

ALESSANDRO GABBIADINI
CURRICULUM VITAE – Last update: November 2025

Personal information

Name and Surname Gabbiadini Alessandro

Date of birth August, 25th, 1982

Current Position

Associate Professor in Social Psychology – University of Milano Bicocca

Deputy Director of the MiBTec Research Center (*Mind and Behavior Technological Center*),
University of Milano-Bicocca (www.mibtec.it)

Scientific Director of the BiHOME Research Center (*Department of Excellence Project 2023-2027*). BiHOME (*Bicocca House Of Multidimensional Ecological Experience* (de2023.psico.unimib.it/)).

Previous Positions

March, 1st, 2019 – February 28th - Assistant Professor in Social Psychology – RTDB MPSI-05

Lecturer for the courses of: Graphical user interfaces for communication, New technologies for the web, New media: theory and practices.
Department of Psychology, University of Milano Bicocca

January 2014 to January 2018: Post-doc research fellow, Department of Psychology,
University of Milano Bicocca

June 2013 to December 2013: Post-doc research fellow, Social and Human Science
Department, University of Valle d' Aosta

March 2012 to March 2013: Post-doc research fellow, Social and Human Science
Department, University of Valle d' Aosta

Contacts

Institutional email alessandro.gabbiadini@unimib.it

PEC: alessandro.gabbiadini@arubapec.it

Mobile: +39.348.0010477

National Scientific Abilitation

National Scientific Abilitation (ASN) National Scientific qualification as full professor in the Italian higher education system, in the call 2021/2023 (Ministerial Decree n. 553/2021 and 589/2021) for the disciplinary field of 11/E3 - Social psychology and work and organizational psychology. (Academic Recruitment Field 11/E - Psychology, according to the national classification). The validity of the qualification will expire on the 12/12/20352

Education

Ph.D. in Society of Information (QUA_SI), University of Milano-Bicocca, Italy (2008–2011). **Thesis:** *Users' Participation in Virtual Communities* (defended 30 Jan 2012;

evaluation: **Excellent**). **Advisors:** Prof.ssa Chiara Volpato; Prof.ssa Silvia Mari.

Second-level degree (M.Sc.) in Theory and Technology of Communication (TTC),
University of Milano-Bicocca, Italy (2006–2008).
Grade: 110/110 **cum laude**.

Professional Training (IT Department), Bayer S.p.A. (2005).
Supervisors: Prof. Mauro Pezzè; Dr. Ferruccio Radici.

First-level degree (B.Sc.) in Information Technology, University of Milano-Bicocca, Italy
(2002–2005).

High School Diploma, Liceo Scientifico “G. Maironi da Ponte”, mathematics-physics track
(PNI) (1996–2001).

Main research interests

My research focuses on the impact of modern digital technologies on human behavior, cognition, and emotions. I am particularly interested in how tools such as the Internet, social media, virtual and augmented reality, and AI-based systems shape individual and collective experiences. A central part of my work examines how these technologies can be both objects of investigation and research instruments to advance psychological science. Specifically, I use digital environments to design innovative experimental paradigms and develop novel measurement tools for capturing behavioral, cognitive, and affective responses with greater ecological validity.

My main research areas include social interaction, intergroup processes, and human–AI relations in immersive virtual environments, as well as interactions with AI-based agents and digital humans. Drawing on my background in information technology, I adopt an interdisciplinary approach that integrates social psychology with technical expertise in web development, UX design, and human-computer interaction. This combined perspective informs my theoretical framework and guides the design and implementation of experimental studies.

Publications

Papers published on international journals

Gabbiadini, A., Ognibene, D., Baldissarri, C., & Manfredi, A. (2025). The emotional impact of generative AI: Negative emotions and perception of threat. *Behaviour & Information Technology*, 44(4), 676–693. <https://doi.org/10.1080/0144929X.2024.2333933>

Gianguialano, A., Boffi, P., Osimo, S. A., Yavari, M., **Gabbiadini, A.**, Lanzi, P. L., & Gallace, A. (2025). *Embodiment in nature: How avatar choice shapes an underwater virtual reality experience*. In *Proceedings of the 2025 IEEE International Conference on Metrology for eXtended Reality, Artificial Intelligence and Neural Engineering (MetroXRINE)*, Thematic Session #30: AI and immersive virtual experiences fostering training and evaluation in higher education.

Puzella, G., Sterlicchio, A., Baldissarri, C., Manfredi, A., Greitemeyer, T., & **Gabbiadini, A.** (2025). A virtual reality environment to study work-related objectification. *Acta Psychologica*, 255, 104902.

de Leonardis, G., Vanoncini, M., Gatti, G., Arnoldi, A., **Gabbiadini, A.**, Fioravanti, M., Zampini, L., & Salomone, E. (2025). Meet Kica: Design, prototyping and user testing of a mobile application based on the WHO Caregiver Skills Training. *Research in Developmental Disabilities*, 161, 104978.

Galli, P., Concari, E., Cerini, D., Scuderi, E., Doni, F., Mohamed, S., Zitouni, M. S., Al Ahmad, H., & **Gabbiadini, A.** (2025). From stars to sustainability: An integrated analysis of sustainable practices and environmental policies in Maldives resorts. *Sustainability*, 17(11), 5191.

Gabbiadini, A., Durante, F., Baldissarri, C., Manfredi, A., Sterlicchio, A., & Romano, S. (2025). Artificial intelligence in the workplace: Effects on self-efficacy, self-objectification and beliefs in free will. *Journal of Community & Applied Social Psychology*, 35(3), e70107.

Manfredi, A., Puzella, G., Landi, D., Iacono, I., Michilli, J., & **Gabbiadini, A.** (2025). AI-driven digital humans for e-contact: A pre-registered study on reducing intergroup bias with generative artificial intelligence. *Acta Psychologica*, 258, 105129.

Serrao, F., Chirico, A., **Gabbiadini, A.**, Gallace, A., & Gaggioli, A. (2024). Enjoying art: An evolutionary perspective on the aesthetic experience from emotion elicitors. *Frontiers in Psychology*, 15, Article 1341122. <https://doi.org/10.3389/fpsyg.2024.1341122>

Manfredi, A., Dal Lago, S., Romano, D. L., & **Gabbiadini, A.** (2024). Can time flow differently if you are a virtual reality newcomer? *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 18(4), Article 5. <https://doi.org/10.5817/CP2024-4-5>

Serrao, F., Gallace, A., Gallucci, M., & **Gabbiadini, A.** (2024). The ability of generative AI to express emotions through abstract images: A preliminary study design. In *Proceedings of the Third Workshop on Artificial Intelligence for Human–Machine Interaction (AIxHMI 2024)*, co-located with the 23rd International Conference of the Italian Association for Artificial Intelligence (AIIA 2024)* (pp. 51–56). CEUR-WS.org.

Gabbiadini, A., Baldissarri, C., & Ognibene, D. (2024). Artificial intelligence in the eyes of society: Assessing social risk and social value. *Human Behavior and Emerging Technologies*, 6(2), Article 7008056. <https://doi.org/10.1155/2024/7008056>

Valsecchi, E., & **Gabbiadini, A.** (2024). An observatory to monitor range extension of the Mediterranean monk seal based on its eDNA traces: Collecting data and delivering results in the “Open Science” era. *Biodiversity Data Journal*, 12, e120201. <https://doi.org/10.3897/BDJ.12.e120201>

Koyutürk, C., Yavari, M., Theophilou, E., Bursic, S., Donabauer, G., Telari, A., **Gabbiadini, A.**, & Ognibene, D. (2023). Developing effective educational chatbots with ChatGPT prompts: Insights from preliminary tests in a case study on social media literacy. In *31st International Conference on Computers in Education (ICCE 2023) – Proceedings* (Vol. 1, pp. 150–152).

