

## ALLEGATO A

### UNIVERSITÀ DEGLI STUDI DI MILANO

Procedura di selezione per la chiamata a professore I fascia da ricoprire ai sensi dell'art. 18, comma 1, della Legge n. 240/2010 per il settore concorsuale 01/B1 - INFORMATICA,  
(settore scientifico-disciplinare INF/01 - INFORMATICA )  
presso il Dipartimento di Informatica Giovanni Degli Antoni,  
(avviso bando pubblicato sulla G.U. n. 75 del 21/09/2021) - Codice concorso 4844

## Stefano Ferretti CURRICULUM VITAE

### INFORMAZIONI PERSONALI (NON INSERIRE INDIRIZZO PRIVATO E TELEFONO FISSO O CELLULARE)

COGNOME	FERRETTI
NOME	STEFANO
DATA DI NASCITA	12/08/1974

### TITOLI

#### TITOLO DI STUDIO

(indicare la Laurea conseguita inserendo titolo, Ateneo, data di conseguimento, ecc.)

Laurea in Scienze dell'Informazione, Università di Bologna, voto 110/100 e Lode, Marzo 2001

#### TITOLO DI DOTTORE DI RICERCA O EQUIVALENTI, OVVERO, PER I SETTORI INTERESSATI, DEL DIPLOMA DI SPECIALIZZAZIONE MEDICA O EQUIVALENTE, CONSEGUITO IN ITALIA O ALL'ESTERO

(inserire titolo, ente, data di conseguimento, ecc.)

PhD in Computer Science, Università di Bologna, Maggio 2005

Titolo tesi: "Interactivity Maintenance for Event Synchronization in Massive Multiplayer Online Games"

#### ALTRI TITOLI CONSEGUITI

(inserire titolo, ente, data di conseguimento, ecc.)

2020 - Presente: **Professore Associato** nel settore scientifico disciplinare INF/01 - Informatica, Università di Urbino

2021 - Presente: **Professore e membro del collegio docenti** per il PhD program in Artificial Intelligence, Universidad Politécnica de Madrid

2014 - 2020: **Professore Associato** nel settore scientifico disciplinare INF/01 - Informatica, Università di Bologna

2018: **Visiting researcher** presso Legal Design Lab, Center for the Study of Language and Information, Department of Computer Science, Stanford University (USA), invitato dai Prof. M. Hagan, Prof. C. Condoravdi. Tiene lezioni e seminari come specificato successivamente

2005 - 2014: **Ricercatore**, Dipartimento di Scienze dell'Informazione, Università di Bologna

2005: **Post-Doc**, Dipartimento di Scienze dell'Informazione, Università di Bologna

2002 - 2005: **Dottorando**, Dipartimento di Scienze dell'Informazione, Università di Bologna

2001 - 2002: **Tecnologo**, CNAF-INFN (National Institute of Nuclear Physics)

## **ATTIVITÀ DIDATTICA**

### **ORGANIZZAZIONE DI SCUOLE**

2020: Scientific committee - Master in Competenze digitali complementari, Università di Urbino Carlo Bo

2019: Summer school on blockchain technologies, LAST-JD Joint Doctorate (Eu Horizon 2020)

### **LEZIONI E SEMINARI SU INVITO IN CONTESTI INTERNAZIONALI**

2021 - Lezione: "The Use of Decentralized Systems (DLT, DFS) to Develop Smart Transportation", MOBI Community Innovation Lecture, Los Angeles (online)

2020 - Seminario: "Are Distributed Ledger Technologies Ready for Smart Transportation Systems?", Center for Cyber-Physical Systems and IoT and Ming Hsieh Institute Seminar, University of Southern California, Los Angeles (su invito del Prof. B. Krishnamachari)

2018 - Lezione: per il corso di "Computer-Generated Music" (Prof. C. Chafe), Stanford University (USA)

2018 - Lezione: per il corso tenuto dal Prof. J. Berger, Stanford University (USA) su Computational Music Analysis

2018 - Seminario: Nuance Communications, Sunnyvale (USA) (su invito del Dr. V. de Paiva)

2006 - Seminario: Computer Science Department, University of California, Los Angeles (UCLA) (su invito del Prof. M. Gerla)

### **INSEGNAMENTI E MODULI**

*(inserire anno accademico, corso laurea, numero di ore frontali, eventuale CFU)*

#### **Corsi di Dottorato**

2018 - "Blockchain and cryptocurrencies" per i corsi di dottorato:

- Computer Science and Engineering, Università di Bologna
- Joint International Ph.D. Degree in Law, Science and Technology
- Data Science, Università di Bologna

#### **Corsi per Master Nazionali e Internazionali**

2019 - presente: "Blockchain Finance", master in Finance and Fintech, and master in Data Science and Business Analytics, Bologna Business School

2019 - presente - "Blockchain for Agrifood", master in Giurista e Consulente della Sicurezza Alimentare, Bologna Food School, Università di Bologna

#### **Corsi di Laurea Magistrale**

2020 - presente: "Blockchain and Cryptocurrencies" (in inglese), 6 CFU - 36h, Laurea magistrale in Artificial Intelligence e Laurea magistrale in informatica, Università di Bologna

2021 - presente: "Distributed Systems", 6 CFU - 42h, Laurea magistrale in Informatica Applicata, Università di Urbino

2018 - 2021: "Fintech", 6 CFU - 30h, Laurea magistrale in Financial Markets and Institutions, Università di Bologna

2015 - 2020: "Peer-to-Peer Systems", 6 CFU - 44h, Laurea magistrale in informatica, Università di Bologna

2013 - 2015: "Complex and Adaptive Systems", 6CFU, Laurea magistrale in Informatica, Università di Bologna  
2006 - 2007: "Multimedia Systems" (Sistemi ed Applicazioni Multimediali), 6 CFU, Laurea magistrale in Scienze e Tecnologie Informatiche, Università di Bologna

#### **Corsi di Laurea Triennale**

2020 - presente: "Basi di Dati", 12 CFU - 94h, Laurea triennale in Informatica Applicata, Università di Urbino  
2005 - 2020: "Programmazione Internet", 12 CFU - 94h, Laurea triennale in \infoman, Università di Bologna  
2015 - 2017: "Sistemi Multimediali", 6 CFU, Laurea triennale in \informatica and Engineering, Università di Bologna  
2014 - 2016: "Sistemi Operativi", 3 CFU, Laurea triennale in informatica, Università di Bologna  
2005 - 2012: "Elementi di Informatica con Laboratorio", Laurea triennale in Biotecnologie, Università di Bologna  
2011 - 2016: "Informatica", per i seguenti CdL:  
- Dietistica (2014/15),  
- Fisioterapia (2014/15 - 2015/16),  
- Geologia (2011/12 - 2013/14)  
2006 - 2007: "Architetture di Internet", 6 CFU, Laurea triennale in Scienze dell'Informazione, Università di Bologna  
2002 - 2005: "Linguaggi e Applicazioni Multimediali", 6 CFU, Laurea triennale in Informatica Applicata, Università di Urbino

### **ATTIVITÀ DI DIDATTICA INTEGRATIVA E DI SERVIZIO AGLI STUDENTI**

#### **ATTIVITÀ DI RELATORE DI ELABORATI DI LAUREA, DI TESI DI LAUREA MAGISTRALE, DI TESI DI DOTTORATO E DI TESI DI SPECIALIZZAZIONE**

*(inserire anno accademico, ateneo, corso laurea, ecc.)*

##### **Supervisione di Dottorato**

2021 - Presente: L. Serena (co-supervisor), PhD in computer science, Università di Bologna  
2019 - Presente: M. Zichichi, LAST-JD-RloE - Joint International Doctoral (PhD) Degree in Law, Science and Technology  
2013 - 2015: C. Prandi (co-supervisor), PhD in Computer Science, Università di Bologna

##### **Supervisione Tesi di Laurea**

2005 - Presente: Relatore di oltre 120 tesi di laurea triennale e magistrale.  
Si riporta di seguito una lista parziale degli ultimi anni, parzialmente verificabile, per quanto concerne le tesi ad accesso pubblico dell'Università di Bologna, su Alma Digital Library  
# Tesi Informatica, Magistrale, Università di Bologna: 15  
# Tesi Scienze e Tecnologie Informatiche, Magistrale, Università di Bologna: 2  
# Tesi Finanza Intermediari e Mercati, Magistrale, Università di Bologna: 10  
# Tesi Direzione Aziendale, Magistrale, Università di Bologna: 2  
# Tesi Informatica, Triennale, Università di Bologna: 7  
# Tesi Informatica per il Management, Triennale, Università di Bologna: 27  
# Tesi Scienze e Tecnologie Informatiche, Triennale, Università di Bologna: 8  
# Tesi Scienze di Internet, Triennale, Università di Bologna: 4  
# Tesi Informatica Applicata, Triennale, Università di Urbino: 1

