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Codice concorso **3979**

Curriculum vitæ et studiorum

<i>Name</i>	Renato Mainetti
<i>Date of birth</i>	10/08/1982
<i>Citizenship</i>	Italian
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Position and Education

RECORD OF EMPLOYMENT

01/02/2019 – present

Research Fellow (Assegnista di Ricerca) at the Department of Computer Science, Università degli Studi di Milano working on the **H2020 - "Movecare Project"**.

01/02/2016 – 31/01/2019

Research Fellow (Assegnista di Ricerca) at the Department of Oncology and Emato-Oncology, Università degli Studi di Milano working on the **international project - "Mind the Risk Project"**.

01/02/2013 – 31/01/2016

Research Fellow (Assegnista di Ricerca) at the Department of Computer Science, Università degli Studi di Milano working on the **FP7 - "Rewire Project"**.

(The description of these three projects and my responsibilities are explained in the following section "[Professional Activities: National and International Research Projects](#)").

01/12/2008 – 30/09/2009

Freelancer software developer: development of video surveillance applications (LV Division - Department FSP-DMS Platform) at **SIEMENS**, Via Vipiteno 4, 20128 Milano (Italia).

01/01/2008 – 31/12/2009

Freelancer software analyst and developer: development and management of webServices. System administration and integration of an automatic emergency call system for winter vehicles with the open source software Asterisk (VOIP) and the TTS Loquendo library. AutovieVenete and AutoBrennero.

1/03/2007 – 31/12/2007

Research collaboration at AIS-Lab, Università degli Studi di Milano: video real-time analysis, design and implementation of video installations. Interactive video games prototyping.

10/03/2005 – present

IT consultant: development, management and maintenance of hardware/software computers network. SCO-Unix Openserver 5.0.5, CentOS systems administration. Development of an automatic back-up and recovery procedure based on virtual machines to ensure maximum work continuity. Studio Milani Maria Rosa, Via Risorgimento 32, 23826 Mandello del Lario (Italia).

EDUCATION

- **Ph.D. in Computer Science**, Università degli Studi di Milano. February 2019
Title: *Serious Games to cope with the genetic test revolution*
Advisor: Prof. N.A. Borghese
Reviewer: Prof. E. Surer, Prof. E. Bertozzi, Prof. F. Zambetta
- **M.Sc. in Computer Science**, Università degli Studi di Milano. December 2012. Grade: 105/110.
(Thesis title: *Analisi e sviluppo di un sistema di riabilitazione domiciliare low-cost*, Advisor Prof. N.A. Borghese)
- **B.Sc. in Digital Communication applied to VideoGames**, Università degli Studi di Milano. April 2006. Grade: 102/110.
(Thesis title: *Analisi real-time di streaming video finalizzata all'interazione con oggetti virtuali*, Advisor Prof. N.A. Borghese)
- **High school diploma** - Perito industriale Capotecnico - Specialization: Electronics and Automation - Istituto Tecnico Industriale Statale "S. Ten. Vasc. A. Badoni", Lecco. 2001. Grade: 70/100.

VISITING EXPERIENCES

- **Visiting the VisionLab laboratory (Prof. Stefano Soatto) University of California Los Angeles - UCLA:** taking part to the meeting group laboratory activities and development of prototypes of serious games, based on real-time video analysis, for physical and cognitive rehabilitation. (15/08/2007 – 30/09/2007).

SCHOLARSHIPS

- **Grant from Regione Lombardia:** "Progetto Ingenio": design, development, prototyping and refinement of a video game for physical/motor rehabilitation usable at the patient's home. Based on a real-time video-interaction process applied in the field of physical/cognitive rehabilitation. (01/01/2005 – 31/12/2005)

WINTER/SUMMER SCHOOLS

- Summer school **MLCC (machine learning crash course)** (26-30 June 2017)
- Winter school: **IEEE Winter school IoT** (14-16 December 2015)

Awards

- AW.1. **Best Game Award** “Dub’em Up” *Global Game Jam* (Politecnico di Milano), 2014
- AW.2. **Best Game Award** “Kambio Shiamano” *Global Game Jam* (Politecnico di Milano), 2016
- AW.3. **Grant from Merck** “at home Rehabilitation for balancing in people affected by Multiple Sclerosis: pilot study with an ICT platform, personalized exergames, real-time monitoring and remote supervision” (*the platform used was partially developed by me during the FP7 Rewire project*). The award was won in collaboration with Neurological Institute Besta that was the project coordinator. 2017/2018

Teaching activity

2016–2018

AI and Data analysis (*Training seminars*) - Master degree course in Cognitive Science. Department of oncology and emato-oncology - Università degli Studi di Milano.