Theophilou, E., Koyutürk, C., Yavari, M., Bursic, S., Donabauer, G., Telari, A., **Gabbiadini, A.**, & Ognibene, D. (2023). Learning to prompt in the classroom to understand AI limits: A pilot study. In R. Basili, D. Lembo, C. Limongelli, & A. Orlandini (Eds.), *AIxIA 2023 – Advances in artificial intelligence* (Lecture Notes in Computer Science, Vol. 14318). Springer. https://doi.org/10.1007/978-3-031-47546-7_33

Sparascio, C., Dal Iago, S. Manfredi, A., & **Gabbiadini, A.** (2023). working objectification 2.0: a theoretical analysis of datafication's impact on labor in the next future. *Tpm: testing, psychometrics, methodology in applied psychology*, 30(2).

Gabbiadini, A., Paganin, G., & Simbula, S. (2023). Teaching after the pandemic: The role of technostress and organizational support on intentions to adopt remote teaching technologies. *Acta Psychologica*, 236, 103936.

De Fabritiis, M., Trisolini, F., Bertuletti, G., Fagadau, I. D., Ginelli, D., Lalopa, K. P., ... **Gabbiadini, A.**,& Calati, R. (2022). An internet-based multi-approach intervention targeting university students suffering from psychological problems: design, implementation, and evaluation. *International journal of environmental research and public health*, 19(5), 2711.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2022). Preliminary evidence of the effectiveness of a brief self-control intervention on reducing the short-term harmful consequences of violent video games on adolescents. *Journal of Applied Social Psychology* (in press).

Gabbiadini, A., Baldissarri, C., Valtorta, R.R., Durante, F. & Mari, S. (2021). Loneliness, escapism, and identification with media characters: an exploration of the psychological factors underlying binge-watching tendency. *Frontiers in psychology* 12, 785970.

Gabbiadini, A., Baldissarri, C., Durante, F., Valtorta, R. R., De Rosa, M., & Gallucci, M. (2021). Corrigendum: Together Apart: The Mitigating Role of Digital Communication Technologies on Negative Affect During the COVID-19 Outbreak in Italy. *Frontiers in Psychology*, 12.

Baldissarri, C., **Gabbiadini, A.**, Andrighetto, L., & Volpato, C. (2020). The ACME shop: A paradigm to investigate working (self-) objectification. *The Journal of Social Psychology*, 1-17.

Gabbiadini, A., Baldissarri, C., Durante, F., Valtorta, R. R., De Rosa, M., & Gallucci, M. (2020). Together apart: the mitigating role of digital communication technologies on negative affect during the COVID-19 outbreak in Italy. *Frontiers in Psychology*, 11, 2763.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, Valtorta, R. R., Sacino, A., & Volpato, C. (2019). Do self-objectified women believe to be free? Sexual objectification and belief in personal free will. *Frontiers in Psychology*, 10, 1867.

Di Palma, M., Arcangeli, E., Lattanzi, D., **Gabbiadini, A.**, Gallucci, M., Cuppini, R., ... & Berlingeri, M. (2019). Heart Rate Variability reveals the fight between racially biased and politically correct behaviour. *Scientific reports*, 9(1), 1-13.

Andrighetto, L., Riva, P., **Gabbiadini, A.** (2019). Lonely hearts and angry minds: Online dating rejection increases male (but not female) hostility. *Aggressive Behavior*, 1– 11.

Gabbiadini, A., & Greitemeyer, T. (2019). Fitness mobile apps positively affect attitudes, perceived behavioral control and physical activities. *The Journal of Sports Medicine and Physical Fitness*, 59(3), 407-414. doi: 10.23736/S0022-4707.18.08260-9.

Gabbiadini, A., Sagioglou, C., & Greitemeyer, T. (2018). Original dataset used in the article “Does Pokémon Go lead to a more physically active life style? *Data in Brief*, 20, 732-734. doi: 10.1016/j.dib.2018.08.115.

Andrighetto, L., Baldissarri, C., **Gabbiadini, A.,** Sacino, A., Valtorta, R. R., & Volpato, C. (2018). Objectified conformity: working self-objectification increases conforming behavior. *Social influence*, 13(2), 78-90. doi: 10.1080/15534510.2018.1439769.

Gabbiadini, A., Sagioglou, C., & Greitemeyer, T. (2018). Does Pokémon Go lead to a more physically active life style? *Computers in Human Behavior*, 84, 258-263. doi: 10.1016/j.chb.2018.03.005.

Gabbiadini, A., & Riva, P. (2018). The lone gamer: Social exclusion predicts violent video game preferences and fuels aggressive inclinations in adolescent players. *Aggressive Behavior*, 44(2), 113-124. doi: 10.1002/ab.21735.

Gabbiadini, A., Bushman, B. J., Riva, P., Andrighetto, L., & Volpato, C. (2017). Grand Theft Auto is a “sandbox” game, but there are weapons, criminals, and prostitutes in the sandbox: Response to Ferguson and Donnellan (2017). *Journal of Youth and Adolescence*, 46(12), 2460-2466. doi: 10.1007/s10964-017-0731-3

Gabbiadini, A., Cristini, F., Scacchi, L., & Monaci, M. G. (2017). Testing the Model of Goal directed Behaviour for predicting binge drinking among young people. *Substance Use and Misuse*, 52(4), 493-506. doi: 10.1080/10826084.2016.1245335.

Riva, P., **Gabbiadini, A.,** Romero, L. J. L., Andrighetto, L., Volpato, C., & Bushman, B. J. (2017). Neuromodulation can reduce aggressive behavior elicited by violent video games. *Cognitive, Affective, and Behavioral Neuroscience*, 17(2), 452-459. doi: 10.3758/s13415-016-0490-8.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.,** & Volpato, C. (2017). Work and freedom? Working self-objectification and belief in personal free will. *British Journal of Social Psychology*, 56(2), 250-269. doi: 10.3758/s13415-016-0490-8.

Gabbiadini, A., & Greitemeyer, T. (2017). Uncovering the association between strategy video games and self-regulation: A correlational study. *Personality and Individual Differences*, 104, 129-136. doi: 10.1016/j.paid.2016.07.041.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2016). Acting like a tough guy: Violent-sexist video games, identification with Game characters, masculine beliefs, and empathy for female violence victims. *PLOSone*, 11(4), e0152121. doi: 10.1371/journal.pone.0152121.

Andrighetto, L., Riva, P., **Gabbiadini, A.,** & Volpato, C. (2016). Excluded from all

humanity: Animal metaphors exacerbate the consequences of social exclusion.

Journal of Language and Social Psychology, 35(6), 628-644. doi:

10.1177/0261927X16632267.

Anderson, C. A., Andrighetto, L., Bartholow, B. D., Bègue, L., Boxer, P., Brockmyer, J. F. ..., **Gabbiadini, A.**, ... Warburton, W. (2015). Consensus on media violence effects: Comment on Bushman, Gollwitzer, and Cruz (2015). *Psychology of Popular Media Culture*, 4(3), 215-221. doi: 10.1037/ppm0000063.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014). Interactive effect of moral disengagement and violent video games on self-control, cheating and aggression. *Social Psychological and Personality Science*, 5, 450-457. doi:

10.1177/1948550613509286.

Gabbiadini, A., Mari, S., Monaci, M. G., & Volpato C. (2014). Identification processes in online groups: Motivational theories in the virtual realm of MMORPGs. *Journal of Media Psychology: Theories, Methods, and Applications*, 26, 141-152. doi:

10.1027/1864-1105/a000119.

Gabbiadini, A., Mari, S., & Volpato, C. (2012). Virtual users support forum: Do community members really want to help you? *Cyberpsychology, Behavior, and Social Networking* 16(4), 285-292. doi: 10.1089/cyber.2012.0412.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2012) Brief report: Does exposure to violent video games increase moral disengagement among adolescents? *Journal of Adolescence*, 35(5), 1403 – 1406. doi: 10.1016/j.adolescence.2012.06.001.