### **ATTIVITÀ DI RICERCA SCIENTIFICA**

#### **PUBBLICAZIONI SCIENTIFICHE**

International Journals

1. L. Serena, G. D'Angelo, S. Ferretti, "Security Analysis of Distributed Ledgers and Blockchains through Agent-based Simulation", in *Simulation Modelling Practice and Theory*, Elsevier, Volume 114, 2022, ISSN 1569-190X, DOI:10.1016/j.simpat.2021.102413
2. L. Serena, S. Ferretti, G. D'Angelo, "Cryptocurrencies Activity as a Complex Network: Analysis of Transactions Graphs", in *Peer-to-Peer Networking and Applications (PPNA)*, Springer, August 2021
3. M. Zichichi, S. Ferretti, G. D'Angelo, "A Framework based on Distributed Ledger Technologies for Data Management and Services in Intelligent Transportation Systems", *IEEE Access*, IEEE, Volume 8, May 2020, Pages 100384-100402
4. S. Ferretti G. D'Angelo, "On the Ethereum blockchain structure: a complex networks theory perspective", in *Concurrency and Computation: Practice and Experience*, John Wiley and Sons Ltd, June 2020,
5. G. D'Angelo, S. Ferretti M. Marzolla, "Fault Tolerant Adaptive Parallel and Distributed Simulation through Functional Replication", in *Simulation Modelling Practice and Theory*, Elsevier, Volume 93, May 2019, Pages 192-207
6. R. De Michele, S. Ferretti, M. Furini, "On Helping Broadcasters to Promote TV-shows through Hashtags", in *Multimedia Tools and Applications*, Springer, Volume 78, Issue 3, 1 February 2019, Pages 3279-3296
7. G. D'Angelo, S. Ferretti V. Ghini, "Distributed Hybrid Simulation of the Internet of Things and Smart Territories", in *Concurrency and Computation: Practice and Experience*, John Wiley Sons Ltd, Volume 30, Issue 9, 10 May 2018.
8. S. Ferretti, "Clustering of Musical Pieces through Complex Networks: an Assessment over Guitar Solos", in *IEEE Multimedia*, IEEE Computer Society, Volume 25, Issue 4, October-December 2018, Article number 8516337, Pages 57-67, DOI: 10.1109/MMUL.2018.112140114.
9. S. Ferretti, "On the Complex Network Structure of Musical Pieces: Analysis of Some Use Cases from Different Music Genres", in *Multimedia Tools and Applications*, Springer, Volume 77, Issue 13, July 2018, Pages 16003-16029, DOI: 10.1007/s11042-017-5175-y.
10. C. Prandi, S. Mirri, S. Ferretti P. Salomoni, "On the Need of Trustworthy Sensing and Crowdsourcing for Urban Accessibility in Smart City", in *ACM Transactions on Internet Technology*, ACM Press, Volume 18, Issue 1, October 2017.
11. G. D'Angelo, S. Ferretti V. Ghini, "Multi-level Simulation of Internet of Things on Smart Territories", in *Simulation Modelling Practice and Theory*, Elsevier, Volume 73, April 2017, Pages 3-21
12. S. Ferretti, "On the Modeling of Musical Solos as Complex Networks", in *Information Sciences*, Elsevier, Volume 375, 1, January 2017, pp. 271-295, ISSN 0020-0255, DOI: 10.1016/j.ins.2016.10.007
13. G. D'Angelo S. Ferretti, "Highly intensive data dissemination in complex networks", in *Journal of Parallel and Distributed Computing*, Elsevier, Volume 99, 1 January 2017, Pages 28-50, DOI: 10.1016/j.jpdc.2016.08.004.
14. S. Ferretti, S. Mirri, C. Prandi P. Salomoni, "Automatic Web Content Personalization Through Reinforcement Learning", in *Journal of Systems and Software*, Elsevier, Volume 121, November 2016, Pages 157-169.
15. S. Ferretti, V. Ghini F. Panzieri, A Survey on Handover Management in Mobility Architectures, in *Computer Networks*, Elsevier, Volume 94, 15 January 2016, pp. 390-413
16. S. Ferretti, S. Mirri, C. Prandi P. Salomoni, On Personalizing Web Content Through Reinforcement Learning, in *Journal Universal Access in the Information Society (UAIS)*, Springer, Volume 16, Issue 2, 1 June 2017, Pages 395-410
17. S. Ferretti, Self-Healing Protocols for Connectivity Maintenance in Unstructured Overlays, in *Peer-to-Peer Networking and Applications*, Springer, Volume 9, Issue 6, 1 November 2016, Pages 1270-1292
18. S. Ferretti, Gossiping for Resource Discovering: an Analysis based on Complex Network Theory, in *Future Generation Computer Systems*, Elsevier, Volume 29, Issue 6, August 2013, pp. 1631-1644.
19. S. Ferretti, Shaping Opportunistic Networks, in *Computer Communications*, Elsevier, Volume 36, Issue 5, 1 March 2013, Pages 481-503.
20. S. Ferretti, On the Degree Distribution of Faulty Peer-to-Peer Overlay Networks, in *ICST Transactions on Complex Systems*, ICST, October-December 2012, Volume 12, Issue 10-12, pag. 1-20.
21. M. Marzolla, S. Ferretti G. D'Angelo, Dynamic Resource Provisioning for Cloud-based Gaming Infrastructures, in *ACM Computers in Entertainment*, ACM, Volume 10, Number 3, Dec. 2012, 1-20.

22. V. Ghini, S. Ferretti F. Panzieri, m-Hippocrates: Enabling Reliable and Highly Interactive m-Health Services, in *IT Professional* 14(3): 29-35 (2012), IEEE.
23. V. Ghini, S. Ferretti F. Panzieri, The "Always Best Packet Switching" architecture for SIP-based mobile multimedia services, in *Journal of Systems and Software*, Elsevier, Volume 84, Issue 11, November 2011, Pages 1827-1851.
24. S. Ferretti, M. Furini, C.E. Palazzi, M. Rocchetti P. Salomoni, WWW Recycling for a Better World, in *Communications of the ACM*, ACM, Vol. 53, N. 4, April 2010, 139-143.
25. C.E. Palazzi, M. Rocchetti, S. Ferretti, An Inter-Vehicular Communication Architecture for Safety and Entertainment, in *IEEE Transactions on Intelligent Transportation Systems*, IEEE, Volume 11, Issue 1, March 2010, 90-99.
26. S. Ferretti V. Ghini, Discovering Points of Interests Through A Web 2.0, Location-based Architecture, in *International Journal On Advances in Internet Technology*, IARIA, issn: 1942-2652, Vol. 2, N.2-3, 2009, 238-252.
27. C.E. Palazzi, S. Ferretti M. Rocchetti, Smart Access Points on the Road for Online Gaming in Vehicular Networks, in *Entertainment Computing*, Elsevier, Vol. 1, N.1, 2009.
28. C.E. Palazzi, S. Ferretti M. Rocchetti, Communities on the Road: Fast Triggering of Interactive Multimedia Services, in *Multimedia Tools and Applications*, Springer, Volume 22, Issue 2, 2009, 229-247.
29. S. Ferretti, S. Mirri, L.A. Muratori, M. Rocchetti P. Salomoni, Cooperative Multimedia Management for Participative Learning: A Case Study, in *New Review of Hypermedia and Multimedia*, Taylor Francis, Volume 14 Issue 2, December 2008, 177-197.
30. S. Ferretti, Cheating Detection Through Game Time Modeling: A Better Way to Avoid Time Cheats in P2P MOGs?, in *Multimedia Tools and Applications*, Springer, Volume 37, Number 3, May 2008, 339-363.
31. P. Salomoni, S. Mirri, S. Ferretti M. Rocchetti, A Multimedia Broker to support Accessible and Mobile Learning through Learning Objects Adaptation, in *ACM Transactions on Internet Technology*, ACM Press, Volume 8, Issue 2, February 2008, Article No.4, 9:23.
32. S. Ferretti, M. Rocchetti C.E. Palazzi, Intelligent Synchronization for Mirrored Game Servers, in *Journal of Advanced Computational Intelligence and Intelligent Informatics (JACIII)*, Fuji Technology Press, Vol.12, No.2, 2008, 132-141.
33. S. Ferretti, M. Rocchetti, S. Mirri, L.A. Muratori P. Salomoni, Why LAUGHing is Better than SMILing, in *International Journal of Semantic Computing (IJSC)*, World Scientific Publishing, December 2007, Vol. 1, No. 4, 497-519.
34. S. Ferretti, M. Rocchetti, P. Salomoni S. Mirri, Custom E-learning Experiences: Working with Profiles for Multiple Content Sources Access and Adaptation, in *Journal of Access Services*, Haworth Press, July 2007.
35. S. Ferretti, M. Rocchetti C.E. Palazzi, Web Content Search and Adaptation for IDTV: One Step Forward in the Mediamorphosis Process toward Personal-TV, in *Advances in Multimedia*, Hindawi Publishing Corporation, April 2007.
36. S. Ferretti, M. Rocchetti C.E. Palazzi, An Optimistic Obsolescence-Based Approach To Event Synchronization For Massive Multiplayer Online Games, in *International Journal of Computers and Applications*, ACTA Press, Vol. 29, No. 1, February 2007, 33-43.
37. C.E. Palazzi, S. Ferretti, M. Rocchetti, G. Pau M. Gerla, What's in that Magic Box? The Home Entertainment Center's Special Protocol Potion, Revealed, in *IEEE Transactions on Consumer Electronics*, IEEE Consumer Electronics Society, Vol 52, No. 4, November 2006, 1280-1288.
38. S. Ferretti, C.E. Palazzi, M. Rocchetti, G. Pau M. Gerla, FILA in Gameland, a Holistic Approach to a Problem of Many Dimensions, in *ACM Journal of Computer in Entertainment*, ACM Press, Vol. 4, No. 4, October-December 2006.
39. C.E. Palazzi, S. Ferretti, S. Cacciaguerra M. Rocchetti, Interactivity-Loss Avoidance in Event Delivery Synchronization for Mirrored Game Architectures, in *IEEE Transactions on Multimedia*, IEEE Signal Processing Society, Vol. 8, No. 4, August 2006, 874-879.
40. C.E. Palazzi, S. Ferretti, S. Cacciaguerra M. Rocchetti, A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games, in *ACM Journal of Computer in Entertainment*, ACM Press, Vol. 3, No. 2, April/June 2005.
41. M. Rocchetti, P. Salomoni, V. Ghini S. Ferretti, Bringing the Wireless Internet to UMTS Devices: A Case Study with Music Distribution, in *Multimedia Tools and Applications*, Springer Science+Business Media B.V. (Formerly Kluwer Academic Publishers B.V.), Vol. 25, No. 2, February 2005, 217-251.

42. S. Ferretti M. Roccetti, A Novel Obsolescence-based Approach to Event Delivery Synchronization in Multiplayer Games, in International Journal of Intelligent Games and Simulation, Vol. 3, No. 1, 7-19, March/April 2004.

#### **Book Chapters**

43. G. D'Angelo, S. Ferretti, Client/Server Gaming Architectures, in Encyclopedia of Computer Graphics and Games, Springer, May 2018.
44. G. D'Angelo, S. Ferretti, Online Gaming Architectures, in Encyclopedia of Computer Graphics and Games, Springer, May 2018.
45. G. D'Angelo, S. Ferretti, Online Gaming Scalability, in Encyclopedia of Computer Graphics and Games, Springer, May 2018.
46. G. D'Angelo, S. Ferretti, M. Marzolla, Cloud for Gaming, in Encyclopedia of Computer Graphics and Games, Springer, September 2015.
47. S. Ferretti, Synchronization in Multiplayer Online Games, in Handbook of Digital Games, Wiley-IEEE Press, April 2014, 978-1-118-32803-3, 175-196.
48. F. Panzieri, O. Babaoglu, S. Ferretti, V. Ghini M. Marzolla, Distributed Computing in the 21st Century: Some Aspects of Cloud Computing, in Brian Randell's Tales: A Festschrift Recognizing the Contributions of Brian Randell Cliff Jones and John Lloyd, eds. Springer Verlag, 2011.
49. G. Rossi, G. D'Angelo S. Ferretti, Multi-stage Congestion Games for Wireless Real-time Streaming, in Game Theory for Wireless Communications Networking, (Y. Zhang, M. Guizani Eds.), CRC Press.
50. S. Ferretti, Countermeasures for Time-Cheat Detection in Multiplayer Online Games, in Handbook of Digital Media in Entertainment and Arts, (B. Furht Ed.), Springer, ISBN: 978-0-387-89023-4, 2009, 157-174.
51. P. Salomoni, S. Mirri, S. Ferretti M. Roccetti, Education, in Web Accessibility: A Foundation for Research, (S. Harper, Y. Yesilada Eds.), Springer London, ISSN 1571-5035, ISBN 978-1-84800-049-0, 2008, 263-271.
52. S. Ferretti, M. Roccetti C.E. Palazzi, Adaptive Payout Buffering Schemes for IP Voice Communication, in Encyclopedia of Information Science and Technology, Second Edition, Idea Group Inc., 2009, 30-36.
53. M. Roccetti, C.E. Palazzi, S. Ferretti G. Pau, Wireless Home Entertainment Center: Protocol Communications and Architecture, in Encyclopedia of Wireless and Mobile Communications, (B. Furht Ed.), Taylor Francis Group, London (UK) 2007, Vol. III, 1331-1338.
54. S. Ferretti, M. Roccetti P. Salomoni On-line Gaming, in Encyclopedia of Multimedia, (B. Furht Ed.), Springer, January 2006, 653-660. Together with this publication, other subchapters are included in the same book, provided by the same authors: Dead Reckoning, 155, Fairness in Online Games, 252, Game Accessibility, 255, Game Event Synchronization, 256.
55. M. Roccetti S. Ferretti, Adaptive Payout Control Schemes for Speech over the Internet, in Encyclopedia of Information Science and Technology, I-V, (Mehdi Khosrow-Pour ed.), Idea Group Publishing, Hershey (USA), January 2005, 53-57.
56. M. Roccetti, P. Salomoni, V. Ghini, S. Ferretti S. Cacciaguerra, Delivering Music over the Wireless Internet: from Song Distribution to Interactive Karaoke on UMTS Devices, in Wireless Internet Handbook: Technologies, Standards and Applications, (B. Furht, M. Ilyas eds.), CRC Press, Boca Raton (USA), March 2003, 537-565

