

Eleonora Ceccaldi

Cognitive Science and Psychology

Profile

Post - doc researcher at CasaPaganini - Infomus, DIBRIS, University of Genoa. Ph.D. in Computer Science and Systems Engineering. Psychologist. Member of the Italian Association for Cognitive Sciences (AISC) and of the Association for the Advancement of Affective Computing (AAAC). Main research interests regard cognitive segmentation, social signal processing, non-verbal communication and social interaction. Key strengths are **theory-driven experimental design** and **data-set curation** and **annotation**.

Author and editor for journals and conference papers. Grant writer. Lecturer at University of Genoa, Digital Humanities Master's. Creator and designer of scientific explaining activities for children and young adults.

Education

University of Genoa - Ph.D. in Computer Science and Systems Engineering

Final dissertation: CEST - a Cognitive event based model for behavior segmentation. Tutor: Gualtiero Volpe

University of Turin - Psychology master's degree, LM 51

WITH MERIT AND SPECIAL HONOURS, MIND SCIENCES CURRICULUM

Final dissertation (in italian): "Moral Emotional Agent Model: seconda validazione e possibilità di insight sul funzionamento morale in seguito a trauma cranio encefalico", Tutors: Marina Zettin and Rossana Damiano.

Academic experience

Post-doc researcher, CasaPaganini - InfoMus, DIBRIS, University of Genoa — 2020 - In corso

RESEARCH ON COGNITIVE MODELS OF EVENT SEGMENTATION

Main research areas: automated behavior segmentation methodologies in the field of affective computing

Other research projects: digital and computational commensality, social interaction

Research assistant, Department of Computer Science, University of Turin – 2017

Research assistant at CIRMA Lab, University of Turin under the guidance of professor Rossana Damiano and professor Vincenzo Lombardo
RESEARCH ON DRAMA ANNOTATION AND ON SPONTANEOUS SEGMENTATION OF NARRATIVES

Intern, Department of Psychology, University of Turin – 2017

Psychology Internship (1000 hours), Department of Psychology and Computer science. Supervisors: professor Mauro Adenzato and professor Rossana Damiano

MAIN ACTIVITIES: VALIDATION OF THE MORAL EMOTIONAL AGENT MODEL AND EVALUATION WITH TRAUMATIC BRAIN-INJURED INDIVIDUALS

Scientific production

Author and co-author of journal and conference papers. Experience with organizing seminars and international conference workshops. Grant and EU project writing expertise.

TALKS AND SEMINARS

Time perception in humans and machines (2022) - University of Bologna, Research center Knowledge and Cognition seminar

Indovina chi viene a cena (2021) - Digital Commensality e salute, Sapienza University of Rome

Food as a social bond (2021), Annual UNESCO Chair in World Food Systems symposium

Computational commensality: online meals and social interactions (2020) Phd seminar, University of Genoa

An emotional agent for moral impairment rehabilitation in TBI patients (2020) seminar at Emotion-oriented systems course, University of Turin

Food signal processing. Inspirational talk at International Conference on Advanced Visual Interfaces, Castiglione della Pescaia (2018)

La segmentazione degli eventi (2017) CasaPaganini - InfoMus Research seminar

CONFERENCE PAPERS

Ceccaldi, E., & Volpe, G. (2020, September). Towards a cognitive-inspired automatic unitizing technique: a feasibility study. In Proceedings of the International Conference on Advanced Visual Interfaces (pp. 1-5).

Ceccaldi, E., Volpe, G. (2020) "Cognitive inspired unitizing: a case study in public speaking performance annotation" 2020, AISC Conference, Parma. (postponed to 2021)

Ceccaldi, E., Volpe, G. (2020) "Towards a cognitive-inspired automatic unitizing technique: a feasibility study", International Conference on Advanced Visual Interfaces, Ischia (2020)

Ceccaldi, E., Lehmann-Willenbrock, N., Volta, E., Chetouani, M., Volpe, G., and Varni, G. (2019) "The issue of unitizing: towards a multidisciplinary approach" 2019, AISC Conference, Rome.

Bassano, C., Ballestin, G., Ceccaldi, E., Larradet, F. I., Mancini, M., Volta, E., & Niewiadomski, R. (2019). A VR game-based system for multimodal emotion data collection. In *Motion, Interaction and Games* (pp. 1-3).

Ceccaldi, E., Lehmann-Willenbrock, N., Volta, E., Chetouani, M., Volpe, G., and Varni, G. (2019) "How unitizing affects annotation of cohesion," 2019 8th International Conference on Affective Computing and Intelligent Interaction (ACII), Cambridge, United Kingdom, 2019, pp. 1-7, doi: 10.1109/ACII.2019.8925527.

Danilo, C., Roberto, B., Lombardo, V., & Eleonora, C. (2019). Automatic Recognition of Narrative Drama units: a structured learning approach. In *Text2Story 2019 Second Workshop on Narrative Extraction From Texts* (Vol. 2342, pp. 81-88). CEUR-WS.org

Ceccaldi, E., Volpe, G. (2018) The role of emotion in movement segmentation. Doctoral Consortium paper at MOCO, 5th International Conference on Movement and Computing

Obrist, M., Marti, P., Velasco, C., Yunwe, T., Narumi, T., Holten Moller, N., Youssef, J., Veselkov, K., Thanh Vi, C., Brianza, G., Subramania, S., De Russis, L., Georgiadis, P., Inami, M., Ernst, J., Gayler, T., Mancini, M., Andrienko, N., Morch, A., Papageorgiou, H., Norman, K., Ceccaldi, E., Winckler, M., Santoro, C., Volpe, G.

