

**ALESSANDRO GABBIADINI**  
**CURRICULUM VITAE – March 2018**

**Personal information**

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Name and Surname	Gabbiadini Alessandro
Date of birth	August, 25 <sup>th</sup> , 1982
Current Position	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
Previous Positions	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
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Education

2008 - 2011	Ph.D. in Quality of Life and Society of Information (QUA_SI), University of Milano Bicocca (Italy) Advisor: Prof.ssa Volpato Chiara and Prof.ssa Mari Silvia Thesis title: " <i>Users' participation in virtual communities</i> " (discussed on 30 <sup>th</sup> January, 2012 - evaluation: Excellent)
2006 - 2008	Second level degree in Theory and Technology of Communication (TTC) - University of Milano Bicocca (Italy) Vote: 110 lode / 110
2005	Professional trainings – Bayer s.p.a – IT dep. (Supervisor: Prof. Mauro Pezzè and Dott. Ferruccio Radici)
2002 - 2005	First level degree in Information Technology University of Milano Bicocca (Italy)
1996 - 2001	High School at "Liceo Scientifico G. Maironi da Ponte" mathematical-physical address with PNI

## **Main research interests**

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The primary focus of my research is to investigate the impact of media exposure – in particular of video games – on morality and aggression. I am also interested in the effects that the Internet, social networks and new technologies have on human behavior. My background comes from information technologies and my approach is interdisciplinary. I integrate theories and methodologies from the social psychology with my technical approach (e.g., web programming, UX and UI expertise) to inform hypotheses and design of my studies. Recently, I have taken a particular interest in the process of objectification (and self-objectification) of workers in workplaces.

## **Publications**

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### Peer-Reviewed Articles

- Gabbiadini, A., & Greitemeyer, T.** (*in press*). Fitness mobile apps positively affect attitudes, perceived behavioral control and physical activities. *The Journal of Sports Medicine and Physical Fitness*.
- Gabbiadini, A., Sagioglou, C., & Greitemeyer, T.** (*in press*). Does Pokémon Go lead to a more physically active life style? *Computers in Human behavior*. doi: 10.1016/j.chb.2018.03.005.
- Andrighetto, L., Baldissarri, C., **Gabbiadini, A.**, Sacino, A., Valtorta, R. R., & Volpato, C. (*in press*). Objectified conformity: working self-objectification increases conforming behavior. *Social influence*. doi: 10.1080/15534510.2018.1439769.
- 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
- Gabbiadini, A.,** & Ferrari, A. (2015). Eroi e principesse: Stereotipi e sessualizzazione nel mondo dei videogiochi. *In Mind Italia*, *9*.
- 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.** (2012). I videogiochi possono avere effetti negativi? Violenza e immoralità nel mondo virtuale. *InMind Italia*, *3*, 1-6.
- 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.
- 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.
- 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.

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:**

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., Andrighetto, 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.**, Andrighetto, 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.

**Manuscripts in preparation:**

**Gabbiadini A.**, Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2018). *How to reduce aggression after violent video games exposure: the role of free-will beliefs*. Manuscript in preparation.

**Gabbiadini, A.**, Sagioglou, C., & Greitemeyer, T. (2018). *Pokémon Go, augmented reality and personality traits*. Manuscript in preparation.

## Selected congresses and seminars:

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- Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2018, March, 4). Feeling Like an Object: Working Self-Objectification decreases personal free will. Presented at the Society for Personality and Social Psychology, SPSP 2018 meeting. Atlanta, USA (Oral presentation).
- Gabbiadini, A.**, (2017, September, 18). *Violent video games and social exclusion*. Presented at Bicocca Research Day, Milan (Oral presentation).
- Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2017, July, 4-8). *Work and Freedom? Working Self-Objectification and Belief in Personal Free Will*. Presented at EASP 2017 General Meeting, Granada (Oral presentation).
- Gabbiadini A.**, & Riva, P. (2017, July, 4-8). *Social exclusion boosts the negative effects of violent video games exposure on aggression*. Presented at EASP 2017 General Meeting, Granada (Poster session).
- Gabbiadini, A.** (2017, March, 8). *Video game violenti e sessisti. Effetti del mondo virtuale sull'empatia verso donne vittime di violenza*. Presented at the PRIN final meeting: From the media to sexual harassment: when the woman becomes objects, Milan (Oral presentation).
- Scacchi L., Monaci, M.G., **Gabbiadini, A.**, & Cristini, F. (2016, September, 22-24). *Binge drinking: una verifica del modello MGB tra giovani adulti*. Presented at the XIV AIP National Congress, Napoli (Oral presentation).
- Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2016, September, 22-24). *Lavoro e libertà: Auto-oggettivazione lavorativa e percezione di libero arbitrio personale*. Presented at the XIV AIP National Congress, Napoli (Oral presentation).
- 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 victim of violence*. Presented at Congrès International de Psychologie Sociale en langue française, Genève (Oral presentation).
- 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*. Presented at Half Day Bicocca poster session, Milano (Poster session).
- Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2015, May, 8-9). *Italians and their Fascist past: What inhibits the taking on responsibility and guilt for in-group's misdeeds?* Presented at COST & EASP Small Group Meeting on Fascism, Athens (Oral presentation).
- Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, December, 6-7). *Italians and the Fascism: How explaining the lack of responsibility and guilt for ingroup misdeeds?* Presented at COST ACTION – WG4 meeting, Canterbury (Oral presentation).

- Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, September, 25). *Italians and the Fascism: How explaining the lack of responsibility and guilt for ingroup misdeeds?* Presented at Half Day Bicocca meeting, Milano (Poster session).
- 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.* Presented at Half Day Bicocca meeting, Milano (Poster session).
- Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, July 4-7). *Italians and the Fascism: How explaining the lack of responsibility and guilt for ingroup misdeeds?* ISPP Annual Scientific Meeting– International Society of Political Psychology, Roma (Oral presentation).
- Andrighetto, L., Riva, P., **Gabbiadini, A.**, & Volpato, C. (2014, July). *Excluded from all humanity: Animal metaphors exacerbate the psychological consequences of social exclusion.* Presented at EASP 2014 General Meeting, Amsterdam (Poster session).
- 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.* Presented at EASP 2014 General Meeting, Amsterdam (Poster session).
- Scacchi, L., Monaci, M.G., Cristini, F., & **Gabbiadini, A.** (2013, October, 26). *Binge drinking: expectations and motivations in university students.* Presented at the 9th European Congress of Community Psychology “beyond the crisis: building community and critical visions to achieve justice, fairness and well-being”. Napoli (Poster session).
- Gabbiadini, A.**, Cristini, F., Scacchi, L., & Monaci, M. G. (2013, September, 26-28). *Motivazioni psicosociali del fenomeno di binge drinking.* Presented at the XII Congresso Nazionale della Sezione di Psicologia Sociale, Padova (Oral presentation).
- Scacchi, L., Cristini, F., **Gabbiadini, A.**, & Aresi, G. (2013, July). *Binge drinking: motivazioni, influenza sociale e benessere psicologico.* Presented at the IX Congresso Nazionale “Smart Community”, Padova (Oral presentation).
- Gabbiadini A.**, Mari, S., & Volpato, C., (2012, December). *Social identity in the virtual realm: motivational factors in MMORPGs.* Presented at the “Nuova Linfa alla Ricerca” Meeting, Aosta (Poster session).
- Gabbiadini, A.**, Cristini, F., Scacchi, L., & Monaci, M. G. (2012, December). *Intenzioni collettive e motivazioni psicosociali del fenomeno di binge drinking.* Presented at the “Nuova Linfa alla Ricerca” meeting, Aosta (Oral presentation).
- Gabbiadini, A.** (2011, September). *Forum di discussione online: Gli utenti di una web community vogliono davvero offrirti il loro aiuto?* Presented at the IX AIP National Congress of Social Psychology Section. Cagliari (Poster session).
- Andrighetto, L., Mari, S., Durante, F., **Gabbiadini, A.**, & Volpato, C. (2011, September). *The myth of the good Italian.* Presented at the IX AIP National Congress of Social Psychology Section, Cagliari (Oral presentation).

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

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

**Gabbiadini A.**, Andrighetto, L., & Volpato, C. (2011, March, 11-12). *The images of the other: processes of delegitimization in the past and present*. Presented at the Conference “PassatoPresente - Racism, Ethnic Prejudice and Xenophobia in Italy: theoretical perspectives and empirical research”, Torino (Oral presentation).

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

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*. Presented at the IIX National AIP Congress - Section of Social Psychology, Torino (Oral presentation).

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*. Presented at the VII AIP National Congress - Section of social Psychology, Cagliari (Oral presentation).

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 the Italian society*. 32<sup>nd</sup> Annual Scientific Meeting of the International Society of Political Psychology (ISPP), Dublin (Poster session).

## **Invited talk and seminars**

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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, 31<sup>st</sup>, 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 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 19<sup>th</sup>, 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

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- 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

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

## Funding History

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- 2016 Co-investigator for the research project titled "*Sexual objectification and free-will*"  
Principal investigator: Prof. Chiara Volpato.
- 2015 Co-investigator for the research project titled "*Strategies for reducing aggression after video games exposure*", founded by "Ateneo Milano Bicocca – fondi di ateneo".  
Principal investigator: Prof. Chiara Volpato.
- 2014 Co-investigator for the research project titled "*Objectification in workplaces*",  
founded 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*" founded 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*", founded 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*”, founded 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*”, founded by “Ateneo Milano Bicocca – fondi di ateneo”. Principal investigator: Prof. Chiara Volpato.

## **International research projects**

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

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.

## **Institutional assignments**

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16-17-20 January 2017. Commissioner for the public competition "cat. D area tecnica tempo indeterminato" for the recruitment of a computer technician at the Department of Psychology at the University of Milano Bicocca.