#### **International Conferences Workshops**

57. L. Serena, M. Zichichi, G. D'Angelo, S. Ferretti, Simulation of Hybrid Edge Computing Architectures, in Proc. of the 25th International Symposium on Distributed Simulation and Real Time Applications (IEEE/ACM DS-RT 2021), IEEE/ACM, September 2021, Valencia, Spain
58. M. Zichichi, L. Serena, S. Ferretti, G. D'Angelo, Governing Decentralized Complex Queries Through a DAO, in Proc. of 2021 ACM International Conference on Information Technology for Social Good (GoodIT 2021), ACM, September 2021, Rome, Italy
59. L. Serena, S. Ferretti, G. D'Angelo, M. Zichichi, Simulation Of Dissemination Strategies On Temporal Networks, in Proc. of 2021 Annual Modeling And Simulation Conference (ANNSIM 2021), SCS, July 2021, Fairfax (USA)
60. M. Zichichi, L. Serena, S. Ferretti, G. D'Angelo, Towards Decentralized Complex Queries over Distributed Ledgers: a Data Marketplace Use-case, in Proc. of the IEEE International Conference on Computer Communications and Networks (ICCCN 2021), July 2021, Athens, Greece

61. M. Zichichi, S. Ferretti, G. D'Angelo, MOVO: a dApp for DLT-based Smart Mobility, in Proc. of the IEEE International Conference on Computer Communications and Networks (ICCCN 2021), July 2021, Athens, Greece
62. M. Zichichi, S. Ferretti, G. D'Angelo, V. Rodriguez-Doncel, Personal Data Access Control Through Distributed Authorization, in Proc. of the 19th IEEE International Symposium on Network Computing and Applications (NCA 2020), online, November 2020
63. L. Serena, G. D'Angelo, S. Ferretti, Implications of Dissemination Strategies on the Security of Distributed Ledgers, in Proc. of 3rd Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2020), co-located with ACM MobiCom 2020, online, September 2020,
64. L. Serena, S. Ferretti, G. D'Angelo, DiLeNA: Distributed Ledger Network Analyzer, in Proc. of 3rd Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2020), co-located with ACM MobiCom 2020, online, September 2020,
65. M. Zichichi, S. Ferretti, G. D'Angelo, Are Distributed Ledger Technologies Ready for Intelligent Transportation Systems?, in Proc. of 3rd Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2020), co-located with ACM MobiCom 2020, online, September 2020,
66. M. Zichichi, S. Ferretti, G. D'Angelo, On the Efficiency of Decentralized File Storage for Personal Information Management Systems, in Proc. of 2nd International Workshop on Social Media Sensing (SMS 2020) - 25th IEEE Symposium on Computers and Communications (ISCC), July 2020.
67. M. Zichichi, M. Contu, S. Ferretti, G. D'Angelo, Ensuring Personal Data Anonymity in Data Marketplaces through Sensing-as-a-Service and Distributed Ledger Technologies, in Proc. of the 3rd Distributed Ledger Technology Workshop (DLT 2020), Ancona (Italy), January 2020.
68. M. Zichichi, S. Ferretti, G. D'Angelo, A Distributed Ledger Based Infrastructure for Smart Transportation System and Social Good, in Proc. of the IEEE 17th Annual Consumer Communications Networking Conference (CCNC 2020), IEEE, Las Vegas (USA), January 2020.
69. G. Gaminati, S. Klade, G. D'Angelo, S. Ferretti, V. Ghini, Fast Session Resumption in DTLS for Mobile Communications, in Proc. of the IEEE 17th Annual Consumer Communications Networking Conference (CCNC 2020), IEEE, Las Vegas (USA), January 2020.
70. M. Zichichi, V. Rodriguez-Doncel, S. Ferretti, The use of Decentralized and Semantic Web Technologies for Personal Data Protection and Interoperability, in Proceedings of the Workshop on GDPR Compliance - Theories, Techniques, Tools - 32nd International Conference on Legal Knowledge and Information Systems (Jurix 2019), CEUR Workshop Proceedings, Madrid (Spain), December 2019.
71. G. D'Angelo, S. Ferretti, G.S.H. Tan, Internet-Based Adaptive Distributed Simulation of Mobile Ad-Hoc Networks, in Proc. of the Winter Simulation Conference 2019 (WSC 2019), ACM/SIGSIM, IEEE/SMC, National Harbor (USA), December 2019.
72. E. Rosa, S. Ferretti, G. D'Angelo, Agent-based Simulation of Blockchains, in Proc. of the 19th Asia Simulation Conference, AsiaSim 2019, Communications in Computer and Information Science (CCIS) series, Springer, Singapore, October-November 2019.
73. S. Ferretti, M. Furini, M. Montangero, Diabetes: what are Italian Twitter users talking about?, in Proc. of 1st International Workshop on Social Media Sensing - 28th International Conference on Computer Communications and Networks (ICCCN 2019), IEEE, July 2019, Valencia, Spain.
74. M. Zichichi, M. Contu, S. Ferretti, G. D'Angelo, LikeStarter: a Smart-contract based Social DAO for Crowdfunding, in Proc. of the 2nd Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2019), co-located with IEEE InfoCom 2019, IEEE, April 2019, Paris, France.
75. A. Magnani, G. D'Angelo, S. Ferretti, M. Marzolla, Anonymity and Confidentiality in Secure Distributed Simulation, in Proc. of the 22nd IEEE/ACM International Symposium on Distributed Simulation and Real Time Applications (IEEE/ACM DS-RT 2018), Madrid (Spain), IEEE, October 2018.
76. G. D'Angelo, S. Ferretti, M. Marzolla, A Blockchain-based Flight Data Recorder for Cloud Accountability, in Proc. of the 1st Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2018), co-located with ACM MobiSys 2018, ACM, Munich Germany), June 2018.
77. S. Ferretti, G. D'Angelo, V. Ghini, M. Marzolla, The Quest for Scalability and Accuracy: Multi-Level Simulation of the Internet of Things, in Proc. of the 21th IEEE/ACM International Symposium on Distributed Simulation and Real Time Applications (IEEE/ACM DS-RT 2017), Rome (Italy), IEEE, October 2017.
78. S. Ferretti, G. D'Angelo, V. Ghini, Modeling the Internet of Things: A Simulation Perspective, in Proc. of the International Conference on High Performance Computing Simulation (HPCS 2017), tutorial paper, Genova (Italy), IEEE, July 2017.

79. G. D'Angelo, S. Ferretti, M. Marzolla, L. Armaroli, Fault-Tolerant Adaptive Parallel and Distributed Simulation, in Proc. of the 20th IEEE/ACM International Symposium on Distributed Simulation and Real Time Applications (IEEE/ACM DS-RT 2016), London (England), IEEE, September 2016.
80. G. D'Angelo, S. Ferretti, V. Ghini, Simulation of the Internet of Things, in Proc. of the 2016 International Conference on High Performance Computing and Simulation (HPCS 2016), tutorial paper, Innsbruck (Austria), IEEE, July 2016.
81. S. Ferretti, Guitar Solos as Networks, in Proc. of the IEEE International Conference on Multimedia and Expo (ICME 2016), IEEE, Seattle, (USA), July 2016
82. S. Ferretti, G. D'Angelo, V. Ghini, Smart Multihoming in Smart Shires: Mobility and Communication Management for Smart Services in Countrysides, in Proc. of the IEEE Symposium on Computers and Communication (ISCC 2016), Messina (Italy), IEEE, June 2016.
83. S. Ferretti, G. D'Angelo, Smart Shires: The Revenge of Countrysides, in Proc. of the IEEE Symposium on Computers and Communication (ISCC 2016), Messina (Italy), IEEE, June 2016.
84. C. Prandi, S. Ferretti, S. Mirri, P. Salomoni, A Trustworthiness Model for Crowdsourced and Crowdsensed Data, in the 8th IEEE International Symposium on Security, Privacy and Anonymity in Internet of Things - 14th IEEE International Conference on Trust, Security and Privacy in Computing and Communications (IEEE TrustCom-15), IEEE, Helsinki (Finland), August 2015.
85. C. Prandi, S. Ferretti, S. Mirri, P. Salomoni, Trustworthiness in Crowd- Sensed and Sourced Georeferenced Data, in 2nd International Workshop on Crowd Assisted Sensing Pervasive Systems and Communications - International Conference on Pervasive Computing and Communications (PerCom 2015), IEEE, St. Louis (USA), March 2015.
86. S. Ferretti, S. Mirri, C. Prandi, P. Salomoni, Exploiting Reinforcement Learning to Profile Users and Personalize Web Pages, in Proc. of the International Workshop on User Centered Design and Adaptive Systems (UCDAS 2014) - 38th Annual International Computers, Software Applications Conference (COMPSAC 2014), IEEE, Vasteras (Sweden), July 2014.
87. S. Ferretti, On the Topology Maintenance of Dynamic P2P Overlays through Self-Healing Local Interactions, in Proc. of the IFIP Networking 2014 Conference, IEEE, Trondheim, (Norway), June 2014.
88. S. Ferretti, Searching in Unstructured Overlays Using Local Knowledge and Gossip, in Proc. of the 5th International Workshop on Complex Networks (CompleNet 2014) - Studies in Computational Intelligence Series, Springer-Verlag, Bologna (Italy), March 2014.
89. S. Ferretti, S. Mirri, C. Prandi, P. Salomoni, User Centered and Context Dependent Personalization Through Experiential Transcoding, in Proc. of CCNC 2014: Networking Issues in Multimedia Entertainment (NIME'14), IEEE, Las Vegas (USA), January 2014.
90. M. Marzolla, S. Ferretti, G. D'Angelo, Auction-Based Resource Allocation in Digital Ecosystems, in Proc. of 6th International Conference on MOBILE Wireless MiddleWARE, Operating Systems, and Applications (MobilWare 2013), Bologna (Italy), Nov 2013.
91. S. Ferretti, Resilience of Dynamic Overlays through Local Interactions, in Proc. of the 5th International Workshop on Simplifying Complex Networks for Pratictioners (SIMPLEX 2013) - World Wide Web Conference (WWW 2013), ACM, Rio de Janeiro (Brazil), May 2013.
92. S. Ferretti, V. Ghini, M. Marzolla, F. Panzieri, Walking with the Oracle: Efficient Use of Mobile Networks through Location-Awareness, in Proceedings of the IFIP/IEEE Wireless Days 2012 Conference, IEEE Communication Society, Dublin (Ireland), IEEE, November 2012.
93. S. Ferretti, V. Ghini, M. Marzolla, F. Panzieri, Modeling the Energy Consumption of Multi-NIC Communication Mechanisms, in Proceedings of the 2012 IEEE Online Conference on Green Communications (IEEE GreenCom'12), IEEE Communication Society, September 2012.
94. S. Ferretti, V. Ghini, M. Marzolla, F. Panzieri, Modeling the Always Best Packet Switching Mechanism, in Proceedings of the 6th International Conference on Next Generation Mobile Applications, Services and Technologies (NGMAST2012), Paris (France), IEEE CPS, September 2012.
95. S. Ferretti, Publish-Subscribe Systems via Gossip: a Study based on Complex Networks, in Proc. of the 4th International Workshop on Simplifying Complex Networks for Pratictioners (SIMPLEX 2012) - World Wide Web Conference (WWW 2012), ACM, Lyon (France), April 2012.
96. S. Ferretti, V. Ghini, Mitigation of Random Query String DoS via Gossip, in Proc. of the 6th International Conference on Information Systems, Technology and Management (ICISTM-2012), Grenoble, France, Springer Series in Communications in Computer and Information Science (CCIS), March 2012.
97. S. Ferretti, V. Ghini, F. Panzieri, Scale-Free Opportunistic Networks: is it Possible?, in Proc. of the 8th International Workshop on Mobile Peer-to-Peer Computing - IEEE International Conference on Pervasive Computing and Communications (PERCOM 2012), Lugano, Switzerland, IEEE, March 2012.