2017–2018

Virtual Reality (*Training seminars*) - Master degree course in Computer Science. Department of computer science - Università degli Studi di Milano.

2011 – 2012

IT, web page and network management (*Lecturer*) - Undergraduate course - Centro di Formazione Professionale “Luigi Clerici”, Via F. Baracca, 5, 23900 Lecco (Italia).

STUDENTS’ SUPERVISION

Graduate Students Supervision/Co-Advisor

- *Alessandro Tironi* 2018-2019 (discussion April 2019), “**Design of an Exer-gaming platform for postural rehabilitation, driven by an empathic virtual caregiver**”. Laurea Magistrale in Informatica. Università degli Studi di Milano.
- *Silvia Emma Gaspardo* 2018-2019 (discussion March 2019), “**Serious Games in ambito Genetico: Una valutazione di usabilità e gradevolezza**”. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Daniela Mastronardi* 2018-2019 (discussion March 2019), “**An app to stimulate attention to non-verbal communication and social cues in children with asd**”. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Daria Pains* 2018-2019 (discussion March 2019), “**Apprendimento di concetti specifici applicabili a situazioni di aumentato rischio genetico: efficacia di un set di games for learning**”. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Riccardo Cantoni* 2018-2019, “**Artificial intelligence based narration engine to improve engagement and to support long term exergaming**”. Laurea Magistrale in Informatica. Università degli Studi di Milano.

- *Martina Bassi* 2017-2018, **“Peripersonal e interpersonal virtual environments: a single experimental study for the rehabilitation of body image disturbance in anorexia nervosa”**. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Daniela Panzeri* 2017-2018, **“Neuroni a specchio: emozioni, musica e apprendimento”**. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Martina Pullano* 2017-2018, **“Autismo, neuroni a specchio e realtà virtuale”**. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Jacopo Essenziale* 2016-2017, **“Progettazione e Sviluppo di una suite di Exer-games e di una Piattaforma di Analisi dei Dati di Gioco per la Riabilitazione a Domicilio”**. Laurea Magistrale in Informatica. Università degli Studi di Milano.
- *Bandera Riccardo* 2015-2016, **“A supervised learning for the automatic selection of the personnel”**. Laurea Magistrale in Scienze Cognitive e Processi Decisionali. Università degli Studi di Milano.
- *Caterina Palmiotto* 2015-2016, **“Assessment of exergames as treatment and prevention of dysgraphia”**. Laurea Magistrale in Bioingegneria Elettronica e Informatica. Politecnico di Milano.
- *Riccardo Grassi* 2015-2016, **“Neglect & Oculus VR (Sviluppo di mini-giochi per l'esplorazione spaziale 3D rivolti a pazienti con deficit cognitivi)”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Braha Florence Emileha* 2015-2016, **“Creazione di cartoni animati per l'apprendimento basato su animazione procedurale”**. Laurea Magistrale in Informatica per la Comunicazione. Università degli Studi di Milano.
- *Stefano Minola* 2014-2015, **“Sviluppo di un metodo di visualizzazione di grafici di riabilitazione e dei relativi algoritmi”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Jacopo Essenziale* 2013-2014, **“Realizzazione e Sviluppo di un mini-gioco per la riabilitazione della mano”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Andrea Cesti* 2013-2014, **“Realizzazione di un minigioco per la riabilitazione della mano con feedback di pressione”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Marco Vignati* 2012-2013, **“Progettazione e realizzazione di un mini-gioco per la riabilitazione del controllo della postura a seguito di ictus”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Marco Forlivesi* 2011-2012, **“Realizzazione di videogiochi per la riabilitazione a domicilio”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Dorian Bucur* 2011-2012, **“Rehabilitation minigame for patients with neglect”**. Laurea triennale in Informatica. Università degli Studi di Milano.
- *Bruno Pennati* 2013-2014, **“Integrazione di un Sistema di Videochiamata in una piattaforma per la riabilitazione a domicilio”**. Laurea Magistrale in Informatica. Università degli Studi di Milano.