Volpato, C., Durante, F., **Gabbiadini, A.**, Andrighetto, L., & Mari, S. (2010). Picturing the other: Targets of delegitimization across time. *International Journal of Conflict and Violence*, 4, 269-287. doi: 10.4119/UNIBI/ijcv.71.

Mari, S., Andrighetto, L., **Gabbiadini, A.**, Durante, F., & Volpato, C. (2010). The shadow of the Italian colonial experience: The impact of collective emotions on the intentions to help the victims' descendants. *International Journal of Conflict and Violence*, 4, 58-74. doi: 10.4119/UNIBI/ijcv.66.

Papers published on national/italian journals

Theophilou, E., Koyutürka, C., Yavari, M., Bursic, S., Donabauer, G., Telari, A., Boiano, R., Hernandez-Leo, D., Ruskov, M., & Taibi, D. (2024). Verso una modifica degli atteggiamenti nei confronti dell'intelligenza artificiale negli adolescenti: Uno studio pilota e le sfide aperte. *Sistemi Intelligenti*, 36(3), 597–616.

Puzella, F., Manfredi, A., Prunas, A. & **Gabbiadini, A.**, (2025). La realtà virtuale come strumento di comprensione delle diverse identità di genere. *In Mind*, 31.

Raguso, G., Baldissarri, C., **Gabbiadini, A.**, & Volpato, C. (2024). The connection between Instagram and materialism and its relationship with the objectification of others and system justification beliefs. *Psicologia Sociale*, 1, 27–64. <https://doi.org/10.1482/112908>

Serrao, F., & **Gabbiadini, A.**, (2024). Realtà Virtuale e psichedelia: le potenzialità delle esperienze tecnodeliche alla conquista della mente. *In Mind*, 26.

Manfredi, A., & **Gabbiadini, A.**, (2023). Metaverso e mondi virtuali, quali prospettive di ricerca e di intervento in ambito psicosociale? *In Mind*, 26.

Dal Lago, S., & **Gabbiadini, A.**, (2022). La rivoluzione dell'Intelligenza Artificiale: sfide e linee di ricerca future verso un'intelligenza aumentata. *In Mind*, 22

De Rosa, C., & **Gabbiadini, A.** (2020). Hashtag d'ordine #recovery: Instagram e i disturbi del comportamento alimentare. *In Mind Italia* (in press).

Gabbiadini, A., & Ferrari, A. (2015). Eroi e principesse: Stereotipi e sessualizzazione nel mondo dei videogiochi. *In Mind Italia*, 9.

Gabbiadini, A. (2012). I videogiochi possono avere effetti negativi? Violenza e immoralità nel mondo virtuale. *InMind Italia*, 3, 1-6.

Gabbiadini, A., Mari, S., & Volpato, C. (2011). Internet come strumento di ricerca: Linee guida per la creazione di web survey. *Psicologia sociale*, 2, 237-258.

Sarini, M., Durante, F., & **Gabbiadini, A.** (2009). Workflow management social systems: a new socio-psychological perspective on process management. *Lecture notes in Business Information Processing*, 43, 231-242. doi: 10.1007/978-3-642-12186-9_22.

Book Chapters:

Bushman, B. J., **Gabbiadini, A.**, Greitemeyer, T., & Krahe, B. (2024). Violent video games and aggression. In D. A. Christakis & L. Hale (Eds.), *Handbook of children and screens: Digital media, development, and well-being from birth through adolescence* (pp. 581–587). Springer. https://doi.org/10.1007/978-3-031-69362-5_79

Gabbiadini, A. & Andirghetto, L. (2021). Sé e identità nei media digitali. In G. Pacilli, I. Giovannelli & F. Spaccatini (Eds), *Psicologia sociale dei media digitali* (pp.35-62). Maggioli editore.

Gabbiadini, A. (2020). L'aggressività. In P. Riva & L. Andirghetto (Eds.), *Psicologia sociale. Fondamenti teorici ed empirici* (pp.175-205). Il Mulino.

Volpato, C., & **Gabbiadini, A.** (2013). La maschilità nelle colonie italiane. In S. Magaraggia, & D. Cherubini (Eds.), *Uomini contro le donne? Le radici della violenza maschile* (pp. 103-127). Torino: UTET.

Volpato, C., Andirghetto, L., Mari, S., **Gabbiadini, A.**, & Durante, F. (2012). "Italiani brava gente." Effetti di un mito storico sulle relazioni sociali contemporanee. In A. Miglietta, & S. Gattino (Eds.), *Dietro il pregiudizio. Il contributo della psicologia sociale all'analisi di una società multiculturale* (pp. 137-150). Napoli: Liguori.

Gabbiadini, A., Andirghetto, L., & Volpato, C. (2011). The virtual borders of morality:

Exposure to violent videogames increases moral disengagement. In M. Cadinu, S. Galdi & A. Maass (Eds), *Social perception cognition and language in honour of Arcuri* (pp. 267-268). Padova: Cleup.

Selected congresses and seminars:

Salomone, E., De Leonardis, G., Vanoncini, M., Gatti, G., **Gabbiadini, A.**, Arnoldi, A., Fioravanti, M., & Zampini, L. (2025, September 11–13). *Kica: Design, prototyping and user testing of a mobile application based on the WHO Caregiver Skills Training* [Conference presentation]. Autism Europe Congress 2025, Stockholm, Sweden.

Salomone, E., De Leonardis, G., Vanoncini, M., Gatti, G., **Gabbiadini, A.**, Arnoldi, A., Fioravanti, M., & Zampini, L. (2025, April 30–May 3). *Development and usability testing of a WHO Caregiver Skills Training smartphone application (Kica)* [Conference presentation]. INSAR Annual Meeting (International Society for Autism Research), Seattle, WA, United States.

Mariano, M., Stanco, G., Negrone, C., Raffa, N., Montanaro, M., Sapio, E., **Gabbiadini, A.**, & Zapparoli, L. (2024, settembre). Who turned the light on? How avatar's hand tracking modulates sense of agency in virtual reality [Presentazione orale]. *Body Representation Network, Verona*.

Mariano, M., Stanco, G., Negrone, C., Raffa, N., Montanaro, M., Sapio, E., **Gabbiadini, A.**, & Zapparoli, L. (2024, settembre). Who turned the light on? How avatar's hand tracking modulates sense of agency in virtual reality [Presentazione orale]. *Congresso nazionale AIP – Sezione di Psicologia Sperimentale*.

Mariano, M., Stanco, G., Negrone, C., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (2025, luglio). Me in Action: Using VR to explore the interaction between sense of agency and ownership [Presentazione orale]. *Body Representation Network, Utrecht*.

Mariano, M., Stanco, G., Negrone, C., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (2025, ottobre). Me in Action: Using VR to explore the interaction between sense of agency and ownership [Presentazione orale]. *Annual meeting NeuroMI (Milan Centre for Neuroscience)*.

Mariano, M., Stanco, G., Negrone, C., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (2026, gennaio). Me in Action: Using VR to explore the interaction between sense of agency and ownership [Presentazione orale]. *European Workshop on Cognitive Neuropsychology*.

Manfredi, A., & **Gabbiadini, A.** (2025, 4–6 settembre). VR-Contact: A virtual environment for intergroup contact [Presentazione orale]. *XIX Congresso Nazionale AIP – Sezione di Psicologia Sociale*.

Telari, A., **Gabbiadini, A.**, & Riva, P. (2025, 4–6 settembre). Can chatbots elicit closeness? Response style shapes human–AI social connection [Presentazione orale]. *XIX Congresso Nazionale AIP – Sezione di Psicologia Sociale*.

Gabbiadini, A. (2025, 4–6 settembre). Harnessing virtual reality to promote social cohesion: Improving attitudes and behaviors toward disadvantaged groups [Discussant del simposio; Chair: M. Marinucci & M. Tassinari]. *XIX Congresso Nazionale AIP – Sezione di Psicologia Sociale*.