98. V. Ghini, S. Ferretti, F. Panzieri, "Always Best Packet Switching" for SIP Services, in Proc. of the 8th International PerCom Workshop on Pervasive Wireless Networking - IEEE International Conference on Pervasive Computing and Communications (PERCOM 2012), Lugano, Switzerland, IEEE, March 2012.
99. G. D'Angelo, S. Ferretti, M. Marzolla, Time Warp on the Go, in Proc. of the International Workshop on Distributed Simulation \ Online gaming (DISIO 2012) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2012), Desenzano (Italy), ICST, March 2012.
100. S. Ferretti, G. D'Angelo, Mobile Online Gaming via Resource Sharing, in Proc. of the International Workshop on Distributed Simulation Online gaming (DISIO 2012) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2012), Desenzano (Italy), ICST, March 2012.
101. G. D'Angelo, S. Ferretti, LUNES: Agent-based Simulation of P2P Systems, in Proc. of 2011 International Conference on High Performance Computing Simulation (HPCS 2011), Istanbul (Turkey), IEEE, July 2011.
102. G. D'Angelo, S. Ferretti, V. Ghini F. Panzieri, Mobile Computing in Digital Ecosystems: Design Issues and Challenges, in Proceedings of the 7th International Wireless Communications and Mobile Computing Conference (IWCMC 2011), Istanbul (Turkey), IEEE, July 2011.
103. M. Marzolla, S. Ferretti G. D'Angelo, Dynamic Scalability for Next Generation Gaming Infrastructures, in Proceedings of the International Workshop on Distributed Simulation Online gaming (DISIO 2011) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2011), Barcelona (Spain), ICST, March 2011.
104. G. D'Angelo, S. Ferretti M. Marzolla, Adaptive Event Dissemination for Peer-to-Peer Multiplayer Online Games, in Proceedings of the International Workshop on Distributed Simulation Online gaming (DISIO 2011) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2011), Barcelona (Spain), ICST, March 2011.
105. S. Ferretti, A General Framework to Analyze the Fault-Tolerance of Unstructured P2P Systems, in Proceedings of the UKSim 4th European Modelling Symposium on Computer Modelling and Simulation (EMS 2010), Pisa (Italy), IEEE Computer Society, ISBN 978-0-7695-4308-6, 339-344, November 2010.
106. V. Ghini, S. Ferretti F. Panzieri, A Strategy for Best Access Point Selection, in Proceedings of the 3rd IEEE/IFIP Wireless Days 2010 Conference, Venice (Italy), IEEE, October 2010.
107. S. Ferretti, Modeling Faulty, Unstructured P2P Overlays, in Proceedings of the 19th International Conference on Computer Communications and Networks (ICCCN 2010), Zurich (Switzerland), IEEE, August 2010.
108. S. Ferretti, V. Ghini, F. Panzieri E. Turrini, Seamless Support of Multimedia Distributed Applications Through a Cloud, in Proceedings of the 3rd International Conference on Cloud Computing (IEEE Cloud 2010), Miami (USA), IEEE, July 2010.
109. S. Ferretti, V. Ghini, F. Panzieri, M. Pellegrini E. Turrini, QoS-aware Clouds, in Proceedings of the 3rd International Conference on Cloud Computing (IEEE Cloud 2010), Miami (USA), IEEE, July 2010.
110. G. Rossi, G. D'Angelo S. Ferretti, Multistage Congestion Games for Live-Streaming, in Proceedings of 15th IEEE Symposium on Computers and Communications (ISCC 2010), Riccione (Italy), IEEE, June 2010.
111. V. Ghini, S. Ferretti F. Panzieri, Mobile Games Through the Nets: a Cross-Layer Architecture for Seamless Playing, in Proceedings of the International Workshop on Distributed Simulation Online gaming (DISIO 2010) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2010), Torremolinos (Spain), ICST, March 2010.
112. S. Ferretti G. D'Angelo, Multiplayer Online Games over Scale-Free Networks: a Viable Solution?, in Proceedings of the International Workshop on Distributed Simulation Online gaming (DISIO 2010) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2010), Torremolinos (Spain), ICST, March 2010.
113. S. Ferretti, On the Degree Distribution of Opportunistic Networks, in Proceedings of the 2nd International Workshop on Mobile Opportunistic Networking, ACM/SIGMOBILE MobiOpp 2010, Pisa (Italy), ACM Press, New York, NY, 151-154, February 2010.
114. G. Rossi, S. Ferretti G. D'Angelo, Equilibrium Selection in Multistage Congestion Games for Real-Time Streaming, in Proceedings of 3rd ICST/ACM International Workshop on Game Theory in Communication Networks, Pisa (Italy), ICST/ACM, October 2009.
115. S. Ferretti V. Ghini, A Web 2.0, Location-based Architecture For A Seamless Discovery Of Points of Interests, in Proceedings of 5th Advanced International Conference on

- Telecommunications (AICT 2009), Venice (Italy), IEEE Communications Society, May 2009. **BEST PAPER AWARD**
116. S. Ferretti, S. Mirri, M. Roccetti, C. Sermenghi V. Conforti, Managing First Response Medical Aids With An Altruistic Web Application, in Proceedings of 3rd ICST/ACM/IEEE International Conference on Pervasive Computing Technologies for Healthcare (Pervasive Health 2009), London (UK), ICST/ACM/IEEE, April 2009.
  117. G. D'Angelo S. Ferretti, Simulation of Scale-Free Networks, in Proceedings of 2nd International Conference on Simulation Tools and Techniques (SIMUTools 2009), Rome (Italy), ICST/ACM, March 2009.
  118. S. Ferretti, M. Roccetti R. Zioni, A Statistical Approach to Cheating Countermeasure in P2P MOGs, in Proceedings of 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society, January 2009.
  119. S. Ferretti, M. Roccetti B. Zamborlin, On SPAWC: Discussion on a Musical Signal Parser and Well-Formed Composer, in Proceedings of 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society, January 2009.
  120. S. Ferretti, P. Salomoni, M. Roccetti, S. Mirri L.A. Muratori, At the Crossroads of Web and Interactive Multimedia: an Approach to Merge the Two Realms, in Proceedings of 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society, January 2009.
  121. C.E. Palazzi, S. Ferretti M. Roccetti, Fast Multi-hop Broadcast over Vehicular Networks: A Real Testbed Evaluation, in Proceedings of 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society, January 2009.
  122. C.E. Palazzi, M. Roccetti, S. Ferretti S. Frizzoli, How to Let Gamers Play in Infrastructure-based Vehicular Networks, in Proceedings of the ACM International Conference on Advances in Computer Entertainment Technology (ACE 2008), ACM Press, Yokohama (Japan), December 2008.
  123. M. Roccetti, S. Ferretti, M. Furini, C.E. Palazzi P. Salomoni, e-goisms: What Would the Web be Without the Others?, in Proceedings of the 10th ETHICOMP International Conference on the Social and Ethical Impacts of Information and Communication Technology (ETHICOMP2008), Mantua (Italy), September 2008, ETHICOMP Series.
  124. S. Ferretti, A Synchronization Protocol For Supporting Peer-to-Peer Multiplayer Online Games in Overlay Networks, in Proceedings of the 2nd International Conference on Distributed Event-Based Systems (DEBS'08), ACM Press, Rome (Italy), July 2008.
  125. S. Ferretti, M. Roccetti F.G. Strozzi On Developing Tangible Interfaces for Video Streaming Control: a Real Case Study, in Proceedings of the 18th International Workshop on Network and Operating Systems Support for Digital Audio and Video (NOSSDAV 2008), ACM Press, Braunschweig (Germany), May 2008, 51-56.
  126. M. Roccetti, S. Ferretti C.E. Palazzi, The Brave New World of Multiplayer Online Games: Synchronization Issues with Smart Solutions, in Proceedings of the 11th IEEE International Symposium on Object/component/service-oriented Real-time distributed Computing (ISORC 2008), Orlando (USA), IEEE Computer Society, May 2008.
  127. S. Ferretti, S. Mirri, L.A. Muratori, M. Roccetti P. Salomoni, E-learning 2.0: you are We-LCoME!, in Proceedings of the 5th International Cross-Disciplinary Conference on Web Accessibility (W4A 2008) - 17th International World Wide Web Conference (WWW 2008), ACM Press, Beijing (China), April 2008.
  128. M. Roccetti, S. Ferretti, C.E. Palazzi, M. Furini P. Salomoni, Riding the Web Evolution: from Egoism to Altruism, in Proceedings of the IEEE Communications and Networking Conference (CCNC 2008), Las Vegas (USA), IEEE Communications Society, January 2008.
  129. E. Manca, F. Parmeggiani, C.E. Palazzi, S. Ferretti M. Roccetti, The Anatomy of an Inter-Vehicular Gaming Communication Subsystem with Experiments, in Proceedings of the GAMEON'2007 International Conference, Bologna (Italy), Eurosis, November 2007, **BEST PAPER AWARD**.
  130. S. Ferretti, S. Mirri, M. Roccetti P. Salomoni, Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System, in Proceedings of the IEEE International Workshop on Semantic Computing and Multimedia Systems (IEEE-SCMS'07) - IEEE International Conference on Semantic Computing (ICSC2007), IEEE Computer Society, Irvine (USA), September 2007.
  131. C.E. Palazzi, M. Roccetti, S. Ferretti, G. Pau M. Gerla, Online Games on Wheels: Fast Game Event Delivery in Vehicular Ad-hoc Networks, in Proceedings of the 3rd International Workshop on