Professional Activities

NATIONAL AND INTERNATIONAL RESEARCH PROJECTS

I have contributed actively in the following research projects:

- **MOVECARE** *Multiple-actOrs Virtual Empathic CAREgiver for the Elder.*, H2020 FRAMEWORK (project leader: prof. N. Alberto Borghese)

MoveCare integrates an existing robotic platform with a domotic system, smart objects, a virtual community and an activity center, to provide, through artificial intelligence, assistance, activities and transparent monitoring to the elder at home. MoveCare can be tailored to each elder thanks to a modular design. It is completely unobtrusive as MoveCare does not require the elder to wear any particular device. My tasks in this project are:

- Expansion of the platform developed for the MOVECARE project (<http://www.movecare-project.eu>) through the design, implementation and evaluation of new techniques and technological tools (e.g. Serious Games) to improve adherence to a correct diet and promote the implementation of a correct lifestyle.
- Analysis of psychological theories and game design techniques most suitable to achieve the stated goal, their implementation and evaluation.
- Modeling, animation and scripting of an empathic virtual therapist

- **MIND the RISK**

(project leader: prof. G. Pravettoni)

Mind the Risk is a six year international network collaboration with scientists and researchers from Uppsala, Birmingham, Göttingen, Manchester, Milano and Stockholm funded by Riksbankens Jubileumsfond (The Swedish Foundation for Humanities and Social Sciences). Modern technology gives us increasing possibilities to diagnose and predict disease using DNA-analysis of tissue, cell-lines and blood samples. This makes individualized treatment and prevention of disease easier, but it also raises questions and concerns when it comes to evaluating and dealing with genetic risk information, both as professional health care givers and as patients. The aim of this project is to:

- Develop a conceptual framework for genetic risk information and management.
- Assess perceptions and evaluations of genetic risks in different stakeholder groups
- Assess the ethical, psychological and social implications of the provision of risk information from genetic and related technologies.
- Explore new forms of communication and information, and develop tools to improve communication skills regarding genetic risk information.

I have been involved in this project for three years, during which I also did my PhD, addressing the issue of using new forms of communication and information. New digital tools have been used in order to raise public awareness on issues related to genetic testing. In this project I was given full autonomy about the development of the serious games. Being in fact the only computer scientist, game designer, 3d modeler and so on, I had the opportunity to deepen in detail the entire development pipeline of serious games, from the early stages of concept and design, the realization of the first prototypes with testing on general public, the implementation and testing of game mechanics as balanced as possible according to the aspects of entertainment and education and finally the iteration of the process, testing the games produced for usability and effectiveness, following the testing and data collection experiment.

Results obtained: Concept and development of four mini-games prototypes for the genetic relevant identified topics: MUTATION-HEREDITY-GENE INTERACTION-SUSCEPTIBILITY. Concept and development of the first prototype of an Emotional Adventure Game to convey the impact of the lifestyle on the genetic cardiovascular risk. The other two scenarios are focused on Cancer and Hereditary genetic disorders. Full development and testing of two mini-games for two genetic relevant identified topics: MUTATION-HEREDITY (IT-EN). (about 25 mins of game-play). Full development and testing of an Emotional Adventure Game to convey the impact of the lifestyle on the genetic cardiovascular risk (IT-EN). (about 30 mins of game-play). Play-ability test session to evaluate the appropriateness of the games developed [IC1]. Design and implementation of the protocol to test the game developed for knowledge transfer and for self-efficacy promotion. [JR1]. Development of the genetic questionnaire as a pre-post test tool to evaluate knowledge transfer and self-efficacy promotion of the games. Design and development of an infrastructure to remotely log and retrieve choices of the players during the game (Node.JS & Swagger app) that give the possibility to analyze performance and player lifestyle choices

- ***Rewire Project and Games for Health*** FP7 FRAMEWORK

(project leader: prof. N. Alberto Borghese)