Telari, A., **Gabbiadini, A.**, & Riva, P. (2025). Can chatbots elicit closeness? Response style shapes human–AI social connection. In *XIV Congresso Nazionale della Sezione di Psicologia Sociale dell’AIP – Abstract Book* (p. 114).

<https://aipass.org/eventi/xix-congresso-nazionale-aip-sezione-di-psicologia-sociale/>

Telari, A., **Gabbiadini, A.**, & Riva, P. (2025, February). Can AI-powered chatbots serve as social connections? An experimental investigation of interaction characteristics. *Society for Personality and Social Psychology (SPSP) Annual Convention*.

https://spsp.org/sites/default/files/2025-02/SPSP-2025-Convention-Program_1.pdf

Siena, F., Gobbato, J., **Gabbiadini, A.**, Manfredi, A., Capellini, S., Monzani, J., Dehnert, I., Seveso, D., Galli, P., & Montano, S. (2024). Playing with corals: Football as a gateway toward climate action and marine awareness. *Reef Futures Conference*.

<https://www.reeffutures.com/>

Siena, F., **Gabbiadini, A.**, Gobbato, J., Dehnert, I., Seveso, D., Fallati, L., Bises, C., Galli, P., & Montano, S. (2024). Map the Giants: Preliminary results in locating the largest coral colonies in the Maldives. *International Coral Reef Society (European Chapter) Meeting*.

Foppolo, F., **Gabbiadini, A.**, Durante, F., & Faloppa, F. (2023). Gender agreement with engineers, teachers and artists: An eye-tracking study. *Conference presentation*.

Foppolo, F., Durante, F., **Gabbiadini, A.**, & Faloppa, F. (2023). Grammatical, semantic and stereotypical gender in Italian: An eye-tracking study. *Società di Linguistica Italiana (SLI) – Conference presentation*.

Calati, R., Fagadau, I., Ginelli, D., Madeddu, F., Lopez-Castroman, J., Romano, D., **Gabbiadini, A.**, Preti, E., & Micucci, D. (2023). An internet-based multi-approach intervention targeting university students suffering from psychological problems: MindBlooming [Conference abstract]. *European Psychiatry*, 66(S1), 39–39.

<https://doi.org/10.1192/j.eurpsy.2023.147>

Rusconi, P., Baldissarri, C., Andrighetto, L., Riva, P., & **Gabbiadini, A.** (2023). When work alienation leads to social alienation: On the relational disconnection effects of workplace objectification. *19th General Meeting of the European Association of Social Psychology (EASP) – Conference presentation*.

Gabbiadini, A., Baldissarri, C., Manfredi, A., Dal Lago, S., & Durante, F. (2023). From person to data: Interacting with artificial intelligence can foster self-objectification processes in the work environment. *19th General Meeting of the European Association of Social Psychology (EASP) – Conference presentation*.

Koyutürk, C., Yavari, M., Theophilou, E., Bursic, S., Donabauer, G., Telari, A., Testa, A., Boiano, R., **Gabbiadini, A.**, Hernandez-Leo, D., Ruskov, M., & Ognibene, D. (2023). Developing effective educational chatbots with ChatGPT prompts: Insights from preliminary tests in a case study on social media literacy. In *31st International Conference on Computers in Education (ICCE 2023) – Proceedings* (Vol. 1, pp. 150–152). Asia-Pacific Society for Computers in Education. <https://eds.let.media.kyoto-u.ac.jp/ICCE2023/conference-program/>

Koyutürk, C., Yavari, M., Theophilou, E., Bursic, S., Donabauer, G., Telari, A., Testa, A., Boiano, R., **Gabbiadini, A.**, Hernandez-Leo, D., Ruskov, M., & Ognibene, D. (2023). Developing effective educational chatbots with ChatGPT prompts: Insights from preliminary tests in a case study on social media literacy (with appendix). *arXiv preprint*. <http://arxiv.org/abs/2306.10645v2>

Gabbiadini, A. (2019, September 11–14). The lonely player: Social exclusion and aggressiveness after exposure to violent video games [Oral presentation]. *XVI AIP National Congress*, Rome.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2019, June 2–4). Objectification of work, conformity and maintenance of inequalities. In *Workshop “Subire e contrastare la disuguaglianza economica: il contributo della psicologia e della cognizione sociale”*, Caserta, Italy.

Baldissarri, C., & **Gabbiadini, A.** (2018, September 19–22). Oggettivazione e conformismo: L’effetto dell’auto-oggettivazione lavorativa sulla tendenza ad adeguarsi alle opinioni altrui [Oral presentation]. *XV Congresso Nazionale della Sezione di Psicologia Sociale*, Bari.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2018, March 4). Feeling like an object: Working self-objectification decreases personal free will [Oral presentation]. *Society for Personality and Social Psychology (SPSP) 2018 Meeting*, Atlanta, GA.

Gabbiadini, A. (2017, September 18). Violent video games and social exclusion [Oral presentation]. *Bicocca Research Day*, Milan.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2017, July 4–8). Work and freedom? Working self-objectification and belief in personal free will [Oral presentation]. *EASP 2017 General Meeting*, Granada.

Gabbiadini, A., & Riva, P. (2017, July 4–8). Social exclusion boosts the negative effects of violent video game exposure on aggression [Poster session]. *EASP 2017 General Meeting*, Granada.

Gabbiadini, A. (2017, March 8). Video game violenti e sessisti: Effetti del mondo virtuale sull’empatia verso donne vittime di violenza [Oral presentation]. *PRIN Final Meeting: From the Media to Sexual Harassment*, Milan.

Scacchi, L., Monaci, M. G., **Gabbiadini, A.**, & Cristini, F. (2016, September 22–24). Binge drinking: Una verifica del modello MGB tra giovani adulti [Oral presentation]. *XIV AIP National Congress*, Napoli.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2016, September 22–24). Lavoro e libertà: Auto-oggettivazione lavorativa e percezione di libero arbitrio personale [Oral presentation]. *XIV AIP National Congress*, Napoli.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2016, June 29–July 1). Acting as a bad boy: Videogame character identification, gender and masculine beliefs decrease empathy toward women victims of violence [Oral presentation]. *Congrès International de Psychologie Sociale en Langue Française*, Genève.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2015, October 1). Acting like a tough guy: Violent-sexist video games, masculine beliefs & empathy for female violence victims [Poster session]. *Half Day Bicocca*, Milano.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2015, May 8–9). Italians and their Fascist past: What inhibits taking responsibility and guilt for in-group misdeeds? [Oral presentation]. *COST & EASP Small Group Meeting on Fascism*, Athens.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, December 6–7). Italians and the Fascism: Explaining the lack of responsibility and guilt for in-group misdeeds? [Oral presentation]. *COST ACTION – WG4 Meeting*, Canterbury.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, September 25). Italians and the Fascism: Explaining the lack of responsibility and guilt for in-group misdeeds? [Poster session]. *Half Day Bicocca*, Milano.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014, September 25). Adolescent aggressive behaviors as a function of moral disengagement and violent gameplay [Poster session]. *Half Day Bicocca*, Milano.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, July 4–7). Italians and the Fascism: Explaining the lack of responsibility and guilt for in-group misdeeds? [Oral presentation]. *ISPP Annual Scientific Meeting*, Rome.

Andrighetto, L., Riva, P., **Gabbiadini, A.**, & Volpato, C. (2014, July). Excluded from all humanity: Animal metaphors exacerbate the psychological consequences of social exclusion [Poster session]. *EASP 2014 General Meeting*, Amsterdam.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014, July). Adolescent immoral behaviors as a function of moral disengagement and violent gameplay [Poster session]. *EASP 2014 General Meeting*, Amsterdam.

Scacchi, L., Monaci, M. G., Cristini, F., & **Gabbiadini, A.** (2013, October 26). Binge drinking: Expectations and motivations in university students [Poster session]. *9th European Congress of Community Psychology*, Napoli.

