VITO GENTILE

CONTACT INFO

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Date of Birth   March 10th, 1989

SUMMARY

Vito received his Ph. D. in 2017 at the University of Palermo, defending a thesis titled "Designing Touchless Gestural Interfaces for Public Displays". Previously, he received his Bachelor's degree in Computer Engineering in July 2011 discussing a thesis regarding a video surveillance system based on Android and Linux. Two years later, he received the Master's degree in Computer Engineering discussing a thesis regarding a hand pose recognition system, based on a neural network, using Microsoft Kinect (and the related Microsoft SDK, using C#).

Currently he is Research Fellow at the University of Palermo (Italy). He is also Adjunct Lecturer at the University of Palermo, teaching Principles of Computer Science (including Python programming), and Logic Circuits Design. His research interests include human-computer interaction and ubiquitous computing, with a special focus on touchless gestural interaction design and pervasive displays applications. He is also interested on the intersection between HCI and artificial intelligence, having often worked with machine learning.

Vito also collaborated with several European research institutions. In 2019-2029, he was Research Fellow at the University of Hertfordshire (UK). During his postdoc, Vito has also been invited as a Visiting Scholar by several Universities, including University of Lincoln (UK) and Aalborg University (Denmark). During his doctoral studies, he has also been a Visiting Research Student at the Brunel University London (UK), and he had the opportunity of attending many international scientific conferences, where he has often presented outcomes of his research. He has also been part of the program and organizing committees of several international scientific conferences, being also involved in peer review activities for many scientific journals. Currently, Vito is lead guest editor for the Journal of Personal and Ubiquitous Computing, edited by Springer.

Vito has been involved in many research projects, both in academia and in industry, as well as during his studies. He is currently collaborating as a consultant with Synbrain, working as senior data scientist in machine learning and natural language processing applications. He has also had various professional and research collaborations in the past with several companies (InformAmuse, EidosMedia, Aldebran), in the area of software development (mostly as a mobile and full-stack web developer).

Vito is also an accomplished tech writer and web content manager, collaborating with few webzines (HTML.it, Codemotion Magazine), both in Italian and English language. His articles cover several topics of IT, new technologies and software development, including ML/AI, mobile computing, databases, security, etc....

ACADEMIC EXPERIENCE (RESEARCH)

Research Fellow
School of Creative Arts
University of Hertforshire
September 2019 – April 2020

My main activities during this post were about the definition of a proposal for a new research project. The themes of such project were focused on how to uncover and mitigate algorithmic bias in novel machine learning applications during the design process. To this end, the proposal suggests to use a set of HCI tools and methodologies to help data scientists in uncovering and thus anticipating possible biases before to launch a AI-based product out in the market.
In this period I have also worked on the submission of a paper that uses machine learning to predict the behaviour of users of touchless gestural applications for public displays.

Research Fellow (*Assegnista di Ricerca*)
Department of Physics and Chemistry (*Dipartimento di Fisica e Chimica "Emilio Segrè"*)
University of Palermo
March 2019 – Present

This position is funded on a research project aimed at developing novel methods for early diagnosis of celiac disease. In particular, the main duties are to develop tools for easing data collection, as well as for designing and developing an AI based on machine learning techniques, to be used as a decision support system (DSS) for doctors, aimed at facilitating future diagnosis.

Research Fellow (*Assegnista di Ricerca*)
Department of Digital and Industrial Innovation (*Dipartimento dell'Innovazione Industriale e Digitale*)
University of Palermo
February 2017 – February 2019

Research aimed at designing innovative solutions for the development of touchless and multimodal interfaces, as well as for pervasive displays applications. During this post I have also worked on the definition of novel solutions for multimodal emotion recognition, using machine learning and pattern recognition to recognize users' emotions from body gestures.