In this project I had the possibility to deepen the topic of how to make post-stroke rehabilitation autonomous at home, intensive, usable, reliable and safe. To this end, I contributed to the design and development of a game engine, IGER [JR4][IC10][IC11][JR9], which integrates a patient performance analysis engine, based on Artificial Intelligence[IB1]. I then contributed to the creation of a suite of exer-games for the rehabilitation of posture, balance and neglect and the clear identification of what an exer-game is and a methodology for their development [JR5]. I have provided trial support activities Rewire project, configuring the 15 patient platforms used. I supervised and supported the hospitals: Clinica Cereneo - Vitznau, Hospital Virgen del Rocio - Seville, in the use of the system, data collection and analysis. I then generalized the methodology developed for the rehabilitation of other diseases (Multiple Sclerosis, Hemophilia, Rehabilitation of the hand)[IC8] in collaboration with various centres of excellence (Hospital Besta, Policlinico di Milano, Clinica Multimedica San Giuseppe). I also contributed to the development of a platform for the rehabilitation of neglect based on exer-game and silhouette extraction, Duckneglect [JR7] [IC18]. In this project I started to Explore the randomization of game elements and graphics; use simple but powerful feed-backs; and clear for the patient and the importance of music within the play/rehabilitation sessions. Also In this project I have collaborated in the data collection of the clinical trial performed in collaboration with the Niguarda hospital. Recently I started to explore the creation and use of trackers of movement and force of interaction, customized on children, using the combination of embedded sensors and objects obtained through the 3D printing process. I made the first prototypes that were tested on small patients in collaboration with the hospital S. Giuseppe Centro Multimedica [IC8].

REFeree SERVICES

I have served as a reviewer for the following journal/magazine:

- IEEE Consumer Electronics Magazine (2017)

TALKS GIVEN AT INTERNATIONAL CONFERENCES

- IEEE Int. Conf. on Serious Games and Applications for Health(SeGAH), (2018)
- FESSH2015 - annual conference organised by the Federation of European Societies for Surgery of the Hand, (2015)

Complete publication list

PUBLICATION LIST

Refereed international journals	9
Refereed international books and book chapters	1
Refereed international conferences	18

REFEREED INTERNATIONAL JOURNALS

- JR.1. Oliveri S, Mainetti R, Gorini A, Cutica I, Candiani G, Borghese N.A, Pravettoni G, “Serious Games for Improving Genetic Literacy and Genetic Risk Awareness in the General Public: Protocol for a Randomized Controlled Trial”, *Journal of Medical Internet Research: Research Protocols* Vol. 7, no. 12, (2018) [doi: <https://doi.org/10.2196/resprot.9288>]
- JR.2. Held J.P, Ferrer B, Mainetti R, Steblin A, Hertler B, Moreno-Conde A, Dueñas A, Pajaro M, L-Parra-Calderón C, Vargiu E, Zarco M.J, Barrera M., Echevarria M, Jodar-Sanchez F, Luft A.R, Borghese N.A, “Autonomous rehabilitation at stroke patients home for balance and gait: safety, usability and compliance of a virtual reality system”, *European journal of physical and rehabilitation medicine* Vol. 54, no. 4, (2017), pp. 545-53 [doi: <https://doi.org/10.23736/S1973-9087.17.04802-X>]
- JR.3. Tobler-Ammann B, Surer E, De Bruin E, Rabuffetti M, Borghese N.A, Mainetti R, Pirovano M, Wittwer L, Knols R.H, “Exergames encouraging exploration of hemineglected space in stroke patients with visuospatial neglect: a feasibility study”, *Journal of Medical Internet Research: serious games* Vol. 5, no. 3, (2017), [doi: <https://doi.org/10.2196/games.7923>]
- JR.4. Pirovano M, Mainetti R, Baud-Bovy G, Lanzi P.L, Borghese N.A, “Intelligent Game Engine for Rehabilitation (IGER)”, *IEEE Transactions on Computational Intelligence and AI in Games* Vol. 8, no. 1, (2016), [doi: <https://doi.org/10.1109/TCIAIG.2014.2368392>]
- JR.5. Pirovano M, Surer E, Mainetti R, Lanzi P.L, Borghese N.A, “Exergaming and rehabilitation: A methodology for the design of effective and safe therapeutic exergames”, *Entertainment Computing* Vol. 14, (2016), [doi: <https://doi.org/10.1016/j.entcom.2015.10.002>]
- JR.6. Wüest S, Borghese N.A, Pirovano M, Mainetti R, Van De Langenberg R, De Bruin E.D, “Usability and Effects of an Exergame-Based Balance Training Program”, *Games for health journal* Vol. 3, no. 2, (2014), [doi: <https://doi.org/10.1089/g4h.2013.0093>]
- JR.7. Mainetti R, Sedda A, Ronchetti M, Bottini G, Borghese N.A, “Duckneglect: video-games based neglect rehabilitation”, *Technology and health care : official journal of the European Society for Engineering and Medicine* Vol. 21, no. 2, (2013), [doi: <https://doi.org/10.3233/THC-120712>]
- JR.8. Sedda, A. and Borghese, N. A. and Ronchetti, M. and Mainetti, R. and Pasotti, F. and Beretta, G. and Bottini, G.C, “Using virtual reality to rehabilitate neglect”, *Behavioural Neurology* Vol. 26, no. 3, (2013), [doi: <https://doi.org/10.3233/BEN-2012-129006>]
- JR.9. Borghese, N A and Pirovano, M and Mainetti, R and Lanzi, P L, “Rehabilitation at home : the intelligent game engine for rehabilitation (IGER system)”, *JOURNAL OF AGING AND PHYSICAL ACTIVITY* Vol. 20, pp. s211-s211 (2012), [doi: <https://doi.org/10.1123/japa.20.s1.s202>]