Gabbiadini, A., Cristini, F., Scacchi, L., & Monaci, M. G. (2013, September 26–28). Motivazioni psicosociali del fenomeno di binge drinking [Oral presentation]. *XII Congresso Nazionale della Sezione di Psicologia Sociale*, Padova.

Scacchi, L., Cristini, F., **Gabbiadini, A.**, & Aresi, G. (2013, July). Binge drinking: Motivazioni, influenza sociale e benessere psicologico [Oral presentation]. *IX Congresso Nazionale “Smart Community”*, Padova.

Gabbiadini, A., Mari, S., & Volpato, C. (2012, December). Social identity in the virtual realm: Motivational factors in MMORPGs [Poster session]. *“Nuova Linfa alla Ricerca” Meeting*, Aosta.

Gabbiadini, A., Cristini, F., Scacchi, L., & Monaci, M. G. (2012, December). Intenzioni collettive e motivazioni psicosociali del fenomeno di binge drinking [Oral presentation]. *“Nuova Linfa alla Ricerca” Meeting*, Aosta.

Gabbiadini, A. (2011, September). Forum di discussione online: Gli utenti di una web community vogliono davvero offrirti il loro aiuto? [Poster session]. *IX AIP National Congress – Social Psychology Section*, Cagliari.

Andrighetto, L., Mari, S., Durante, F., **Gabbiadini, A.**, & Volpato, C. (2011, September). The myth of the good Italian [Oral presentation]. *IX AIP National Congress – Social Psychology Section*, Cagliari.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, July). The virtual borders of morality: Exposure to video games increases moral disengagement [Poster session]. *EASP 2011 General Meeting*, Stockholm.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, May 20). Moral disengagement in video games: The virtual borders of morality [Oral presentation]. *Social Perception, Cognition and Language in Honour of Luciano Arcuri*, Padova.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, March 11–12). The images of the other: Processes of delegitimization in the past and present [Oral presentation]. *Conference “PassatoPresente – Racism, Ethnic Prejudice and Xenophobia in Italy: Theoretical Perspectives and Empirical Research”*, Torino.

Volpato, C., Durante, F., & **Gabbiadini, A.** (2010, March 17–19). The naturalization of groups' inferiority in a historical context: The role of pictures [Oral presentation]. *SPSSI–EASP Small Group Meeting “Forgotten Alternatives: Denaturalizing Injustice and Exclusion”*, New York.

Andrighetto, L., Mari, S., Behluli, B., Durante, F., **Gabbiadini, A.**, & Volpato, C. (2010, September). Strategie di riduzione della “competitive victimhood” in Kosovo: Il ruolo del contatto indiretto e dell'identificazione con un common-ingroup [Oral presentation]. *VIII National AIP Congress – Social Psychology Section*, Torino.

Andrighetto, L., Mari, S., **Gabbiadini, A.**, Durante, F., & Volpato, C. (2009, September). Il peso del passato: Sentimenti di colpa e vergogna collettiva nell'evocazione del colonialismo italiano [Oral presentation]. *VII AIP National Congress – Social Psychology Section*, Cagliari.

Durante, F., Volpato, C., & **Gabbiadini, A.** (2009, July 14–17). Are immigrant women and men perceived the same way? A study of their stereotype contents in Italian society [Poster session]. *32nd Annual Scientific Meeting of the International Society of Political Psychology (ISPP)*, Dublin.

Symposium Organization

Gabbiadini, A. (2019, September, 11-14). *Digital technologies and relational processes: People and media in the modern society of information*. Symposium organized for the AIP annual meeting, Rome.

Gabbiadini, A. (2019, September, 11-14). Discussant for the Symposium titled “*Digital technologies and relational processes: People and media in the modern society of information*”. AIP annual meeting, Rome.

Invited talk and seminars

Invited lesson. Advanced lesson on the effects of social exclusion and violent video games on aggressive behavior. Course of Social psychology, prof. Luca Andrighetto (2h). University of Genova, DISFOR department, March, 23th, 2018.

Invited lesson. Introductory lesson on the effects of violent and pro-social video games on human behavior. Course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, October, 2017.

Invited Talk LUISS University, Rome. (January, 31st, 2017). *Realtà e mondi virtuali (round table)*. LUISS University, Rome.

Invited lesson (prof. Mirco Fasolo and Prof. Riccardo Palumbo) for the PhD course of “Business and Behavioural Sciences” (Dipartimento di Neuroscienze, Imaging e Scienze Cliniche) entitled “People, search engine and web-marketing principles”. University of Chieti-Pescara. April, 14th, 2017.

Invited talk entitled “Video games violenti, oltre l’aggressività: Effetti dell’esposizione a contenuti immorali e sessisti”. Social Psychology reading group, prof. Luca Andrighetto, University of Genova, DISFOR department. March, 27th, 2017.

Invited lesson. Advanced lesson on on the effects of sexist and violent video games on aggressive behavior. Course of Social psychology, prof. Luca Andrighetto (2h). University of Genova, DISFOR department, March, 27th, 2017.

Invited lesson. Introductory lesson on the effects of sexist and violent video games on aggressive behavior. Course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, March, 2016.

Invited seminar. Invited seminar addressed to visiting students from the University of San Diego. Violent video games & aggression (2h). University of Milano Bicocca, May 19th, 2016.

Invited lesson. Introductory lesson on the effects of violent and pro-social video games on human behavior. Course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, October, 2016.

Invited lesson. Advanced lesson on aggression and violent video games. Course of Social Psychology, prof. Luca Andrighetto (2h). University of Genova, DISFOR department, March, 9th, 2015.

Invited lesson. Introductory lesson on the effects of violent media and violent video games on aggressive behavior. Advanced course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, March, 2015.

Invited lesson. Introductory lesson on the effects of violent media and violent video games on aggressive behavior. Course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, March, 2015.

Invited lesson. Introductory lesson to graphics and web design. Course of Information

Technology for Communication, prof. Marcello Sarini (2h). University of Milano Bicocca, October, 2014.

Invited Seminar. Introductory lesson to Search Engine Optimization, communication and Google for the Course of Interfaces Design, prof. Letizia Bollini (4h). University of Milano Bicocca, April, 2014.

Invited lesson. Introductory lesson on morality, cheating, self-control, aggression and violent videogames. Advanced course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, April, 2014.

Invited lesson. Introductory lesson on morality, cheating, self-control, aggression and violent videogames. Course of Social Psychology, prof. Chiara Volpato (2h). University of Milano Bicocca, April, 2014.

Invited seminar. Introductory lecture to LISREL (4h). SHS Department, University of Valle d'Aosta, June, 6th, 2013.

Workshops and summer schools

September 2011 Summer School promoted by AIP (Italian Psychology Association): "*The mixed linear model and its applications*". Coordinators: Prof. Marcello Gallucci and Dr. Matteo Forgiarini.

August-September 2010 Summer School promoted by EASP (European Association of Social Psychology), within the workshop "*The Emotional Side of Intergroup Relations*". Coordinators: Prof. Nyla Branscombe, Prof. Katherine Reynolds, & Prof. Tilemachos Iatridis.

Research visiting fellowships

April to June 2015. University of Innsbruck. Prof. Tobias Greitemeyer. Projects: "*Videogames and self-regulation*" and "*Videogames and stereotypes*".

Knowledge transfer and higher education initiatives

Series of lectures for the teacher training course.

Istituto Lagrange, Milan. **January 2025 (12 hours)**

Course title: "*Virtual Reality for Immersive Teaching*". Funded by **PNRR**.

Organization of the stand and participation in the event "Meet Me Tonight – The Night of Research."

Milan, **September 27-28, 2024**.

Title of the public workshop: "*Dive into the Future: Virtual Experiences for Environmental Education at MiBTec*."