Visiting Scholar
Department of Architecture, Design and Media Technology
Aalborg University Copenhagen, Denmark
January 2019

Research focused on investigating the impact of touchless gestural and touch interfaces for users affected by autistic spectrum disorders (ASD)

Visiting Scholar
School of Computer Science
University of Lincoln, UK
August 2018

Research focused on the use of touchless gestural interfaces to ease, by means of games, learning and engagements of children

Visiting Research Student
Department of Computer Science
Brunel University London, UK
September 2014 – August 2015

Research focused on the design of touchless gestural interfaces for public displays, by means of user-centred design methodologies

ACADEMIC EXPERIENCE (TEACHING)

Adjunct Lectures (*Professore a contratto*)
University of Palermo
October 2017 – Present

Academic Years 2019/2020 and 2018/2019:
- Logic Circuits (*Calcolatori Elettronici, modulo di Reti Logiche*)
  Degree course in Cybernetic Engineering (*Corso di Laurea in Ingegneria Cibernetica)*
  Main themes: Boolean algebra, analysis and design of combinational and sequential logic circuits

Academic Years 2019/2020, 2018/2019 and 2017/2018:
- Principles of Computer Science (*Fondamenti di Informatica*)
  Degree course in Environmental Engineering (*Corso di Laurea in Ingegneria Ambientale*)
  Main themes: computer science basics, spreadsheets (Microsoft Excel), Python software development

Teaching Assistant (*Cultore della materia*)
University of Palermo
June 2017 – September 2019

Teaching assistance during exams for the degree courses in "Informatics for the History of Arts" (*Informatica per la Storia dell'Arte*) and "Advanced Computer Architecture" (*Architetture Avanzate dei Calcolatori*)

EXPERIENCE IN INDUSTRY

Senior Data Scientist
Synbrain S.r.l.
October 2019 – Present

Activities of this post consisted in the implementation of machine learning and natural language processing to solve problems in the fields of Human Resources Management (HRM), Marketing and Customer Relationship Maagement (CRM).

Web Content Manager & Tech Writer
HTML.it
April 2011 – Present

Writing technical articles about IT and software development; content planning and reviewing

Web Content Manager & Tech Writer
Codemotion Magazine
December 2018 – Present

> Writing technical articles about software development and new technologies; content planning and reviewing

Android App Developer (Consultant)
InformAmuse S.r.l., EidosMedia
September 2011 – December 2011

> Development of a newsreader for Android, compliant with an existing software version for the iOS platform

Java Developer (internship) at SIA (*Servizi Informativi di Ateneo*)
University of Palermo
January 2011 – February 2011

> Development of dynamic web pages (using JSP and Hibernate technologies) for both the student and the back office web portals, part of the official website of the University of Palermo (www.unipa.it).

EDUCATION

Ph.D. (*Doctor Europaeus*) in Technological Innovation Engineering (Computer Engineering)
University of Palermo
January 2014 – February 2017

> Research topics include human-computer interaction and ubiquitous computing, with a special focus on the design of touchless gestural interfaces for public displays

7th International UBI Summer School
University of Oulu, Finland
June 2016

> Attended a workshop titled "UbiComp in the wild: developing and deploying pervasive displays", and passed a written exam given by the workshop organizers, Professor Nigel Davies and Dr. Sarah Clinch

Master's Degree (*Laurea Magistrale*) in Computer Engineering (*Ingegneria Informatica*)
University of Palermo
October 2011 – July 2013

> Graduated with honors (110/110 cum laude) discussing a thesis regarding hand pose recognition system based on a neural network, using Microsoft Kinect (and the related Microsoft SDK, using C#), directed by Professor Antonio Gentile and Dr. Salvatore Sorce

> Main engaged topics: artificial intelligence, robotics, web systems and architectures, computer architectures, image processing, MATLAB, network security

Bachelor's Degree (*Laurea*) in Computer Engineering (*Ingegneria Informatica*)
University of Palermo
October 2008 – July 2011

Graduated with honors (110/110 cum laude) discussing a thesis regarding the implementation of a video-surveillance system based on Android and Linux, directed by Dr. Giorgio Vassallo

Main engaged topics: physics, math, programming basics, algorithms, Java, C, C++, shell scripting, databases and SQL, operating systems, computer networks

INVOLVEMENT IN FUNDED PROJECTS

During his career, Vito has been involved in the following funded research projects, as a member of the research unit:

ITAMA
ICT Tools for the diagnosis of Autoimmune diseases in the Mediterranean Area
JS-Code C1-1.1-18

Funded by the European Regional Development Fund, under the international cooperation program INTERREG V-A Italia-Malta