REFEREED CHAPTERS IN INTERNATIONAL BOOKS

- IB.1. Borghese N.A, Lanzi P.L, Mainetti R, Pirovano M, Surer E, “Algorithms Based on Computational Intelligence for Autonomous Physical Rehabilitation at Home” in *Advances in Neural Networks: Computational and Theoretical Issues*, pp. 243-251, (2015) [doi: <https://doi.org/10.1007/978-3-319-18164-6>]

REFEREED INTERNATIONAL CONFERENCES

- IC.1. Mainetti R, Oliveri S, Cutica I, Gorini A, Gaspardo S, Borghese N.A, Pravettoni G, “Design, development and usability test of serious games related to genetics”, *Proc. IEEE Int. Conf. on Serious Games and Applications for Health (SeGAH)*, (2018) [doi: <https://doi.org/10.1109/SeGAH.2018.8401344>]
- IC.2. Borghese N.A, Pezzera M, Mainetti R, Essenziale J, Perucca L, Cazzaniga R, Reggiori B, Mercurio S, Confalonieri P, “A cloud-based platform for effective supervision of autonomous home rehabilitation through exer-games”, *Proc. IEEE Int. Conf. on Serious Games and Applications for Health (SeGAH)*, (2018) [doi: <https://doi.org/10.1109/SeGAH.2018.8401383>]

