

DICHIARAZIONE SOSTITUTIVA DI CERTIFICAZIONE
DICHIARAZIONE SOSTITUTIVA DELL'ATTO DI NOTORIETÀ (SELF-CERTIFICATION)
(art. 46 e 47 del DPR 445/2000 s.m.i.)

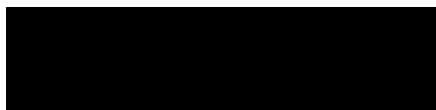
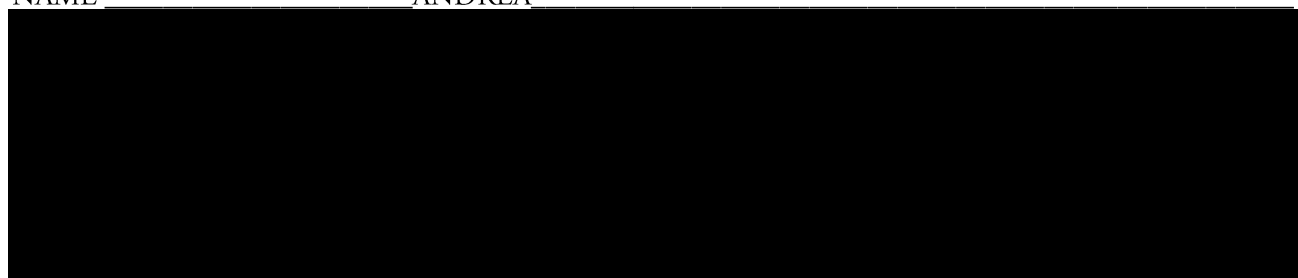
DICHIARAZIONE SOSTITUTIVA DELL'ATTO DI NOTORIETÀ (SELF-CERTIFICATION)
(art. 47 del DPR 445/2000 s.m.i.)

The undersigned:

SURNAME _____ BERETTA _____

(For woman indicate the maiden name)

NAME _____ ANDREA _____



Considering the DPR December 28, 2000, n. 445 on "Consolidated laws and regulations on administrative documentation" and successive amendments;

Considering the Law 12 November 2011, n. 183, and in particular art. 15 (Stability Act 2012) (*);
Aware that, according to art. 76 of the DPR 445/2000, false declarations, falsity in public acts and use of false acts are punished according to the Penal Code and to special laws on the subject, declares under his/her own responsibility:

That what declared in the following curriculum vitae et studiorum including information on the scientific production corresponds to the truth

CURRICULUM VITAE ET STUDIORUM

ANDREA BERETTA

Contact information:

Education

University of Trento, Rovereto, Italy

Nov 2016 – Feb 2020

Ph.D., Psychological Sciences and Education

Advisor: Prof. Massimo Zancanaro

Co-advisor: Dr. Bruno Lepri

Thesis: *Impact of Counterfactual Emotions on the Experience of Algorithm Aversion*

University of Padova, Padova, Italy

2012 – 2015

MS, Social and Workplace Psychology

Advisor: Prof. Luciano Gamberini

Thesis: *Augmented Surrounding: a comparative study between wearable and handheld device for an Augmented Reality Browser*

Final Grade: 110/110

Visiting Experiences

University of Southern California, Los Angeles, US

Jan 2019 – Jul 2019

Department of Economics

Advisor: Prof. Giorgio Coricelli

I worked in developing studies in HCI with Neuroeconomics methods (ultimatum game, social dilemmas, repeated trust game) in a multidisciplinary group of experts to study how anthropomorphic agents that present the emotions of guilt and regret after non-cooperative behaviors affect human trust.

I attended the course "Neuroeconomics" from Giorgio Coricelli, in which I focused on studies of the neural basis of human behavior. This course included particular focus on (i) the reward system; (ii) reinforcement learning; (iii) the neural basis of choice under risk and uncertainty; (iv) intertemporal choices; (v) preferences and relative rewards; (vi) the role of emotion in decision-making.

Work in Progress

- *The use of Tinder and Objectification: how HCI could reduce sexual objectification* (with Daniela Ruzzante)

This work has its basis in Social Psychology theories of objectification. My contribution is twofold. Firstly, I study the

"swipe" and "match" logic and the role of the interface in nudging people to meet outside the app. Secondly, I focus on the psychological aspects and consequences of these dates, starting from the psychological characteristics of the users.