Lecturer for the following training tracks within the PNRR offering:

26/11/2024 and 12/12/2024 – Liceo Sereni, Milan – Training course entitled "Doing research with virtual reality"

20-21/11/2024 – Liceo Parini, Milan – Training course entitled "Doing research with virtual reality"
13/04/2023 – Liceo Volta, Milan – Training course entitled "Doing research with virtual reality"
10/04/2024 – IISS Fabio Besta – Training course entitled "Doing research with virtual reality"
29/05/2024 – Liceo Legnani, Saronno – Training course entitled "Doing research with virtual reality"
20-22-26-27/03/2024, from 11:00 AM to 2:00 PM – Istituto Paritario Labor, Milan – Training course entitled "Doing research with virtual reality"

Funding History

Co-investigator for the national research project titled “*Human connections in the Digital Era (CONNECT)*”. **PRIN grant**. Principal investigator for the research unit of Milano Bicocca: Prof. Paolo Riva.

2021 - Fondo di Ateneo Quota Competitiva - UA.MB.A01.08 progetto 2021-ATEQC-0060 – DANCE-Po. Data intensive Approach to the Nexus Climate-Emissions: the Po valley. Responsabili scientifici: Prof.ssa Sacchi Simona e Prof. Gallace Alberto. Ruolo: co-Investigator

2020 - Fondo di Ateneo 2020 - 2020-ATE-0051. Loneliness, Escapism and Identification with Media Characters: An Exploration of the Psychological Factors behind Binge-Watching.

2019 - Fondo di Ateneo 2019 - 2019-ATE-0325. Percezione delle tecnologie di Artificial Intelligence: rischio sociale o valore sociale?

2019 – EASP Seedcorn Grant for the project titled “*Understanding Machine Learning: What perceived risks for humans?*”. Principal investigator Alessandro Gabbiadini

2018 - Co-investigator for the research project titled “*Working (self-)objectification: approfondimento dei meccanismi che portano all'oggettivazione in ambito lavorativo*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2017 – Co-investigator for the national research project titled “*The Psychology of Economic Inequality*”. **PRIN grant [H44I19000420006]**. Principal investigator for the research unit of Milano Bicocca: Prof. Chiara Volpato.

2017 - Co-investigator for the research project titled “*Romantic rejection & acceptance of gender-based violence*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2016 Co-investigator for the research project titled “*Sexual objectification and free-will*” funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2015 Co-investigator for the research project titled “*Strategies for reducing aggression after video games exposure*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2014 Co-investigator for the research project titled “*Objectification in workplaces*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2013 Co-investigator for the research project titled “*Violent video games and social exclusion: a dangerous combination*” funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2013 Co-investigator for the national research project titled “*From the media to sexual harassment: when a woman becomes an object*”. **PRIN (2012)-20123X2PXT_003** grant. Principal investigator for the research unit of Milano Bicocca: Prof. Chiara Volpato.

2011 Co-investigator for the research project titled “*The virtual boundaries of morality: exposure to violent video games increases the moral disengagement*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2010 Co-investigator for the research project titled “*Emotions and electoral choices: the dual role of partisanship*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

2009 Co-investigator for the research project titled “*The weight of the past: collective guilt and collective shame of Italian colonialism*”, funded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

International research projects

2024 – Envisioning Tirreno

A virtual reality simulation to reduce psychological distance toward climate change in the Mediterranean context.

In collaboration with Camping Village Resort “Le Esperidi” (Livorno).

2022 – Envisioning Corals

A virtual reality simulation to reduce psychological distance toward climate change.

In collaboration with Prof. Alberto Gallace and the Marhe Center (Maldives).

2021 – Creation of a virtual simulation for the study of workplace objectification.

In collaboration with Prof. Tobias Greitemeyer and Prof. Cristina Baldissarri.

2018. Romantic rejection & acceptance of gender-based violence. In collaboration with Prof. Luca Andrighetto, University of Genova, Paolo Riva University of Milano Bicocca.

2018. Social Exclusion and Working objectification. In collaboration with Prof. Luca Andrighetto, University of Genova, Dr. Cristina Baldissarri, University of Milano Bicocca, Dr. Paolo Riva, University of Milano Bicocca and Dr. Risconi Patrice, University of Surrey.

2016 to 2017. Fitness and augmented reality mobile apps and health behaviors. In collaboration with Prof. Tobias Greitemeyer and Dr. Christina Sagioglou, University of Innsbruck, Austria.

2015. Strategy video games and self-regulation. In collaboration with Prof. Tobias Greitemeyer, University of Innsbruck, Austria.

2013 to 2018. Violent video games, moral disengagement and aggressive behavior: looking for a link in the virtual domain. In collaboration with Prof. Luca Andrighetto, University of Genova, Paolo Riva University of Milano Bicocca, Prof. Chiara Volpato, University of Milano Bicocca, Brad J. Bushman, University of Ohio, USA.

2012 to 2016. European Cooperation in the field of Scientific and Technical Research - Social psychological dynamics of historical representations in the enlarged European Union. Scientific Coordinator: Prof. Laurent Licata, Université Libre de Bruxelles.

2011 to 2012. The Impact of Self-Categorization on Emotions and Collective Actions. In collaboration with Vincent Pillaud, University of Lausanne, Switzerland; Frederico Guilherme, University of Porto, Portugal; Jessica Salerno, Illinois University, USA; Hadas Baram, University of Tel Aviv, Israel.

Participation to PhD programs accredited by the Ministry

Board member of the PhD program in Psychology, Linguistics and Cognitive Neuroscience (Social, Cognitive and Clinical Psychology curriculum) - University of Milano Bicocca from 19/03/2021 to date;

Third-party funded research activities

2023 – Present Research and testing for **Luxottica**, focusing on human factors (individual and social) involved in interactions with technological devices (150.000€, in collaboration with Prof. Alberto Gallace)

2024 Research and development for **San Raffaele Hospital (Milan)** on the integration of **Arduino** devices to reduce cybersickness in virtual reality simulations for rehabilitation (5.000€, in collaboration with Prof. Alberto Gallace)

2024 – Present Research and development in collaboration with **Arduino®**, aimed at developing a **sensor ecosystem** for behavioral research in psychology.

2024 – Present Research in collaboration with **Camping Village Resorts (Livorno)**, focused on the development of a **permanent observatory on pro-environmental and recycling behaviors**. (10.000€)

Institutional assignments

Deputy Director, MiBTec – Mind and Behavior Technological Center, University of Milano-Bicocca (2020–present).

Scientific Director, BiHOME – Bicocca House of Multidimensional Ecological Experience (Department of Excellence 2023–2027), University of Milano-Bicocca (Sep 2023–present).

Selection Committee Member (Commissioner), public competition “Cat. D, technical area, permanent position” – Graphic Designer, University of Milano-Bicocca (Nov 2024).

Selection Committee Member (Commissioner), public competition “Cat. D, technical area, permanent position” – Computer Technician, Department of Psychology, University of Milano-Bicocca (Sep 2023).

Selection Committee Member (Commissioner), public competition “Cat. D, technical area, permanent position” – Computer Technician, Department of Psychology, University of Milano-Bicocca (16–17 & 20 Jan 2017).

IT & Web-Usability Consultant, rollout of the new UNIMIB web portal (unimib.it), University of Milano-Bicocca (Jun–Jul 2017).

Program Lead, management of student study plans, B.Sc. in Psychosocial Communication, University of Milano-Bicocca (2019–2021).

Head of Communication & Web, Research Centers of Excellence MiBTec and BiCApP, University of Milano-Bicocca (2019–2021).

Member, University Digitization Committee (Chair: Prof. Francesco Loporati, DISCo Department), University of Milano-Bicocca (2019–2021).

Member, Quality Assurance Management Group, B.Sc. in Psychosocial Communication, University of Milano-Bicocca (Feb 2021).

Selection Committee Member (Commissioner), open competition “20PTA026” – Graphic Technician, University of Milano-Bicocca (Jun 2021).

Summer Schools organization

Organizing Committee & Scientific Tutor, Winter School “Human Factors in Portable and Wearable Technologies,” Villa del Grumello, Como (27–31 Jan 2019–2020).