- IC.3. Borghese N.A, Essenziale J, Pezzera M, Tironi A, Mainetti R, Cazzaniga R, Reggiori B, Mercurio S, Confalonieri P, “Design and Development of a Web-Based Platform for Comprehensive Autonomous Home Rehabilitation Management in Multiple Sclerosis”, *Proc. ICNR 2018: Converging Clinical and Engineering Research on Neurorehabilitation III*, (2018), pp. 400-404. [doi: https://doi.org/10.1007/978-3-030-01845-0_80]
- IC.4. Lunardini F, Basilico N, Ambrosini E, Essenziale J, Mainetti R, Pedrocchi A, Daniele K, Marcucci M, Mari D, Ferrante S, Borghese N.A, “ambient assistance living, balance, domestic tele-care, elderly, exergames, pre-frailty, transparent monitoring”, “Exergaming for balance training, transparent monitoring, and social inclusion of community-dwelling elderly”, *RTSI 2017 - IEEE 3rd International Forum on Research and Technologies for Society and Industry, Conference Proceedings*, (2017), pp. PAGES-PAGES. [doi: <https://doi.org/10.1109/RTSI.2017.8065964>]
- IC.5. Borghese N.A, Palmiotto C, Essenziale J, Mainetti R, Granocchio E, Molteni B, Sarti D, Guasti T, Stucchi N, Pedrocchi A, Ferrante S, “Assessment of exergames as treatment and prevention of dysgraphia”, *Proc. ICNR 2017: Converging Clinical and Engineering Research on Neurorehabilitation II* (2017), pp. 431-436. [doi: https://doi.org/10.1007/978-3-319-46669-9_72]
- IC.6. Borghese N.A, Mainetti R, Essenziale J, Cavalli E, Mancon E.M, Pajardi G, “Hand Rehabilitation with Toys with Embedded Sensors”, *Proc. ICNR 2017: Converging Clinical and Engineering Research on Neurorehabilitation II* (2017), pp. 425-430. [doi: https://doi.org/10.1007/978-3-319-46669-9_71]
- IC.7. Pirovano M, Mainetti R, Loiacono D, “Volcano: An interactive sword generator”, *Proc. IEEE Int. Games Entertainment Media Conference (GEM)*, (2015). [doi: <https://doi.org/10.1109/GEM.2015.7377226>]
- IC.8. Cavalli E, Mancon E.M, Pagliaro R, Maiolino C, Mainetti R, Pirovano M, Essenziale J, Borghese N.A, Pajardi G, “Multisensor interaction through video-games on mobile devices: new frontiers in the rehabilitation of pediatric hand”, *FESSH 2015 - annual conference organised by the Federation of European Societies for Surgery of the Hand*, (2015). [doi: <https://doi.org/10.1177/1753193415579771>]
- IC.9. Pirovano M, Mainetti R, Lanzi P.L, Borghese N.A, “Game Engines and Exergames to Guide Rehabilitation at Home”, *Proc. ICNR 2014: Converging Clinical and Engineering Research on Neurorehabilitation* (2014), pp. 129-134. [doi: https://doi.org/10.1007/978-3-319-08072-7_25]
- IC.10. Surer E, Pirovano M, Mainetti R, Tatti F, Baud-Bovy G, Borghese N.A, “Video-games based Neglect rehabilitation using haptics”, *Proc. 22nd Signal Processing and Communications Applications Conference (SIU)*, (2014), pp. 1726-1729. [doi: <https://doi.org/10.1109/SIU.2014.6830582>]
- IC.11. Borghese N.A, Pirovano M, Mainetti R, Lanzi P.L, “IGER: An Intelligent Game Engine for Rehabilitation”, *Proc. ICNR 2014: Converging Clinical and Engineering Research on Neurorehabilitation*, (2014), pp. 947-950. [doi: https://doi.org/10.1007/978-3-642-34546-3_154]
- IC.12. Pirovano M, Lanzi P.L, Mainetti R, Borghese N.A, “IGER: A game engine specifically tailored to rehabilitation”, *Proc. Games for Health*, (2013), pp. 85-98. [doi: https://doi.org/10.1007/978-3-658-02897-8_7]
- IC.13. Borghese N.A, Mainetti R, Pirovano M, Lanzi P, “An intelligent game engine for the at-home rehabilitation of stroke patients”, *Proc. IEEE 2nd International Conference on Serious Games and Applications for Health (SeGAH)*, (2013), pp. 1-8. [doi: <https://doi.org/10.1109/SeGAH.2013.6665318>]
- IC.14. Pirovano M, Lanzi P.L, Mainetti R, Borghese N.A, “The design of a comprehensive game engine for rehabilitation”, *Proc. IEEE International Games Innovation Conference (IGIC)*, (2013), pp. 209-215. [doi: <https://doi.org/10.1109/IGIC.2013.6659160>]
- IC.15. Frosio I, Mainetti R, Masse F, Pirovano M, Aminian K, Borghese N.A, “Accuracy and validity of balance boards for posture and balance rehabilitation”, *Poster in Proc. INTERNATIONAL NEUROREHABILITATION SYMPOSIUM 2013*, (2013).
- IC.16. Pirovano M, Mainetti R, Baud-Bovy G, Lanzi P.L, Borghese N.A, “Self-adaptive games for rehabilitation at home”, *Proc. IEEE Conference on Computational Intelligence and Games (CIG)*, (2012), pp. 179-186. [doi: <https://doi.org/10.1109/CIG.2012.6374154>]
- IC.17. Borghese N.A, Pirovano M, Mainetti R, Lanzi P.L, “An integrated low-cost system for at-home rehabilitation”, *Proc. 18th International Conference on Virtual Systems and Multimedia*, (2012), pp. 553-556. [doi: <https://doi.org/10.1109/VSM.2012.6365975>]
- IC.18. Borghese N.A, Sedda A, Mainetti R, Ronchetti M, Pasotti F, Bottini G, “A reliable low-cost platform for neglect Virtual Rehabilitation”, *Proc. International Conference on Virtual Rehabilitation*, (2011), pp. 1-3. [doi: <https://doi.org/10.1109/ICVR.2011.5971814>]