doi: 10.1007/978-1-4471-7440-0_39. Print ISBN 978-1-4471-7440-0. Online ISBN 978-1-4471-7440-0.
- b3. Rapp, A. (2018). Autoethnography in Human-Computer Interaction: Theory and Practice. In Filimowicz, M. and Tzankova, V. (eds.), *New Directions in Third Wave Human-Computer Interaction: Volume 2 - Methodologies, Human-Computer Interaction Series*, 25-42. Cham: Springer. doi: 10.1007/978-3-319-73374-6_3. Print ISBN 978-3-319-73373-9. Online ISBN 978-3-319-73374-6.
- b4. Marcengo, A., Rapp, A. (2014). Visualization of Human Behavior data: the Quantified Self. In Huang, M. L. and Huang, W. (eds.), *Innovative Approaches of Data Visualization and Visual Analytics*. Hershey, PA: IGI Global, 236-265. doi: 10.4018/978-1-4666-4309-3.ch012. ISBN: 9781466643093

PUBBLICAZIONI IN ATTI DI CONFERENZE INTERNAZIONALI (PEER REVIEWED) / INTERNATIONAL CONFERENCES

- c1. 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. <https://doi.org/10.1145/3544548.3580995> LONG PAPER (Conferenza **Classe 1 GRIN, A++**).
- c2. Di Lodovico, C., Colombo, S., Rapp, A. (2023). Ambiguity for Social Self-tracking Practices: Exploring an Emerging Design Space. In Companion Publication of the 2023 Conference on Computer Supported Cooperative Work and Social Computing (CSCW '23 Companion). Association for Computing Machinery, New York, NY, USA, 144–148. <https://doi.org/10.1145/3584931.3606989>
- c3. Torrielli, F., Rapp, A., Di Caro, L. (2023). How Shall a Machine Call a Thing?. In: Métails, E., Meziane, F., Sugumaran, V., Manning, W., Reiff-Marganiec, S. (eds) *Natural Language Processing and Information Systems. NLDB 2023. Lecture Notes in Computer Science*, vol 13913. Springer, Cham. https://doi.org/10.1007/978-3-031-35320-8_41
- c4. Di Caro, L., Rapp, A., and Torrielli, F. (2023). GENERAL: GENerative, Explainable and Reasonable Artificial Learning. In Proceedings of the 15th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly '23). Association for Computing Machinery, New York, NY, USA, Article 35, 1–2. <https://doi.org/10.1145/3605390.3610821>
- c5. Boldi, A., Cho, S., Kou, Y., Rapp, A., and Birk, M.V. (2023). Methodological Challenges, Risks, and Ethical Implications in Game Research. In Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '23). Association for Computing Machinery, New York, NY, USA, 350–351. <https://doi.org/10.1145/3573382.3616026>
- c6. Musto, C., Delic, A., Inel, O., Polignano, M., Rapp, A., Semeraro, G., and Ziegler, J. (2023). The 5th Workshop on Explainable User Models and Personalised Systems (ExUM). In Adjunct Proceedings of the 31st ACM Conference on User Modeling, Adaptation and Personalization (UMAP '23 Adjunct). Association for Computing Machinery, New York, NY, USA, 196–198. <https://doi.org/10.1145/3563359.3595629>
- c7. Rapp, A., Cena, F., Trattner, C., Orji, R., Vassileva, J., and Starke, A. (2023). BehavRec: Workshop on Recommendations for Behavior Change. In Proceedings of the 17th ACM Conference on Recommender Systems (RecSys '23). Association for Computing Machinery, New York, NY, USA, 1231–1233. <https://doi.org/10.1145/3604915.3608751>
- c8. 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 di International Psychological Applications Conference and Trends (InPACT) 2022, 410-414. ISSN (electronic version),

2184-3414 ISSN (printed version), 2184-2205 ISBN: 978-989-53614-1-0.

- c9. Baldoni, M., Baroglio, C., Bucciarelli, M., Capecchi, S., Gandolfi, E., Gena, C., Iani, F., Marengo, E., Micalizio, R., Rapp, A. (2021). Empowering AI competences in children: A training program based on simple playful activities. Proceedings of the Third Symposium on Psychology-Based Technologies (PSYCHOBIT 2021). CEUR Workshop Proceedings, vol. 3100, 12 pages. ISSN: 1613-0073.
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**ABSTRACT IN ATTI DI CONFERENZE INTERNAZIONALI E NAZIONALI (PEER REVIEWED) /
ABSTRACTS**

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