

SHORT CV Davide Spalazzo



Thematic Area: 2

Key areas of Expertise in Digital Heritage:

- design (interaction design, graphic design)
- user experience
- tools (heritage tools that give access to VR/AR)
- user interaction (social media, community building, gamification, citizen science, etc.)
- technologies (software programming languages, hardware, etc.)

Davide Spalazzo is a professor at the Politecnico di Milano, at the Department of Design. He is an author of numerous articles, books, academic researches etc. on a field of design in specific directions. Subjects:

- Intelligent Human Systems Integration, Mapping ICS materials: Interactive, connected, and smart materials
- Location-Based Mobile Games. Design Perspectives
- Empowering Games. Meaning Making by Designing and Playing Location Based Mobile Games.
- Strategies to engage visitors through mobile technologies: considerations from the experimental action
- Tangible interaction in museums and temporary exhibitions: embedding and embodying the intangible values of cultural heritage
- Vis-à-vis with Leonardo. Designing Digital Encounters
- Interactive Players. LBMGs from a Design Perspective
- Designing digital encounters and their agency on users
- Tangible interaction and cultural heritage
- Enacting the Genius Loci of the place through a digital storyteller; Reflections from an interactive exhibit
- Playing Design. Mobile Serious Games to Valorize Design Culture in the Urban Space
- Rethinking Religion Representation as Transcultural Experience in Museums. The on-site Experimental Action at Museo Diocesano di Milano
- Co-curation and contributive strategies for connecting religious cultural heritage



ViMM has received funding from the European Union's Horizon 2020 Programme as Coordination and Support Action, under GA n° 727107