NEPTIS
Soluzioni ICT per la fruizione e l'esplorazione aumentata dei Beni Culturali
Grant no. PON03PE_00214_3

Funded by Italian Ministry of University and Research (MIUR).
http://www.ponrec.it/open-data/progetti/scheda-progetto?ProgettoID=7732

BookAlive
PON R&C 2017-2013
Grant no. PAC02L2_00068

Funded by Italian Ministry of University and Research (MIUR).
http://bookalive.informamuse.com/

SmartHeritage
PON R&C 2017-2013
Grant no. PAC02L2_00167

Funded by Italian Ministry of University and Research (MIUR).
https://vimeo.com/218595071

OTHER PROJECTS AND EXPERIENCE

Google Summer of Code 2016
May 2016 – August 2016

Vito has been a mentor for the Italian Mars Society (IMS) and Python Software Foundation (PSF) during the Google Summer of Code 2016. He supervised students for the development of a touchless interactive virtual environment, using the Python programming language

Google Summer of Code 2015
May 2015 – August 2015

Vito has been awarded by Google, having been accepted as a student for the Google Summer of Code 2015. He has been mentored by the Italian Mars Society (IMS) and the Python Software Foundation (PSF) in order to improve the then available immersive virtual reality simulation of the ERAS Station (V-ERAS). The goal was to allow users to interact with a simulated Martian environment using the Aldebran VSS Motivity, Oculus Rift and Microsoft Kinect. However, the integration of the latter technology was incomplete, so this project consisted in the enhancement of it in order to port the C# code to Python, increase the manageability of multiple Kinects, improve user navigation to better reproduce users' movements in real time and to integrate touch-less gestural interaction support.

Full report of this project is available at https://vigentile.wordpress.com/category/gsoc-2015/

InEmbryo
April 2014 – December 2014

Web application design (both in terms of architecture and user interface), requirement analysis and prototype development of InEmbryo, a web platform born as a tool for innovators and start-ups (http://www.inembryo.com). By means of InEmbryo, users can share their ideas, skills and knowledge, in order to help each other in their business development.

V-ERAS
December 2014

V-ERAS was a project by the Italian Mars Society, aimed at simulating a virtual Mars base to develop a concept for a European Mars Analog Station (ERAS). V-ERAS was the first step towards the development of an actual Mars Analog Research Station, similar to the MDRS built and managed by the American Mars Society.
Vito was selected for being part of the first V-ERAS crew as Crew Engineer. The simulation took place from December 7th to 14th 2014, with goals like hypogravity simulation (by the integration of several technologies, like Microsoft Kinect, Oculus Rift and Aldebran MotiGravity) and improving the design of the station, by editing project details directly in the virtual reality environment. The main contribution was in the Kinect integration with the whole system.

PROFESSIONAL SERVICES

Journal Editorial Board

Lead Guest Editor: Personal and Ubiquitous Computing, Springer

Conference Organizing Commmittee

Program Chair: PerDis 2019
Publicity Chair: IS-EUD 2019
Proceedings Chair: MUM 2019, PerDis 2018

Conference Program Committee

MUM: 2019, 2018
CHItaly: 2019, 2017
IS-EUD 2019
IEEE ICSC: 2019, 2018
PerDis: 2019, 2018
AVI: 2018, 2016
SITIS 2017

Journal Reviewing

Intl. Journal of Human-Computer Studies, Elsevier
Personal and Ubiquitous Computing, Springer
Interacting with Computers, Oxford University Press
Multimedia Tools and Applications, Springer
Neural Computing and Applications, Springer
Journal of Sensors, Hindawi

Conference Reviewing

IS-EUD 2019
PerDis: 2019, 2018, 2017
INTERACT 2019
CHI 2019
IEEE ICSC: 2019, 2018

MUM 2018
MobileHCI 2018
ICMI 2018
VL/HCC: 2018, 2017
NordiCHI 2018
AVI: 2018, 2016
CHItaly: 2019, 2017, 2015