Organizing Committee & Scientific Tutor, “Building the New Everything – VR & AR Summer School 2021,” Milan (13–17 Sep 2021).

Articles for the general public and media coverage:

Gabbiadini, A. (2025). *Oltre l’algoritmo: costruire un welfare umano nell’era della transizione digitale* [*Beyond the algorithm: Building a human-centred welfare in the era of digital transition*] [Public talk]. Department of Psychology, University of Milano-Bicocca.

Gabbiadini, A. (2025). *JustSeparate 2025* [*JustSeparate 2025*] [Organizer; public outreach initiative]. Department of Psychology, University of Milano-Bicocca.

Gabbiadini, A. (2025). *Polveriera Social Club – seconda edizione* [*Polveriera Social Club – second edition*] [Public talk/panel]. Department of Psychology, University of Milano-Bicocca.

Gianguialano, A., Boffi, P., Osimo, S. A., Yavari, M., **Gabbiadini, A.**, Lanzi, P. L., & Gallace, A. (2025, October 23). *Embodiment in Nature: How Avatar Choice Shapes an Underwater Virtual Reality Experience* [Conference presentation – MetroXRINE, Session S3.5.1]. IEEE.

Gabbiadini, A. (2024). *Dive into the Future: esperienze virtuali per l'educazione ambientale al MiBTec* [*Dive into the Future: Virtual experiences for environmental education at MiBTec*] [Public engagement initiative]. Department of Psychology & MiBTec – University of Milano-Bicocca.

Gabbiadini, A., & Manfredi, A. (2024). *Podcast divulgativo* [*Science outreach podcast*] [Podcast production]. Department of Psychology, University of Milano-Bicocca.

Gabbiadini, A. (2024). *Envisioning corals: Teaching how VR can be a useful tool for teaching in Maldivian schools* [*Envisioning corals: Come la VR può essere uno strumento utile per l'insegnamento nelle scuole maldiviane*] [School outreach activity]. Department of Psychology & MiBTec – University of Milano-Bicocca.

Valsecchi, E. A., & Gabbiadini, A. (2023). *Spot the Monk Observatory* [*Spot the Monk Observatory*] [Science communication website]. DISAT & Department of Psychology, University of Milano-Bicocca. <https://www.spot-the-monk-observatory.com/>

Montano, S., Siena, F. M., & Gabbiadini, A. (2023). *Map the Giants: Giant Corals, Future Marine Monuments* [*Map the Giants: Giant Corals, Future Marine Monuments*] [Science communication website]. DISAT & Department of Psychology, University of Milano-Bicocca. <https://www.mapthegiants.com/>

Media coverage & interviews

CNBC. (2019, December 26). *Video interview per emittente US* [*Video interview for US network*] [TV interview]. https://www.youtube.com/watch?v=uaf_Xjz6Mxs&t=813s

Grazia. (2019, July 4). *L'amore (non) nasce in chat* [*Love (does not) start in chat*] [Magazine article], pp. 63–64.

Corriere.it. (2019, July 2). *Cuori solitari e menti arrabbiate: il dating online* [*Lonely hearts and angry minds: Online dating*] [News article].

IoDonna.it. (2019, July 3). *Dating online: il “no” delle donne scatena la rabbia degli uomini, anche sul web* [*Online dating: Women’s “no” triggers men’s anger, even online*] [News article].

La Voce di Genova. (2019, July 3). *Aggressività maschile verso le donne: gli uomini non accettano il rifiuto femminile* [*Male aggression toward women: Men do not accept women's rejection*] [News article].

Repubblica.it. (2019, June 29). *Così i siti d'incontri rischiano di alimentare la violenza sulle donne* [*How dating sites may fuel violence against women*] [News article].

TV Bergamo. (2017, March 28). *Video games violenti* [*Violent video games*] [TV interview].

GameStar. (2016, April 21). *Videospiel-Studie – Empathielos und sexistisch durchs GTA-Spielen?* [*Video-game study – Empathy-less and sexist through GTA?*] [Press coverage].

EL PAÍS. (2016, April 20). *¿Eres más machista y violento por jugar al GTA?* [*Are you more sexist and violent because you play GTA?*] [Press coverage].

Psiconline.it. (2016, April 19). *Videogiochi e riduzione dell'empatia verso le donne vittime di violenza* [*Video games and reduced empathy toward women victims of violence*] [Press coverage].

The Escapist. (2016, April 15). *Flawed study claims a link between video games and sexism* [Press coverage].

MCV. (2016, April 14). *It appears that GTA might make the world a worse place for females* [Press coverage].

TechRaptor. (2016, April 14). *Another study fails to prove games lead to sexism* [Press coverage].

La Vanguardia. (2016, April 14). *Los videojuegos sexistas favorecen actitudes tolerantes hacia la violencia de género* [*Sexist video games foster tolerant attitudes toward gender violence*] [Press coverage].

Vocativ. (2016, April 13). *Study: Sexist, violent video games decrease empathy in boys* [Press coverage].

CNET. (2016, April 13). *Violent, sexist games decrease empathy for real-life female victims, says study* [Press coverage].

TIME. (2016, April 13). *Here's what sexist video games do to boys' brains* [Press coverage].

Radio3 Scienza (RAI). (2016, April 11). *Intervista* [*Interview*] [Radio interview].
<http://www.radio3.rai.it/dl/portaleRadio/media/ContentItem-1b475b50-f04b-4cd6-9e11-3f608937a188.html>

Androkonos. (2014, April 19). *Videogiochi violenti, è allarme in Italia. Sesso, sangue e droga nei titoli più venduti* [*Violent video games, alarm in Italy. Sex, blood and drugs in top-selling titles*] [Press coverage].

Pacific Standard – The Science of Society. (2014, February 10). *Violent games and bad behavior: The evidence mounts* [Press coverage].

La Stampa. (2013, November 28). *Disonesti grazie ai videogame* [*Dishonest thanks to video games*] [Press coverage].

Eco di Bergamo. (2013, November 25). *I videogiochi violenti inducono aggressività* [*Violent video games induce aggression*] [Press coverage].

Corriere della Sera. (2013, November 23). *Il videogioco che rende i ragazzi aggressivi* [*The video game that makes kids aggressive*] [Press coverage].

I-Télé (France). (2013, December 13). *L’impact d’un jeu vidéo violent et immoral* [*The impact of a violent and immoral video game*] [TV segment].

Le Figaro. (2013, December 11). *L’impact d’un jeu vidéo violent et immoral* [*The impact of a violent and immoral video game*] [Press coverage].

GiocoNews. (2013, December 3). *Videogiochi e moralità: Andrighetto “serve maggiore informazione tra gli adulti”* [*Video games and morality: Andrighetto “we need more adult education”*] [Press coverage].

Corriere della Sera. (2012, May 6). *Attratti dagli opposti o in cerca di somiglianza, lo decide l’algoritmo* [*Opposites attract or seek similarity? The algorithm decides*] [Press coverage].

Italics – rubrica “Psicologia Digitale”. (2011, October 4). *Perché non scrivi su Wikipedia* [*Why don’t you write on Wikipedia*] [Column article].

Corriere della Sera. (2011, September 14). *Videogiochi violenti anche per minorenni* [*Violent video games also for minors*] [Press coverage].

Oggi. (2011, June 28). *Psicologia: no ai videogame violenti ai bimbi* [*Psychology: No violent video games for children*] [Press coverage].

City (free press, Corriere della Sera group). (2011, January 14). *Stiamo tornando al razzismo fascista* [*We are returning to fascist-era racism*] [Press coverage].