- Vehicle-to-Vehicle Communications 2007 (V2VCOM 2007) - IEEE Intelligent Vehicles Symposium 2007, IEEE Computer Society, Istanbul (Turkey), June 2007.
132. P. Salomoni, S. Mirri, S. Ferretti M. Roccetti, e-Learning Galore! Providing Quality Educational Experiences Across a Universe of Individuals with Special Needs through Distributed Content Adaptation, in Proceedings of the 3rd International Conference on Distributed Frameworks for Multimedia Applications (DFMA'07), IEEE Computer Society, Paris (France), July 2007.
  133. P. Salomoni, S. Mirri, S. Ferretti M. Roccetti, Profiling Learners with Special Needs for Custom E-Learning Experiences, a Closed Case?, in Proceedings of the 4th International Cross-Disciplinary Conference on Web Accessibility (W4A 2007) - 16th International World Wide Web Conference (WWW 2007), ACM Press, Banff (Canada), May 2007.
  134. M. Roccetti, M. Gerla, C.E. Palazzi, S. Ferretti G. Pau, First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle, in Proceedings of the 1st IEEE International Workshop on Research Challenges in Next Generation Networks for First Responders and Critical Infrastructures (NetCri 07) - 26th IEEE International Performance Computing and Communications Conference (IPCCC 2007), New Orleans (USA), April 2007, 556-561.
  135. S. Ferretti, M. Roccetti A. Michetti, The Best of Both Worlds: Narrowing the Disconnect between the Web and a Responsive TV, in Proceedings of the IASTED European Conference on Internet and Multimedia Systems and Applications (EuroIMSA 2007), Chamonix (France), March 2007.
  136. S. Ferretti, M. Roccetti A. la Penna, Fast Synchronization of Mirrored Game Servers: Outcomes from a Testbed Evaluation, in Proceedings of the International Symposium on Intelligence Techniques in Computer Games and Simulations, Kusatsu Shiga, (Japan), March 2007.
  137. C.E. Palazzi, S. Ferretti, M. Roccetti, G. Pau M. Gerla, How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained, in Proceedings of the 4th IEEE Communications and Networking Conference (CCNC 2007), Las Vegas (USA), IEEE Communications Society, January 2007.
  138. S. Mirri, P. Salomoni S. Ferretti, Transcoding in Online Rich-media Edutainment: a Dynamic Approach based on Content/Context Awareness, in Proceedings of the 4th IEEE Communications and Networking Conference (CCNC 2007), Las Vegas (USA), IEEE Communications Society, January 2007.
  139. S. Ferretti M. Roccetti, MHP Meets The Web: Bringing Web Contents to Digital TV for Interactive Entertainment, in Proceedings of the IEEE International Symposium on Multimedia (ISM 2006), San Diego (USA), IEEE Computer Society, December 2006.
  140. S. Ferretti M. Roccetti, Game Time Modelling for Cheating Detection in P2P MOGs: a Case Study with a Fast Rate Cheat, in Proceedings of the 5th ACM SIGCOMM Workshop on Network System Support for Games 2006 (NETGAMES 2006), Singapore, ACM Press, October 2006.
  141. C.E. Palazzi, G. Pau, M. Roccetti, S. Ferretti M. Gerla, Wireless Home Entertainment Center: Reducing Last Hop Delays for Real-time Applications, in Proceedings of ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2006), Hollywood (USA), ACM Press, June 2006.
  142. S. Ferretti M. Roccetti, AC/DC: an Algorithm for Cheating Detection by Cheating, in Proceedings of the ACM International Workshop on Network and Operating Systems Support for Digital Audio and Video (NOSSDAV 2006), Newport, Rhode Island (USA), ACM Press, May 2006, 136-141.
  143. S. Ferretti, M. Roccetti J. Andrich, Living the TV Revolution: Unite MHP to the Web or Face IDTV Irrelevance!, in Proceedings of the 15th ACM International World Wide Web Conference (WWW 2006), Poster Track, Edinburgh (Scotland), W3C/ACM, May 2006.
  144. S. Ferretti, C.E. Palazzi, M. Roccetti, G. Pau M. Gerla, Buscar el Levante por el Poniente: In Search of Fairness Through Interactivity in Massively Multiplayer Online Games, in Proceedings of the IEEE Communications and Networking Conference (CCNC 2006), Las Vegas (USA), IEEE Communications Society, January 2006, 1183-1187.
  145. S. Ferretti, C.E. Palazzi, M. Roccetti, G. Pau M. Gerla, FILA, a Holistic Approach to Massive Online Gaming: Algorithm Comparison and Performance Analysis, in Proceedings of the 3rd ACM Annual International Conference in Computer Game Design and Technology (GDTW 2005), Liverpool (UK), ACM, November 2005, 68-76, **BEST PAPER AWARD**.
  146. S. Ferretti M. Roccetti, Fast Delivery of Game Events with an Optimistic Synchronization Mechanism in Massive Multiplayer Online Games, in Proceedings of ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005), Valencia (Spain), ACM, June 2005, 405-412.

147. S. Cacciaguerra, S. Ferretti, M. Rocchetti M. Roffilli, Car Racing through the Streets of the Web: a High-Speed 3D Game over a Fast Synchronization Service, in Proceedings of the 14th ACM International World Wide Web Conference (WWW 2005), Poster Track, Chiba (Japan), W3C/ACM, May 2005, 884-885.
148. C.E. Palazzi, S. Ferretti, S. Cacciaguerra M. Rocchetti, A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games: a Preliminary Study, in Proceedings of the 2nd ACM Annual International Workshop in Computer Game Design and Technology (GDTW 2004), Liverpool (UK), ACM, November 2004, 113-119.
149. C.E. Palazzi, S. Ferretti, S. Cacciaguerra M. Rocchetti, On Maintaining Interactivity in Event Delivery Synchronization for Mirrored Game Architectures, in Proceedings of the 1st IEEE International Workshop on Networking Issues in Multimedia Entertainment (NIME'04) - IEEE Global Telecommunications Conference Workshops (GLOBECOM 2004), Dallas (USA), IEEE Communications Society, November 2004, 157-165.
150. S. Ferretti, M. Rocchetti S. Cacciaguerra, On Distributing Interactive Storytelling: Issues of Event Synchronization and a Solution, in Proceedings of the 2nd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2004), LNCS 3105, Darmstadt (Ge), June 2004, 219-231.
151. S. Ferretti M. Rocchetti, Event Synchronization for Interactive Cyberdrama Generation on the Web: A Distributed Approach, in Proceedings of the 13th International World Wide Web Conference (WWW 2004), WWW2004 Poster Track, W3C/ACM, New York (USA), May 2004, 226-227.
152. S. Ferretti M. Rocchetti, The Design and Performance of a Receiver-Initiated Event Delivery Synchronization Service for Interactive Multiplayer Games, in Proceedings of the 4th International Conference on Intelligent Games and Simulation (Game-On 2003), (Q. Mehdi, N. Gough, S. Natkin Eds.), Eurosis, London (England), November 2003, 211-218.
153. S. Cacciaguerra, M. Rocchetti, V. Ghini S. Ferretti, On Using an Emulative Middleware to Model Wireless Networks: Simulation Results and Validation, in Proceedings of the European Simulation and Modelling Conference (ESMC'03), Naples (Italy), October 2003, 169-173.
154. S. Ferretti M. Rocchetti, On Designing an Event Delivery Service for Multiplayer Networked Games: An Approach Based on Obsolescence, in Proceedings of 7th International Conference on Internet and Multimedia Systems and Applications (IMSA 2003), August 13-15, 2003, Honolulu (USA).
155. S. Ferretti S. Cacciaguerra, A Design for Networked Multiplayer Games: an Architectural Proposal, in Proceedings of 8th Euromedia Conference (Euromedia 2003), April 14-16, 2003, Plymouth (England).
156. M. Rocchetti, P. Salomoni, V. Ghini, S. Ferretti, S. Cacciaguerra A. Sorcinelli, MoKa: a Wireless Internet Application for Delivering Mobile Karaoke on UMTS Devices, in Proceedings of IASTED International Conference on Communications, Internet and Information Technology (CIIT 2002), November 2002, St. Thomas, Virgin Islands (USA).

## ORGANIZZAZIONE, DIREZIONE E COORDINAMENTO DI CENTRI O GRUPPI DI RICERCA NAZIONALI E INTERNAZIONALI O PARTECIPAZIONE AGLI STESSI

*(per ciascuna voce inserire anno, ruolo, gruppo di ricerca, ecc.)*

2021 - Presente: MOBI, Mobility Open Blockchain Iniziative (global non profit alliance of many of the world's largest vehicle manufacturers and agencies), Los Angeles (USA), membro invitato, referente per l'Università di Urbino Carlo Bo

2020 - Presente: Scientific advisor della Law Food Safety Srl, spin-off Università di Bologna

2020 - Presente: Scientific committee, Legal Blockchain Lab, Università di Bologna

2020 - Presente: Scientific committee, Innovation Lab on Blockchain and New Technologies, Università di Bologna and KPMG Advisory S.p.A.

2015 - Presente: Direzione del Analysis and Network Simulation (AnaNSi) Research Group, Università di Bologna, Università di Urbino Carlo Bo

2004 - 2005: Eu CoreGRID Network of Excellence, membro designato dal CNAF-INFN (Istituto Nazionale di Fisica Nucleare)

2001 - 2004: Working Group 1 "Grid Workload Management", The EU DataGrid Project: main partners CERN (International, Switzerland/France), INFN (Italy), CNRS (France), PPARC (UK), NIKHEF (Netherlands), ESA/ESRIN (International/Italy); membro designato dal CNAF-INFN (Istituto Nazionale di Fisica Nucleare)

#### ATTIVITÀ QUALI LA DIREZIONE O LA PARTECIPAZIONE A COMITATI EDITORIALI DI RIVISTE SCIENTIFICHE

(per ciascuna voce inserire anno, ruolo, rivista scientifica, ecc.)

2020 - 2021: Guest Editor - Concurrency and Computation: Practice and Experience, J. Wiley Sons

2019 - Presente: Technical Committee - Computer Communications, Elsevier

2019 - Presente: Technical Committee - Online Social Networks and Media, Elsevier

2015 - 2020: Editorial Board - Simulation Modelling Practice and Theory, Elsevier

2019: Guest Editor - Computer Communications, Elsevier

2018: Guest Editor - Concurrency and Computation: Practice and Experience, J. Wiley Sons

2017: Editorial Board - Encyclopedia of Computer Graphics and Games, Springer

#### PREMI E RICONOSCIMENTI NAZIONALI E INTERNAZIONALI PER ATTIVITÀ DI RICERCA

(inserire premio, data, ente organizzatore, ecc.)

2020: **World's Top 2% Scientists List**: compare nella lista dei "top 2% of scientists of their main subfield discipline", pubblicata sulla rivista PLOS. In particolare, compare sia nella lista predisposta considerando l'intera carriera dei ricercatori, sia nella lista che considera l'attività svolta nell'anno 2019.