PUBLICATIONS

Sorce, S., **Gentile, V.**, Cascio, D., Giuliano, A., Tabacchi, M., Taormina, V., Tegolo, D., Valenti, C. & Raso, G. (2019). A REST-based Framework to Support Non-Invasive and Early Coeliac Disease Diagnosis. In *Proceedings of the 20th International Conference on Computer Systems and Technologies 2019 (CompSysTech '19)*. https://doi.org/10.1145/3345252.3345296

Sorce, S., Malizia, A., **Gentile, V.**, Jiang, P., Atherton, M. & Harrison, D. (2019). Evaluation of a Visual Tool for Early Patent Infringement Detection During Design. In *Proceedings of the 7th International Symposium on End-User Development (IS-EUD 2019)*. https://doi.org/10.1007/978-3-030-24781-2_12

Mäkelä, V., **Gentile, V.**, Khamis, M. & Sorce, S. (2019). Supporting Tourism with Public Interactive Displays. In *Proceedings of The 8th ACM International Symposium on Pervasive Displays (PerDis '19)*. Palermo, Italy: ACM. https://doi.org/10.1145/3321335.3330140

Gentile, V., Fundarò, D. & Sorce, S. (2019). Elicitation and Evaluation of Zoom Gestures for Touchless Interaction with Desktop Displays. In *Proceedings of The 8th ACM International Symposium on Pervasive Displays (PerDis '19)*. Palermo, Italy: ACM. https://doi.org/10.1145/3321335.3324934

Gentile, V., Adjorlu, A., Serafin, S., Rocchesso, D., & Sorce, S. (2019). Touch or Touchless? Evaluating Usability of Interactive Displays for Persons with Autistic Spectrum Disorders. In *Proceedings of The 8th ACM International Symposium on Pervasive Displays (PerDis '19)*. Palermo, Italy: ACM. https://doi.org/10.1145/3321335.3324946

Rubegni, E., **Gentile, V.**, Malizia, A., Sorce, S., & Kargas, N. (2019). Child-Display Interaction: Exploring Avatar-based Touchless Gestural Interfaces. In *Proceedings of The 8th ACM International Symposium on Pervasive Displays (PerDis '19)*. Palermo, Italy: ACM. https://doi.org/10.1145/3321335.3324942

Gentile, V., Elagroudy, P., Ergin, E., & Clinch, S. (2019). Pervasive Displays Research: What's Next?, *IEEE Pervasive Computing*, *18*(1), 72-78. https://doi.org/10.1109/MPRV.2019.2898538

Speicher, M., Ehrlich, J., **Gentile, V.**, Degraen, D., Sorce, S., & Krüger, A. (2019). Pseudo-haptic Controls for Mid-air Finger-based Menu Interaction. In *Proceedings of the 37th Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems*. Glasgow, Scotland UK: ACM. https://doi.org/10.1145/3290607.3312927

Sorce, S., **Gentile, V.**, & Rocchesso, D. (2018). Ecological Invitation to Engage with Public Displays. In *Proceedings of The 7th ACM International Symposium on Pervasive Displays (PerDis '18)*. Munich, Germany: ACM. http://doi.org/10.1145/3205873.3210704

Sorce, S., **Gentile, V.**, Oliveto, D., Barraco, R., Malizia, A., & Gentile, A. (2018). Exploring Usability and Accessibility of Avatar-based Touchless Gestural Interfaces for Autistic People. In *Proceedings of The 7th ACM International Symposium on Pervasive Displays (PerDis '18)*. Munich, Germany: ACM. http://doi.org/10.1145/3205873.3210705

Gentile, V., Sorce, S., Elhart, I., & Milazzo, F. (2018). Plantxel: Towards a Plant-based Controllable Display. In *Proceedings of The 7th ACM International Symposium on Pervasive Displays (PerDis '18)*. Munich, Germany: ACM. http://doi.org/10.1145/3205873.3205888

Milazzo, F., **Gentile, V.**, Gentile, A., & Sorce, S. (2018). KIND-DAMA: A modular middleware for Kinect-like device data management. *Software: Practice and Experience*, *48*(1), 141–160. http://doi.org/10.1002/spe.2521

Milazzo, F., **Gentile, V.**, Gentile, A., & Sorce, S. (2018). Real-Time Body Gestures Recognition Using Training Set Constrained Reduction. In L. Barolli & O. Terzo (Eds.), *Conference on Complex, Intelligent, and Software Intensive Systems (CISIS 2017)* (pp. 216–224). Springer International Publishing. http://doi.org/10.1007/978-3-319-61566-0_21