- *Counterfactual Emotions and Virtual Agents* (with Giorgio Coricelli, Celso de Melo, Jonathan Gratch)
This work aims at the understanding of the role of the emotions of regret and guilt expressed by an anthropomorphic agent to repair trust in HCI from a neuroeconomics point of view. In particular, the aim is to study cooperation between a human and virtual agent through experiments based on economic games (e.g., repeated trust game, ultimatum game)
- *The perception of Artificial Intelligence in Different Cultures* (with Kori Inkpen and Tom Gross)
This project born during the Interact2019 conference. The aim is to understand how Artificial Intelligence is perceived from laypeople, investigating expectations and beliefs through cross-cultural lenses.
- *Decisions with Algorithms: the role of Counterfactual Emotions in Algorithm Aversion* (with Massimo Zancanaro, and Bruno Lepri)
The project aims at investigating users' counterfactual emotions of Regret and Disappointment and their behavioral consequences in the phenomenon of Algorithm Aversion.

Teaching Assistantships

Social Ergonomics and New Communication Environments

May 2018 – Jun 2018

I have followed the activity of teaching HCI methods and organized teamwork for 58 master students.

Extra-Curricular Activities

- Course: Project Management: The Basics for Success, Coursera, Apr 2020
- Course: Machine Learning, Coursera, Jan 2020 – May 2020
- Workshop: Human(s) in the Loop Bringing AI HCI Together INTERACT2019, Paphos, Cyprus
- Course: How to write CHI papers CHI19, Glasgow, Scotland
- Course: Bespoke Data Visualization using R and ggplot2 CHI19, Glasgow, Scotland
- Course: Building Economic Models of Human-Computer Interaction CHI19, Glasgow, Scotland
- Course: Insights in Experimental Data CHI19, Glasgow, Scotland
- Course: Advanced Neuroeconomics USC, Spring semester 2019
- Summer School: Feministic HCI, Jun 2018

Attended Seminars (2019)

- Pro-sociality, Rules, and Theory of Mind, Prof. Mike McBride, UC Irvine 01/17/19
- A Window into the Architecture of the Mind: Functional Imaging of the Human Brain, Prof. Nancy Kanwisher, Chen Institute Symposium, Caltech 01/26/19
- How the Brain Accumulates and Communicates Memories as Life Unfolds Over Time, Prof. Uri Hasson, Princeton Neuroscience Institute 01/30/19
- The birth of Intelligent Virtual Human Agents in clinical Healthcare, Prof. Albert "Skip" Rizzo, Institute of Creative Technologies, USC 02/13/19
- Neurocomputational basis of social learning and decision-making Prof. Patricia Lockwood, Oxford University. 02/22/19
- The brain in the social world: Integrating approaches from social neuroscience, psychology, and social network analysis" Carolyn Parkinson, Assistant Professor, Department of Psychology, UCLA 02/22/19
- Repeated games: a theory of games played by teams of players, Jeonbing Kim, Caltech 02/26/19
- Linking Social and Personal Preferences, Shachar Kariv, Berkeley Economics 03/04/19



- The transformations of the Human, Antonio Damasio, Susanna Berger, Helene Mialet, Josh Berson, Hanna Landecker 04/03/19

Conference Papers

- Beretta, A., Zancanaro, M., Lepri, B. (2019). Following wrong suggestions: self-blame in human and computer scenarios. Human-Computer Interaction INTERACT 2019, INTERACT 2019. Lecture Notes in Computer Science, vol 11748. Springer, 542-550
- Orso V., Pluchino P., Beretta, A., Jacucci G., Gamberini L. (2018). Comparative Usability Evaluation of Moverio and Smartphone. Multi-Conference on Computer Science and Information Systems (MCCSIS 2018). 19-25
- Gamberini, L., Orso, V., Beretta, A., Jacucci, G., Spagnolli, A., Rimondi, R. (2016) Evaluating user experience of augmented reality eyeglasses ANNUAL REVIEW OF CYBERTHERAPY AND TELEMEDICINE 2015, 28.

Pre-Ph.D. Work Experience

Bicocca University, Milan

Research intern

Jul 2016- Jan 2017

Supervisor: Prof. Rossana Actis Grosso, Ph.D.

I learned the fundamentals of physical Ergonomics and Human Factors, as well as writing research proposals and improved my data analysis skills using R Studio software.

User Experience Designer Intern, BSD, Milan

January 2016- June 2016

Supervisor: Alessandro Pollini, Ph.D.

I studied the basics of anthropometrics to implement various aspects of the multimodal interface of an industrial press in a multidisciplinary team composed of engineers and designers.

Technical Skills

Scientific Tools

Advanced: R, SPSS

Intermediate: Matlab

Operating Systems

Linux, Windows, Android

Organizational Skills

Strong problem-solving skills and vast experience in identifying and planning priorities. Strong ability in dealing with stressful situations and respecting deadlines (project deadlines, paper deadlines, etc.).

Social Skills

I am a sociable person, and I have strong leadership skills and proneness to teamwork. Great sense of duty in carrying out my job and responsibilities. Keen interest in developing new skills and learning new things (curiosity was my main driver in research).

References are available upon request.

Permission of the Personal data Protection Code, Legislative Decree no. 196/2003 June 2003

Wednesday, 20 May 2020