June-July 2017. IT and Web Usability consultant for the release of the new UNIMIB web portal ([www.unimib.it](http://www.unimib.it)).

## Articles for the general public and media coverage:

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- 28-03-2017** – Video interview TV Bergamo “Video games violenti”.
- 21-04-2016** - GameStar: "Videospiegel-Studie - Empathielos und sexistisch durchs GTA-Spielen?"
- 20-04-2016** - EL PAÍS: "¿Eres más machista y violento por jugar al GTA?"
- 19-04-2016** – Pisconline.it - Videogiochi e riduzione dell’empatia verso le donne vittime di violenza
- 15-04-2016** - The Escapist: "Flawed Study Claims a Link Between Video Games And Sexism"
- 14-04-2016** - MCV: "It appears that GTA might make the world a worse place for females"
- 14-04-2016** - TechRaptor: "Another Study Fails to Prove Games Lead to Sexism"
- 14-04-2016** - La Vanguardia: "Los videojuegos sexistas favorecen actitudes tolerantes hacia la violencia de género"
- 13-04-2016** - Vocativ: "Study: Sexist, Violent Video Games Decrease Empathy In Boys"
- 13-04-2016** - CNET: "Violent, sexist games decrease empathy for real-life female victims, says study"
- 13-04-2016** - TIME: "Here’s What Sexist Video Games Do to Boys’ Brains"
- 11-04-2016** – Intervista radio Radio3 Scienza - -  
<http://www.radio3.rai.it/dl/portaleRadio/media/ContentItem-1b475b50-f04b-4cd6-9e11-3f608937a188.html> (link al podcast della puntata)
- 19-04-2014** – Androkonos - Videogiochi violenti, è allarme in Italia. Sesso, sangue e droga nei titoli più venduti.
- 10-02-2014** – Pacific Standard, the science of society – Violent games and bad behavior: the evidence mounts.
- 28-11-2013** – La Stampa – Disonesti grazie ai videogame.
- 25-11-2013** – Eco di Bergamo – I videogiochi violenti inducono aggressività.
- 23-11-2013** – Corriere della Sera – Il videogioco che rende i ragazzi aggressivi.
- 13-12-2013** - French TV I-Télé - L’impact d’un jeu vidéo violent et immoral.
- 11-12-2013** – Le Figarò – L’impact d’un jeu vidéo violent et immoral.
- 3-12-2013** – Gioconews – Videogiochi e moralità: Andrighetto “serve maggiore informazione tra gli adulti”
- 6-05-2012** –Corriere della Sera - Attratti dagli opposti o in cerca di somiglianza, lo decide l’algoritmo.
- 4-10-2011** – Italics – rubrica “psicologia Digitale” - “Perché non scrivi su Wikipedia”.
- 14-09-2011** – Corriere della Sera – intervista al gruppo di ricerca - “Videogiochi violenti anche per minorenni”.
- 28-06 2011** – Oggi – Intervista al gruppo di ricerca “psicologia: no ai videogame violenti ai bimbi”.
- 14-01-2011** – City freepress (gruppo Corriere della Sera) – Intervista al gruppo di ricerca – Siamo tornando al razzismo fascista.

## Professional and university services

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- 2017 – 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

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- 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.

## Teaching Activities

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### *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)
- 2015 - 2016 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)
- 2015 - 2016 Lecturer in information 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 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)

### **Master thesis supervision**

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- 2017-2018. Thesis supervisor, first level degree. Student: Giulia Annoni
- 2016-2017. Thesis supervisor, first level degree. Student: Cristina Vicente
- 2016-2017. Thesis co-supervisor, first level degree. Student: Chantal Armellin
- 2016-2017. Thesis co-supervisor, second level degree. Student: Michela Galbiati
- 2015-2016. Post-graduate internship co-supervisor. Student: Stefano Codari
- 2015-2016. Post-graduate internship co-supervisor. Student: Chantal Armellin
- 2015-2016. Thesis co-supervisor, first level degree. Student: Massimo Gandola
- 2015-2016. Thesis co-supervisor, first level degree. Student: Sharmayne Pedroletti
- 2015-2016. Thesis co-supervisor, second level degree. Student: Luca Parroco
- 2015-2016. Thesis co-supervisor, second level degree. Student: Stefano Codari
- 2014-2015. Thesis co-supervisor, first level degree. Student: Serena Fontevivo

- 2014-2015. Thesis co-supervisor, first level degree.. Student: Alessia Ferrari
- 2014-2015. Thesis co-supervisor, second level degree. Student: Luca Parroco
- 2014-2015. Thesis co-supervisor, second level degree. Student: Andrea Colombo
- 2013-2014. Post-graduate internship co-supervisor. Student: Lorenzo Spini
- 2013-2014. Thesis co-supervisor, first level degree. Student: Scurati Francesca
- 2013-2014. Thesis co-supervisor, first level degree. Student: Monica Pennati
- 2013-2014. Thesis co-supervisor, first level degree. Student: Lorenzo Spini