Ref: Ioannidis JPA, Boyack KW, Baas J (2020) Updated science-wide author databases of standardized citation indicators. PLoS Biol 18(10): e3000918. <https://doi.org/10.1371/journal.pbio.3000918>

2019: **Most Downloaded Article Wiley** (2018-2019): "On the Ethereum blockchain structure: A complex networks theory perspective", in Concurrency and Computation: Practice and Experience

2019: **Best Papers Award**: Articolo riconosciuto tra i best paper, sulla base dei ranking delle review: "LikeStarter: a Smart-contract based Social DAO for Crowdfunding", CryBlock 2019 co-located with IEEE InfoCom 2019, IEEE 2019

2017: **Most Downloaded Article ScienceDirect** (2017): "Multi-level simulation of Internet of Things on smart territories", in Simulation Modelling Practice and Theory

2016: **Best Papers Award**: Articolo riconosciuto tra i best paper, selezionato per la pubblicazione nella rivista internazionale Concurrency and Computation: Practice and Experience, John Wiley Sons Ltd: "Simulation of the Internet of Things", 2016 International Conference on High Performance Computing and Simulation (HPCS 2016) IEEE, July 2016

2011: **Best Paper Award**: "Dynamic Scalability for Next Generation Gaming Infrastructures", Int. Work. on Distributed Simulation Online gaming (DISIO 2011)

2009: **Best Paper Award**: "A Web 2.0, Location-based Architecture For A Seamless Discovery Of Points of Interests" Int. Conf. on Telecommunications (AICT 2009), IEEE

2007: **Best Paper Award:** "The Anatomy of an InterVehicular Gaming Communication Subsystem with Experiments" GAMEON 2007 Int. Conf. 2007

2007: **Best Student Paper Award Finalist:** "How Do You Quickly Choreograph Inter-Vehicular Communications? A Fast Vehicle-to-Vehicle Multi-Hop Broadcast Algorithm, Explained" IEEE Comm. and Netw. Conf. (CCNC 2007)

2005: **Best Paper Award:** "FILA, a Holistic Approach to Massive Online Gaming: Algorithm Comparison and Performance Analysis", ACM Int. Conf. in Computer Game Design and Technology, ACM 2005

2004: **Best Papers Award:** Articolo riconosciuto tra i best paper, selezionato per la pubblicazione di una versione estesa in una rivista internazionale del settore: "A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games: a Preliminary Study", ACM Annual International Workshop in Computer Game Design and Technology (GDTW 2004), Liverpool (UK), ACM 2004

## PARTECIPAZIONE IN QUALITÀ DI RELATORE A CONGRESSI E CONVEGNI DI INTERESSE INTERNAZIONALE (inserire titolo congresso/convegno, data, ecc.)

### International Conference Chair

2019 - 2020: TPC Chair, International Congress on Blockchain and Applications, Springer  
2018 - 2020: Chair, Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock), within ACM MobiSys (2018), IEEE InfoCom (2019), IEEE MobiCom (2020)  
2013: TPC Chair, Workshop on Simplifying Complex Networks for Practitioners (SIMPLEX), ACM World Wide Web (WWW) Conference  
2010 - 2012: Chair, Workshop on Distributed Simulation: Online gaming (DISIO), ICST Conference on Simulation Tools and Techniques  
2007: Local Chair, EuroSis European Conference on Simulation and AI in Computer Games (GameOn)

### Session Chair

2020: IEEE Consumer Communications: Networking Conference (CCNC)  
2020: International Conference on Mobile Computing and Networking (MobiCom)  
2019: IEEE International Conference on Computer Communications (InfoCom)  
2018: ACM International Conference on Mobile Systems, Applications, and Services (MobiSys)  
2012: IEEE International Conference on Information Systems, Technology and Management (ICISTM)  
2012: ICST Conference on Simulation Tools and Techniques  
2011: ICST Conference on Simulation Tools and Techniques  
2010: IEEE International Conference on Cloud Computing (Cloud)  
2010: IEEE/IFIP Wireless Days 2010  
2009: IEEE Consumer Communications: Networking Conference (CCNC)  
2007: IEEE Consumer Communications: Networking Conference (CCNC)  
2007: EuroSis European Conference on Simulation and AI in Computer Games (GameOn)  
2006: IEEE International Symposium on Multimedia (ISM 2006)  
2012: ACM World Wide Web Conference  
2005: ACM International Conference on Game Design and Technology

### Relatore, Panelist, Keynote Speaker

Di seguito viene riportata la lista di presentazioni di articoli scientifici e relazioni su invito a conferenze internazionali, rilevanti nel settore scientifico-disciplinare di informatica INF-01. La lista non riporta presentazioni a convegni nazionali o di natura divulgativa.

1. Ottobre 2021: partecipa al **INVITED PANEL** "Musicians learning machine learning, a friendly introduction to AI", al International AI and Music Festival, Sònar, Universitat Politècnica de

- Catalunya (UPC), betevé, European Commission, S+T+ARTS initiative, Centre de Cultura Contemporània de Barcelona (CCCB), Barcelona
2. October 2020: partecipa al **INVITED PANEL** on "Research advances and state of the art in blockchain", ACM MobiHoc BlockNet Workshop
  3. Gennaio 2020: presenta il lavoro "A Distributed Ledger Based Infrastructure for Smart Transportation System and Social Good", alla IEEE 17th Annual Consumer Communications Networking Conference (CCNC 2020), IEEE, Las Vegas (USA).
  4. Gennaio 2020: presenta il lavoro "Fast Session Resumption in DTLS for Mobile Communications", alla IEEE 17th Annual Consumer Communications Networking Conference (CCNC 2020), IEEE, Las Vegas (USA).
  5. Aprile 2019: presenta il lavoro "LikeStarter: a Smart-contract based Social DAO for Crowdfunding", al 2nd Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2019), co-located with IEEE InfoCom 2019, IEEE, Paris, France.
  6. Ottobre 2018: presenta il lavoro "Anonymity and Confidentiality in Secure Distributed Simulation", al 22nd IEEE/ACM International Symposium on Distributed Simulation and Real Time Applications (IEEE/ACM DS-RT 2018), Madrid (Spain), IEEE.
  7. Giugno 2018: presenta il lavoro "A Blockchain-based Flight Data Recorder for Cloud Accountability" al 1st Workshop on Cryptocurrencies and Blockchains for Distributed Systems (CryBlock 2018), co-located with ACM MobiSys 2018, ACM, Munich (Germany).
  8. Novembre 2017: **KEYNOTE SPEECH** "Can we develop it?", 'Yes'. 'Does it scale?', 'Not sure ...': On the modeling, simulation and development of scalable services for social goods" alla 3rd EAI International Conference on Smart Objects and Technologies for Social Good, Pisa (Italy).
  9. Luglio 2017: **INVITED TUTORIAL** "Modeling the Internet of Things: A Simulation Perspective", alla International Conference on High Performance Computing Simulation (HPCS 2017), Genova (Italy), IEEE.
  10. Luglio 2016: **INVITED TUTORIAL** "Simulation of the Internet of Things" alla International Conference on High Performance Computing and Simulation (HPCS 2016), Innsbruck (Austria), IEEE.
  11. Luglio 2016: presenta il lavoro "Guitar Solos as Networks", alla IEEE International Conference on Multimedia and Expo (ICME 2016), IEEE, Seattle, (USA).
  12. Giugno 2016: presenta il lavoro "Smart Multihoming in Smart Shires: Mobility and Communication Management for Smart Services in Countrysides" al IEEE Symposium on Computers and Communication (ISCC 2016), Messina (Italy), IEEE.
  13. Giugno 2016: presenta il lavoro "Smart Shires: The Revenge of Countrysides" al IEEE Symposium on Computers and Communication (ISCC 2016), Messina (Italy), IEEE.
  14. Luglio 2014: presenta il lavoro "Exploiting Reinforcement Learning to Profile Users and Personalize Web Pages" al International Workshop on User Centered Design and Adaptive Systems (UCDAS 2014) - 38th Annual International Computers, Software Applications Conference (COMPSAC 2014), IEEE, Vasteras (Sweden).
  15. Giugno 2014: presenta il lavoro "On the Topology Maintenance of Dynamic P2P Overlays through Self-Healing Local Interactions" alla IFIP Networking 2014 Conference, IEEE, Trondheim, (Norway).
  16. Marzo 2014: presenta il lavoro "Searching in Unstructured Overlays Using Local Knowledge and Gossip", al 5th International Workshop on Complex Networks (CompleNet 2014) - Studies in Computational Intelligence Series, Springer-Verlag, Bologna (Italy).
  17. Maggio 2013: presenta il lavoro "Resilience of Dynamic Overlays through Local Interactions", al 5th International Workshop on Simplifying Complex Networks for Practitioners (SIMPLEX 2013) - World Wide Web Conference (WWW 2013), ACM, Rio de Janeiro (Brazil).
  18. Novembre 2012: presenta il lavoro "Walking with the Oracle: Efficient Use of Mobile Networks through Location-Awareness" alla IFIP/IEEE Wireless Days 2012 Conference, IEEE Communication Society, Dublin (Ireland), IEEE.
  19. Settembre 2012: presenta il lavoro "Modeling the Always Best Packet Switching Mechanism" alla 6th International Conference on Next Generation Mobile Applications, Services and Technologies (NGMAST2012), Paris (France), IEEE CPS.
  20. Aprile 2012: presenta il lavoro "Publish-Subscribe Systems via Gossip: a Study based on Complex Networks" al 4th International Workshop on Simplifying Complex Networks for Practitioners (SIMPLEX 2012) - World Wide Web Conference (WWW 2012), ACM, Lyon (France).
  21. Marzo 2012: presenta il lavoro "Mitigation of Random Query String DoS via Gossip" alla 6th International Conference on Information Systems, Technology and Management (ICISTM-2012), Grenoble, France, Springer Series in Communications in Computer and Information Science (CCIS).