<https://acm-fca.org/2018/07/01/future-of-computing-food-manifesto/>
Ceccaldi, E., Damiano, R., Lombardo, V., (2017) Insights on Event Segmentation: a case study in drama annotation. 14th Annual Conference of the Italian Association for Cognitive Sciences (AISC)

Ceccaldi, E., Battaglino, C., Damiano, R., Galetto, V., & Zettin, M. (2016). Modeling Emotion Understanding in Stories: Insights from Traumatic Brain Injured Patients. In *AIC* (pp. 45-58).

Damiano, R., Battaglino, C., Ceccaldi, E., Galetto, V., & Zettin, M. Moral Emotional Agent Model: seconda valutazione con pazienti con esiti di trauma cranio-encefalico: dati preliminari e prospettive future. *Apprendimento, cognizione e tecnologia*, 87.

JOURNAL PAPERS

Maman, L., Ceccaldi, E., Lehmann-Willenbrock, N., Likforman-Sulem, L., Chetouani, M., Volpe, G. and Varni, G. (2020) GAME-ON: A Multimodal Dataset for Cohesion and Group Analysis. *IEEE Access* (in print)

Ceccaldi, E., Damiano, R., Battaglino, C., GALETTO, V., & Zettin, M. (2020). An emotional agent for moral impairment rehabilitation in TBI patients. *Frontiers in Psychology*, 11, 1102.

Niewiadomski, R., Ceccaldi, E., Huisman, G., Volpe, G., & Mancini, M. (2019). Computational Commensality: from theories to computational models for social food preparation and consumption in HCI. *Frontiers in Robotics and AI*, 6, 1-19.

POSTERS

Ceccaldi, E., Volpe, G. (2018) Event Segmentation Theory for movement analysis: an interdisciplinary approach, AISC midterm conference, Genova 25-27 June, 2018

Volta, E., Ceccaldi, E., Volpe, G. (2018) Multimodal exergames: case studies in pediatric rehabilitation. MeeTo - From moving bodies to interactive minds Turin, Italy, May 25 - 27, 2018

CONFERENCE PROCEEDINGS

ICMI 2020 1st Workshop on Multi-scale Movement Technologies: organizzatore Journal of Cognitive Psychology

MOCO, 6th International Conference on Movement and Computing

MOCO, 5th International Conference on Movement and Computing

EUROPEAN PROJECTS

Grant, proposal and deliverables writing, project meetings organization, management support

EU-FET EntiMement: proposal writing and management support

EU-FET Food-At (rejected): proposal writing

HORIZON-RIA Aeolian: proposal writing

Service

Reviewer, Frontiers in Psychology

Reviewer, IEEE Access

Reviewer, ACM ICMI (2020, 2021, 2022)

Reviewer, ACM ACII (2021, 2022)

Teaching

Lecturer in Computer Vision, Digital Humanities master's degree, DIBRIS, University of Genoa

Teaching assistant in Performative Arts, Digital Humanities master's degree, DIBRIS, University of Genoa

Computer science eTutor, Cognitive technologies bachelor degree, University of Trento

Computer science Tutor, Educational Science bachelor degree, University of Genoa

Computer science teaching assistant, Educational Science bachelor degree, University of Genoa

Dissemination

Dissemination activities and events design and organization

CONFERENCES AND WORKSHOPS ORGANIZATION

CATS, ICMI2021 virtual workshop

1st EntiMement workshop on Multi-Time Scale Movement Technologies, ICMI2020 virtual workshop

MOCO, 5th International Conference on Movement and Computing, conference at CasaPaganini - InfoMus

SCIENCE LEARNING ACTIVITIES DESIGN

Move your mind - Festival della Scienza, Genova, 2021

Mission (Im)possible - Festival della Scienza, Genova, 2020

Tutti per uno, un gruppo per tutti - Festival della Scienza, Genova, 2019

Tieni il tempo! - Festival della Scienza, Genova, 2018

**Working experience
(selected)**

Scientific explainer, Associazione Festival della Scienza, Genoa – 2009 - ongoing

Tour guide for scientific activities and interactive exhibitions

Scientific explainer, Xkè, il Laboratorio della curiosità, Turin – 2017

Tour guide for scientific activities and interactive exhibitions

Social worker, Centro Studi Sereno Regis, Turin – 2016 - 2017

Research and intervention project on online hate speech

**Courses and schools
(selected)**

Computer science for teaching and science learning, DIBRIS, University of Genoa

Theatrical techniques for scientific presentation, DIBRIS, University of Genoa

Senti chi parla! Public speaking for conference presentation, Fuzzy brains, Florence

Designing didactic activities, Frame, Turin

International Summer School in Affective Sciences, ISSAS, University of Geneva, Switzerland

AAAC Affective Computing and Social Signal Processing Winter School, TU Delft, Netherlands

Skills

SOFT SKILLS

Interdisciplinary team work

PROGRAMMING

Basic C++, Python, EyesWeb, xml and css.

Annotation tools

Office, Latex and Google suite

LANGUAGES

English (IELTS band 8), general understanding of Castellano, Catalan and French. Italian native speaker.

Genova, 27 Maggio 2022