Professional and university services

2021 - 2022 – Associate Editor for the *Acta Psychologica* scientific journal

2021 – ad-hoc peer reviewer for *Mind, Technology and Behavior* scientific journal

2021 – reviewer for the doctoral dissertation titled: "Time perception and its relationship with both aging and emotion", Dr. Davide Momi (Scientifici tutor: prof. Riccaro Palumbo), Università degli studi di Chieti-Pescara
2020 – ad-hoc peer reviewer for *Psychology of Popular Media*
2020 – ad-hoc peer reviewer for *Aggressive Behavior*
2020 – ad-hoc peer reviewer for *Cyberpsychology*
2019 – Reviewer for the international scientific association *Austrian Science Fund* - Austria
2019 – Reviewer for AIP 2019
2019 – ad-hoc peer for *Cyberpsychology, Behavior and Social Networking*
2019 – ad-hoc peer reviewer for *Computers in Human behavior*
2019 - reviewer for the doctoral dissertation - Dr.ssa Federica Sibilla (scientific tutor prof.ssa Tiziana Mancini), Università degli studi di Bologna
2018 – ad-hoc peer reviewer for *Cyberpsychology*
2017 and 2018 – ad-hoc peer reviewer for *Computers in Human behavior*
2017 – ad-hoc peer reviewer for *Personality and Individual Differences*
2017 – ad-hoc peer reviewer for *Frontiers*
2016 – ad-hoc peer reviewer for *PLOS ONE*
2016 – ad-hoc peer reviewer for *Personality and Individual Differences*
2016 – ad-hoc peer reviewer for *European Journal of Social Psychology*
2016 – ad-hoc peer reviewer for *European Journal of Social Psychology*
2016 – ad-hoc peer reviewer for *Computers in Human behavior*
2015 – ad-hoc peer reviewer for *TPM – Testing, Psychometrics, Methodology in Applied Psychology*
2015 – ad-hoc peer reviewer for *International Journal of Transplantation Research and Medicine*
2015 – ad-hoc peer reviewer for *Cyberpsychology, Behavior and Social Networking*
2014 – ad-hoc peer reviewer for *Aggressive Behavior*
2013 – ad-hoc peer reviewer for *Inmind Italia*

Scientific Association Membership

2013 to date. AIP Associazione Italiana di psicologia – post-doc fellow member.
2016-2017 to date ADRIPS – Full member
2012 to date EASP European Association of Social Psychology – Full member.
2018. ISRA – International Society for Research on Aggression – Full member.

Teaching Activities

Academic year 2024/2025

- 2024 - Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2025 - Lecturer in New programming languages for the web, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2025 - Lecturer in Cyberpsychology, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2032/2024

- 2023 - Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**

- 2024 - Lecturer in New programming languages for the web, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2024 - Lecturer in Cyberpsychology, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2022/2023

- 2022 - Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2023 - Lecturer in New programming languages for the web, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2023 - Lecturer in Cyberpsychology, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2021/2022

- 2021 - Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2022 - Lecturer in New programming languages for the web, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2022 - Lecturer in Cyberpsychology, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2020/2021

- 2020 Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2021 Lecturer for Social Psychology of organizations, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2019/2020

- 2019 Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2020 Lecturer in New programming languages for the web, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2018/2019

- 2017 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2018 – 2019 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.
- 2018 - 2019 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca
- 2018 - 2019 Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. **(28 h)**
- 2018 - 2019 Lecturer in Advanced web design and new technologies for the web, Department of Psychology, University of Milan-Bicocca. **(56 h)**

Academic year 2017/2018

- 2017 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2017 – 2018 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.

- 2017 - 2018 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca
- 2017 - 2018 Lecturer in Information technology and graphic web design, Department of Psychology, University of Milan-Bicocca. (28 h)
- 2017 - 2018 Lecturer in Advanced web design and new technologies for the web, Department of Psychology, University of Milan-Bicocca. (56 h)
- 2017 - 2018 Lecturer in New media: theory and technologies lab, Department of Psychology, University of Milan-Bicocca. (16 h)

Academic year 2016/2017

- 2016 – 2017 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.
- 2016 - 2017 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca
- 2016 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2016 - 2017 Lecturer in formation technology and graphic web design, Department of Psychology, University of Milan-Bicocca. (28 h)
- 2016 - 2017 Lecturer in New media: theory and technologies lab, Department of Psychology, University of Milan-Bicocca. (16 h)

Academic year 2015/2016

- 2015 – 2016 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.
- 2015-2016 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca
- 2015 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2015 - 2016 Lecturer in formation technology and graphic web design, Department of Psychology, University of Milan-Bicocca. (28 h)
- 2015 - 2016 Lecturer in New media: theory and technologies lab, Department of Psychology, University of Milan-Bicocca. (16 h)

Academic year 2014/2015

- 2014 – 2015 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.
- 2014 – 2015 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2014 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2014 - 2015 Lecturer in formation technology and graphic web design, Department of Psychology, University of Milan-Bicocca. (28 h)

Academic year 2013/2014

- 2013 – 2014 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2013 – 2014 Teaching assistant for the course of Graphic design. Dr. Letizia Bollini, Department of Psychology, University of Milan-Bicocca.
- 2013 – 2014 Teaching assistant for the course of Social Psychology, prof. Chiara Volpato, Psychology Department, University of Milano Bicocca.

- 2013 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (12 h)
- 2013 - 2014 Lecturer in formation technology and graphic web design, Department of Psychology, University of Milan-Bicocca. (32 h)
- 2013 - 2014 Lecturer in Information Technology Lab, Department of Psychology, University of Milan-Bicocca. (16 h)

Academic year 2012/2013

- 2012 – 2013 Teaching assistant for the course of Social Psychology, prof. Maria Grazia Monaci, SHS Department, University of Valle d' Aosta.
- 2012 – 2013 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2012 – 2013 Teaching assistant for the course of Social Psychology, prof. Chiara Volpato, Psychology Department, University of Milano Bicocca.
- 2012 - 2013 Lecturer in graphical user interfaces for communication, Department of Psychology, University of Milan-Bicocca. (16 h)
- 2012 - 2013 Lecturer in Information Technology Lab, Department of Psychology, University of Milan-Bicocca. (16 h)
- 2012 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (10 h)

Academic year 2011/2012

- 2011 – 2012 Teaching assistant for the course of Psychology of Communication. Dott. Giovanni Nizzero, Department of Psychology, University of Milan-Bicocca.
- 2011 – 2012 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2011 - 2012 Lecturer in graphical user interfaces for communication, Department of Psychology, University of Milan-Bicocca. (16 h)
- 2011 Introductory lectures to web design, Department of IT, University of Milan-Bicocca (10 h)
- 2011 - 2012 Lecturer in Information Technology Lab, Department of Psychology, University of Milan-Bicocca. (32 h)

Academic year 2010/2011

- 2010 – 2011 Teaching assistant for the course of Attitudes and Opinions, dr. Silvia Mari, Department of Psychology, University of Milan-Bicocca.
- 2010 – 2011 Teaching assistant for the course of Informatica 1. Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2010 – 2011 Teaching assistant for the course of Psychology of Communication. Dott. Giovanni Nizzero, Department of Psychology, University of Milan-Bicocca.
- 2010 - 2011 Lecturer in Information Technology Lab, Department of Psychology, University of Milan-Bicocca. (32 h)
- 2010 - 2011 Lecturer in Graphical user interfaces for communication, Department of Psychology, University of Milan-Bicocca. (16 h)
- 2010 - 2011 Introductory lectures to web design, Department of IT, University of Milan-Bicocca. (12 h)

Academic year 2009/2010

- 2009 – 2010 Teaching assistant for the course of Attitudes and Opinions, Dr. Silvia Mari, Department of Psychology, University of Milan-Bicocca.

- 2009 – 2010 Teaching assistant for the course of Information Technology 1, Dr. Marcello Sarini, Department of Psychology, University of Milan-Bicocca.
- 2009 - 2010 Lecturer in Information Technology Lab, Department of Psychology, University of Milan-Bicocca. (32 h)
- 2009 - 2010 Lecturer in Graphic User Interfaces for communication, Department of Psychology, University of Milan-Bicocca. (16 h)