22. Marzo 2012: presenta il lavoro "Scale-Free Opportunistic Networks: is it Possible?" al 8th International Workshop on Mobile Peer-to-Peer Computing - IEEE International Conference on Pervasive Computing and Communications (PERCOM 2012), Lugano, Switzerland, IEEE.
23. Marzo 2012: presenta il lavoro "“Always Best Packet Switching” for SIP Services” al 8th International PerCom Workshop on Pervasive Wireless Networking - IEEE International Conference on Pervasive Computing and Communications (PERCOM 2012), Lugano, Switzerland, IEEE.
24. Marzo 2012: presenta il lavoro "Time Warp on the Go" al International Workshop on Distributed Simulation Online gaming (DISIO 2012) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2012), Desenzano (Italy), ICST.
25. Marzo 2012: presenta il lavoro "Mobile Online Gaming via Resource Sharing" al International Workshop on Distributed Simulation Online gaming (DISIO 2012) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2012), Desenzano (Italy), ICST.
26. Marzo 2011: presenta il lavoro "Dynamic Scalability for Next Generation Gaming Infrastructures" al International Workshop on Distributed Simulation Online gaming (DISIO 2011) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2011), Barcelona (Spain), ICST.
27. Marzo 2011: presenta il lavoro "Adaptive Event Dissemination for Peer-to-Peer Multiplayer Online Games" al International Workshop on Distributed Simulation Online gaming (DISIO 2011) - ICST Conference on Simulation Tools and Techniques (SIMUTools 2011), Barcelona (Spain), ICST.
28. Novembre 2010: presenta il lavoro "A General Framework to Analyze the Fault-Tolerance of Unstructured P2P Systems" alla UKSim 4th European Modelling Symposium on Computer Modelling and Simulation Conference (EMS 2010), Pisa (Italy), IEEE.
29. Ottobre 2010: presenta il lavoro "A Strategy for Best Access Point Selection" alla 3rd IEEE/IFIP Wireless Days 2010 Conference, Venice (Italy), IEEE.
30. Agosto 2010: presenta il lavoro "Modeling Faulty, Unstructured P2P Overlays" alla 19th International Conference on Computer Communications and Networks (ICCCN 2010), Zurich (Switzerland), IEEE.
31. Luglio 2010: presenta il lavoro "Seamless Support of Multimedia Distributed Applications Through a Cloud" alla 3rd International Conference on Cloud Computing (IEEE Cloud 2010), Miami (USA), IEEE.
32. Luglio 2010: presenta il lavoro "QoS-aware Clouds", alla 3rd International Conference on Cloud Computing (IEEE Cloud 2010), Miami (USA), IEEE.
33. Febbraio 2010: presenta il lavoro "On the Degree Distribution of Opportunistic Networks" al 2nd International Workshop on Mobile Opportunistic Networking, ACM/SIGMOBILE MobiOpp 2010, Pisa (Italy), ACM Press.
34. Maggio 2009: presenta il lavoro "A Web 2.0, Location-based Architecture For A Seamless Discovery Of Points of Interests" alla 5th Advanced International Conference on Telecommunications (AICT 2009), Venice (Italy), IEEE Communications Society. **BEST PAPER AWARD**
35. Marzo 2009: presenta il lavoro "Simulation of Scale-Free Networks" alla 2nd International Conference on Simulation Tools and Techniques (SIMUTools 2009), Rome (Italy), ICST/ACM.
36. Gennaio 2009: presenta il lavoro "A Statistical Approach to Cheating Countermeasure in P2P MOGs" alla 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society.
37. Gennaio 2009: presenta il lavoro "On SPAWC: Discussion on a Musical Signal Parser and Well-Formed Composer" alla 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society.
38. Gennaio 2009: presenta il lavoro "At the Crossroads of Web and Interactive Multimedia: an Approach to Merge the Two Realms" alla 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society.
39. Gennaio 2009: presenta il lavoro "Fast Multi-hop Broadcast over Vehicular Networks: A Real Testbed Evaluation" alla 6th IEEE Communications and Networking Conference (CCNC 2009), Las Vegas (USA), IEEE Communications Society.
40. Settembre 2008: presenta il lavoro "e-goisms: What Would the Web be Without the Others?" alla 10th ETHICOMP International Conference on the Social and Ethical Impacts of Information and Communication Technology (ETHICOMP2008), Mantua (Italy), September 2008, ETHICOMP Series.
41. Giugno 2008: presenta il lavoro "A Synchronization Protocol For Supporting Peer-to-Peer Multiplayer Online Games in Overlay Networks" alla 2nd International Conference on Distributed Event-Based Systems (DEBS'08), ACM Press, Rome (Italy).



42. Maggio 2008: presenta il lavoro "On Developing Tangible Interfaces for Video Streaming Control: a Real Case Study" al 18th International Workshop on Network and Operating Systems Support for Digital Audio and Video (NOSSDAV 2008), ACM Press, Braunschweig (Germany).
43. Maggio 2008: presenta il lavoro "The Brave New World of Multiplayer Online Games: Synchronization Issues with Smart Solutions" al 11th IEEE International Symposium on Object/component/service-oriented Real-time distributed Computing (ISORC 2008), Orlando (USA), IEEE Computer Society.
44. Gennaio 2008: presenta il lavoro "Riding the Web Evolution: from Egoism to Altruism" alla IEEE Communications and Networking Conference (CCNC 2008), Las Vegas (USA), IEEE Communications Society.
45. Novembre 2007: presenta il lavoro "The Anatomy of an Inter-Vehicular Gaming Communication Subsystem with Experiments" alla GAMEON'2007 International Conference, Bologna (Italy), Eurosis, **BEST PAPER AWARD**.
46. Settembre 2007: presenta il lavoro "Notes for a Collaboration: On the Design of a Wiki-type Educational Video Lecture Annotation System" al IEEE International Workshop on Semantic Computing and Multimedia Systems (IEEE-SCMS'07) - IEEE International Conference on Semantic Computing (ICSC2007), IEEE Computer Society, Irvine (USA).
47. Aprile 2007: presenta il lavoro "First Responders' Crystal Ball: How to Scry the Emergency from a Remote Vehicle" al 1st IEEE International Workshop on Research Challenges in Next Generation Networks for First Responders and Critical Infrastructures (NetCri 07) - 26th IEEE International Performance Computing and Communications Conference (IPCCC 2007), New Orleans (USA), April 2007.
48. Marzo 2007: presenta il lavoro "The Best of Both Worlds: Narrowing the Disconnect between the Web and a Responsive TV" alla IASTED European Conference on Internet and Multimedia Systems and Applications (EuroIMSA 2007), Chamonix (France).
49. Marzo 2007: presenta il lavoro "Fast Synchronization of Mirrored Game Servers: Outcomes from a Testbed Evaluation" all'International Symposium on Intelligence Techniques in Computer Games and Simulations, Kusatsu Shiga, (Japan).
50. Dicembre 2006: presenta il lavoro "MHP Meets The Web: Bringing Web Contents to Digital TV for Interactive Entertainment" all'IEEE International Symposium on Multimedia (ISM 2006), San Diego (USA), IEEE Computer Society.
51. Ottobre 2006: presenta il lavoro "Game Time Modelling for Cheating Detection in P2P MOGs: a Case Study with a Fast Rate Cheat" al 5th ACM SIGCOMM Workshop on Network System Support for Games 2006 (NETGAMES 2006), Singapore, ACM Press.
52. Giugno 2006: presenta il lavoro "Wireless Home Entertainment Center: Reducing Last Hop Delays for Real-time Applications" alla ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2006), Hollywood (USA), ACM Press.
53. Maggio 2006: presenta il lavoro "Living the TV Revolution: Unite MHP to the Web or Face IDTV Irrelevance!" alla 15th ACM International World Wide Web Conference (WWW 2006), Poster Track, Edinburgh (Scotland), W3C/ACM.
54. Maggio 2006: presenta il lavoro "AC/DC: an Algorithm for Cheating Detection by Cheating" al ACM International Workshop on Network and Operating Systems Support for Digital Audio and Video (NOSSDAV 2006), Newport, Rhode Island (USA), ACM Press.
55. Novembre 2005: presenta il lavoro "FILA, a Holistic Approach to Massive Online Gaming: Algorithm Comparison and Performance Analysis" alla 3rd ACM Annual International Conference in Computer Game Design and Technology (GDTW 2005), Liverpool (UK), ACM, **BEST PAPER AWARD**.
56. Giugno 2005: presenta il lavoro "Fast Delivery of Game Events with an Optimistic Synchronization Mechanism in Massive Multiplayer Online Games" alla ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (ACE 2005), Valencia (Spain), ACM.
57. Novembre 2004: presenta il lavoro "A RIO-like Technique for Interactivity Loss Avoidance in Fast-Paced Multiplayer Online Games: a Preliminary Study" al 2nd ACM Annual International Workshop in Computer Game Design and Technology (GDTW 2004), Liverpool (UK), ACM, **SELEZIONATO TRA I BEST PAPERS**.
58. Giugno 2004: presenta il lavoro "On Distributing Interactive Storytelling: Issues of Event Synchronization and a Solution" alla 2nd International Conference on Technologies for Interactive Digital Storytelling and Entertainment (TIDSE 2004), LNCS 3105, Darmstadt (Ge).
59. Novembre 2003: "The Design and Performance of a Receiver-Initiated Event Delivery Synchronization Service for Interactive Multiplayer Games" alla 4th International Conference on Intelligent Games and Simulation (Game-On 2003), Eurosis, London (England).

60. Aprile 2003: presenta il lavoro “A Design for Networked Multiplayer Games: an Architectural Proposal” alla 8th Euromedia Conference (Euromedia 2003), Plymouth (England).

#### **Technical Program Committee**

2011: ACC, International Conference on Advances in Computing and Communications  
2016 - 2018: ADS, International Workshop on Accessible Devices and Services  
2020: AIChain, IEEE International Workshop on Advances in Artificial Intelligence for Blockchain  
2020: BES, International Workshop on Blockchain and Enterprise Systems  
2010 - 2015: BioAdcom, ICST International Workshop on Bio-inspired Approaches to Advanced Computing and Communications  
2011: Bionetics, International ICST Conference on Bio-Inspired Models of Network, Information, and Computing Systems  
2019 - 2020: Blockchain, IEEE International Conference on Blockchain  
2019 - 2020: Blockchain Congress, International Congress on Blockchain and Applications  
2020 - 2021: BlockSys, International Workshop on Blockchain-enabled Networked Sensor Systems  
2004 - 2022: CCNC, IEEE Communications and Networking Conference  
2015: CoCoNet, International Conference on Computing and Network Communications  
2011 - 2015: CLOSER, International Conference on Cloud Computing and Services Science  
2013: CT, IADIS International Conference on Collaborative Technologies  
2016: DENVECT, IEEE International Workshop on Digital Entertainment, Networked Virtual Environments, and Creative Technology  
2008: DIMS, IASTED Distributed and Intelligent Multimedia Systems  
2019 - 2020: DLT, Distributed Ledger Technology Workshop - ITA-SEC Conference  
2015: DSVCC, IEEE Workshop on Delay-Sensitive Video Computing in the Cloud  
2015 - 2020: EuCNC, European Conference on Networks and Communications  
2007 - 2009: EuroIMSA, IASTED International Conference on Internet and Multimedia Systems and Applications  
2020: ESWC, European Semantic Web Conference  
2007: GameOn, The European Simulation and AI in Games Conference  
2008 - 2011: GameOn-NA, The North American Simulation and AI in Games Conference  
2005 - 2006: GDTW, Annual International Conference in Computer Game Design and Technology  
2013 - 2016: GET, Game and Entertainment Technologies Conference  
2015: GlobalSIP, IEEE Global Conference on Signal Processing in Mobile Multimedia Communication Systems  
2009 - 2021: Globecom, IEEE Globecom 2009 Communications Software and Services Symposium  
2021: GoodIT, ACM International Conference on Information Technology for Social Good  
2018 - 2020: GoodTechs, EAI International Conference on Smart Objects and Technologies for Social Good  
2011: GridPeer, Workshop on Grid and P2P Systems and Applications  
2008 - 2022: ICC, IEEE International Conference on Communication  
2013 - 2018: ICACCI, International Conference on Advances in Computing, Communications and Informatics  
2019 - 2021: ICCCN International Conference on Computer Communications and Networks  
2011 - 2012: ICCCT International Conference on Computer Convergence Technology  
2015: ICCME International Conference on Computing in Mechanical Engineering  
2012 - 2019: ICCVE International Conference on Connected Vehicles \& Expo  
2014: IC3I International Conference on Contemporary Computing and Informatics  
2010 - 2014: ICME, IEEE International Conference on Multimedia \& Expo  
2009 - 2010: ICSC, IEEE International Conference on Semantic Computing  
2021: ICTS4eHealth, IEEE Conference on ICT Solutions for eHealth  
2006: ICTTA, IEEE International Conference on Information \& Communication Technologies: From Theory To Application  
2009: ICUMT, International Conference on Ultra Modern Telecommunications  
2009 - 2021: IEEE/IFIP Wireless Days Conference  
2009: IDSCD, International Workshop on Interactive Digital Storytelling for Competence Development  
2020: IJCAI, International Joint Conference on Artificial Intelligence  
2010: AfricalMSA, IASTED African Conference on Internet and Multimedia Systems and Applications  
2008 - 2011: IMSA, IASTED International Conference on Internet and Multimedia Systems and Applications

2020: ISCC, IEEE Symposium on Computers and Communications (ISCC)  
 2012: ISIEA, IEEE Symposium on Industrial Electronics and Applications  
 2006 - 2020: ISM, IEEE International Symposium on Multimedia  
 2010 - 2015: MCCSIS, IADIS International Conference Collaborative Technologies  
 2017: MMSys, ACM Multimedia Systems Conference  
 2012 - 2019: MMVE, ACM Workshop on Massively Multiuser Virtual Environments  
 2007: MoVeNet, IEEE International Workshop on Mobile Vehicular Networks - IEEE International Conference on Mobile Ad-hoc and Sensor Systems  
 2013: MP2P, International Workshop on Mobile Peer-to-Peer Computing  
 2008 - 2010: MUE, International Conference on Multimedia and Ubiquitous Engineering  
 2010 - 2017: NetGames, ACM Annual Workshop on Network and Systems Support for Games  
 2006 - 2018: NIME, IEEE International Workshop on Networking Issues in Multimedia Entertainment  
 2010: P2P CDVE, International Workshop on P2P Collaborative Distributed Virtual Environments, OnTheMove Conference  
 2010: P2P DVE, International Workshop on P2P Distributed Virtual Environments  
 2011: P2P-RDM, IEEE International Workshop on Resource Discovery Mechanisms for P2P Systems  
 2013 - 2016: PDCN, IASTED International Conference on Parallel and Distributed Computing and Networks  
 2019 - 2020: SMS, International Workshop on Social Media Sensing - IEEE International Conference on Computer Communications and Networks, IEEE ICCCN  
 2015: SMVH, IEEE Symposium on Multimedia, Visualization and Human Computer Interaction  
 2015: SPICES, IEEE International Conference on Signal Processing, Informatics, Communication and Energy Systems  
 2010: UCMA, International Conference on Ubiquitous Computing and Multimedia Applications  
 2008 - 2010: UNEST, International Conference on u- and e- Service, Science and Technology  
 2020: VTC, IEEE Vehicular Technology Conference  
 2008: WCC, IFIP World Computer Congress  
 2019-22: WCNC, IEEE Wireless Communications and Networking Conference

## **ATTIVITÀ GESTIONALI, ORGANIZZATIVE E DI SERVIZIO**

**INCARICHI DI GESTIONE E AD IMPEGNI ASSUNTI IN ORGANI COLLEGIALI E COMMISSIONI, PRESSO RILEVANTI ENTI PUBBLICI E PRIVATI E ORGANIZZAZIONI SCIENTIFICHE E CULTURALI, OVVERO PRESSO L'ATENEO O ALTRI ATENEI**

*(inserire incarico/impegno, ente, data, ecc.)*

### **Membro di Concorsi Nazionali ed Internazionali**

2020: Università di Urbino, presidente commissione di valutazione di concorso per la copertura di un posto da tecnico al portale Web

2020: Università di Urbino, membro commissione di valutazione di concorso per la copertura di un posto da tecnico presso il CISDEL su tematiche eLearning

2020: Università di Urbino, membro commissione di valutazione di concorso per la copertura di un posto da tecnico presso il CISDEL su tematiche eLearning

2019: Newcastle University, UK - External member for candidate promotion to Reader role

2018: Università di Pisa, Membro della commissione giudicatrice di concorso per un posto da RTD-B

2010: Università di Bologna, componente della commissione per il test di ammissione al Corso di Laurea in Biotecnologie

2007: Università di Bologna, componente della commissione giudicatrice di selezione pubblica per il conferimento di 4 incarichi di collaborazione coordinata e continuativa per attività di progetto  
2006: Università di Bologna, componente della commissione giudicatrice di selezione pubblica per il conferimento di incarichi di collaborazione coordinata e continuativa per attività di progetto

### **Collegio Docenti di Dottorato (Nazionali e Internazionali)**

2021 - Presente: Professore e membro del collegio docenti per il PhD program in Artificial Intelligence, Universidad Politécnica de Madrid (Spain)

2018 - 2020: Professore e membro del collegio docenti per il PhD program in Computer Science and Engineering, Università di Bologna

2019 - Presente: Academic supervisor, Last-JD-RloE (Law, Science and Technology, Rights of Internet of Everything) MSCA ITN (Marie Skłodowska-Curie actions European Joint Doctorates) Horizon 2020 PhD Program. Università di Bologna, Università di Torino, University of Luxembourg, Universitat Autònoma de Barcelona, Universidad Politécnica de Madrid, Mykolas Romeris University, Centre for IT and IP Law of KU Leuven, Leibniz Universität Hannover, Universität Wien

2019: Newcastle University, UK - External Faculty Board PhD Program

2011: University of Wollongong, Australia - External Faculty Board PhD Program

### **Commissioni e Attività di Servizio**

2005 - Presente: Membro di numerose commissioni per assegni di ricerca e borse di studio, presso le Università di Bologna e Urbino

2021 - Presente: Coordinatore Commissione Paritetica Docenti-Studenti dei Corsi di Laurea di Informatica Applicata, Università di Urbino

2021 - Presente: Commissione Didattica dei Corsi di Laurea di Informatica Applicata, Università di Urbino

2021 - Presente: Commissione AQ per la Scuola di Scienze, Tecnologie e Filosofia dell'informazione, Università di Urbino

2015 - 2021: Commissione Riconoscimento Crediti, per il Corso di Laurea in Informatica per il Management, Università di Bologna

2014 - 2021: Commissione inter-Dipartimentale Biblioteche, Università di Bologna

2007 - 2021: Commissione Biblioteche per il Dipartimento di Informatica - Scienza e Ingegneria (già Dipartimento di Scienze dell'Informazione), Università di Bologna

2011 - 2021: Responsabile per il Dipartimento di Informatica - Scienza e Ingegneria, Università di Bologna, per l'iniziativa dell'European Institute of Innovation and Technology (EIT) ICT Labs, area tematica "Future Media and Content Delivery"

2010 - 2021: Commissione Orari per i Corsi di Laurea in Informatica (triennale e magistrale), Informatica per il Management (triennale), Università di Bologna

2010 - 2011: Commissione Orientamento per i Corsi di Laurea in Informatica per il Management (triennale) e Scienze di Internet (magistrale), Università di Bologna

### **Progetti di Ricerca e Ricerca Commissionata**

#### **Principal Investigator**

2021 - 2022: Progetto "BIT4FOOD: Blockchain and Internet of Things for Food Safety", 60K€, Bando competitivo su "Promozione della Salute e della Sicurezza Alimentare", Università di Urbino "Carlo Bo"

2021: Project "VAT in the digital Age", Eu Project, Project partners: Economisti Associati (leader), Oxford Research, CASE, Wavestone, Hédeos and Mazars, Università di Urbino "Carlo Bo"

2021: "Modeling and Development of Distributed and Decentralized Systems", 12K€, Università di Urbino "Carlo Bo"

2021: "Deployment of IoT data over DLTs", ricerca commissionata da Townet SRL, Università di Urbino "Carlo Bo"

#### **Partecipazione Progetti Internazionali**

2019 - 2022: LAST-JD-RloE (Law, Science and Technology, Rights of Internet of Everything) MSCA ITN, Horizon 2020 EU

2016 - 2018: EU Horizon 2020 MIREL Mining and Reasoning with Legal Texts

2005 - 2009: FIRB Project: DAMASCO: Data Acquisition and MAnagement in a Sensing and COmmunication environment

2006 - 2007: Internationalization Project: Opportunistic Networking Technologies for Public Safety Applications

2004 - 2005: Eu CoreGRID Network of Excellence

2001 - 2004: The EU DataGrid Project

#### **Partecipazione Progetti Nazionali**

2018 - 2020: Studio di fattibilità di soluzioni basata su blockchain nel campo agro-alimentare, 20K€, KPMG, CIRFOOD

2018 - 2020: Progetto RER "I4S: Industria 4.0 Sicura", POR-FESR Emilia Romagna, Centro Interdipartimentale di Ricerca Industriale (CIRI) ICT - Università di Bologna, Università di Modena e Reggio Emilia, T3 Lab, Romagna Tech S.C.P.A., Mechlav Lab

2016 - 2017: Progetto RER "IGMI ECO-T - Nuovo transfer sostenibile ad elevata produttività e competitività", 50K€, BUCCI AUTOMATIONS

2016 - 2017: Progetto RER "Tecnologia Integrata per la Mobilità Elettrica (TIME)", \ita{"Bando per progetti di ricerca industriale strategica rivolti agli ambiti prioritari della Strategia di Specializzazione Intelligente", Centro Interdipartimentale di Ricerca Industriale (CIRI) ICT, Università di Bologna

2014 - 2015: Progetto RER "Sviluppo di un prototipo di interfaccia software della nuova linea di taglio per tessuto aperto, a integrazione Project della nuova linea di taglio per tessuto aperto", 28K€, BIERREBI ITALIA

2013 - 2014: Progetto RER "Integrazione del Project della nuova linea di taglio automatica in continuo con alimentazione e scarico prodotto automatiche per tessuto aperto", 35K€, BIERREBI ITALIA

2011 - 2013: PRIN "STEM-Net: dispositivi "staminali" per reti wireless auto-organizzanti"

2005 - 2007: PRIN "MoMa: a middleware approach to MObile Multimodal web services"

2005 - 2007: Progetto RER "SWIMM: Servizi Web Interattivi e Multimodali per la Mobilità"

**Revisore Progetti**

2021: Università di Ca' Foscari Venezia - \eng{Reviewer for the\ita{Revisore per proposte progettuali legate al bando SPIN (Supporting Principal Investigators)

2018: Università di Verona - Referee for project proposals

2011: Qatar National Research Fund - Reviewer of project proposals

2009: Microsoft Research PhD Scholarship Programme - International award reviewer

2007: Austrian Science Fund FWF - Reviewer of project proposals

Data

18/10/2021

Luogo

Urbino