Giardina, M., Tramonte, S., **Gentile, V.**, Vinanzi, S., Chella, A., Sorce, S., & Sorbello, R. (2018). Conveying audience emotions through humanoid robot gestures to an orchestra during a live musical exhibition. In L. Barolli & O. Terzo (Eds.), *Conference on Complex, Intelligent, and Software Intensive Systems (CISIS 2017)* (pp. 249–261). Springer International Publishing. http://doi.org/10.1007/978-3-319-61566-0_24

Gentile, V. (2017). Soluzioni touchless per la prevenzione terziaria. *Patient Safety*, 22–23. Retrieved from http://www.patientsafety.it/download/125/

Gentile, V. (2017). *Designing Touchless Gestural Interfaces for Public Displays*. Università degli Studi di Palermo. Retrieved from https://iris.unipa.it/handle/10447/220972

Sorce, S., **Gentile, V.**, Enea, C., Gentile, A., Malizia, A., & Milazzo, F. (2017). A Touchless Gestural System for Extended Information Access Within a Campus. In *Proceedings of the 2017 ACM Annual Conference on SIGUCCS* (pp. 37–43). ACM. http://doi.org/10.1145/3123458.3123459

Milazzo, F., Augello, A., Pilato, G., **Gentile, V.**, Gentile, A., & Sorce, S. (2017). Exploiting correlation between body gestures and spoken sentences for real-Time emotion recognition. In *ACM International Conference Proceeding Series*. ACM. http://doi.org/10.1145/3125571.3125590

Gentile, V., Milazzo, F., Sorce, S., Gentile, A., Augello, A., & Pilato, G. (2017). Body Gestures and Spoken Sentences: A Novel Approach for Revealing User's Emotions. In *Proceedings - IEEE 11th International Conference on Semantic Computing, ICSC 2017*. IEEE. http://doi.org/10.1109/ICSC.2017.14

Milazzo, F., **Gentile, V.**, Vitello, G., Gentile, A., & Sorce, S. (2017). Modular Middleware for Gestural Data and Devices Management. *Journal of Sensors*, *2017*. http://doi.org/10.1155/2017/9196070

Gentile, V., Khamis, M., Sorce, S., & Alt, F. (2017). They are looking at me! Understanding how Audience Presence Impacts on Public Display Users. In *Proceedings: 6th ACM International Symposium on Pervasive Displays (PerDis '17)*. ACM. http://doi.org/10.1145/3078810.3078822

Gentile, V., & Mylonopoulou, V. (2017). Exploiting social comparison using pervasive displays and mobile notifications for reducing energy consumption. In *Proceedings: 6th ACM International Symposium on Pervasive Displays (PerDis '17)*. ACM. http://doi.org/10.1145/3078810.3084350

Gentile, V., Sorce, S., Malizia, A., Milazzo, F., & Gentile, A. (2017). Investigating how user avatar in touchless interfaces affects perceived cognitive load and two-handed interactions. In *Proceedings: 6th ACM Intl Symposium on Pervasive Displays (PerDis '17)*. ACM. http://doi.org/10.1145/3078810.3078831

Sorce, S., Ruggieri, S., **Gentile, V.**, Gentile, A., & Malizia, A. (2017). Human-to-Human Interaction: The Killer Application of Ubiquitous Computing? In M. Kurosu (Ed.), *International Conference on Human-Computer Interaction (HCI 2017)* (pp. 86–93). Springer International Publishing. http://doi.org/10.1007/978-3-319-58071-5_7

Gentile, V., Sorce, S., Russo, G., Pirrone, D., & Gentile, A. (2016). A Multimodal Fruition Model for Graphical Contents in Ancient Books. In *Proceedings of the 17th Intl Conference on Computer Systems and Technologies 2016 (CompSysTech '16)* (pp. 65–72). ACM. http://doi.org/10.1145/2983468.2983477

Gentile, V., Sorce, S., Malizia, A., Pirrello, D., & Gentile, A. (2016). Touchless Interfaces For Public Displays: Can We Deliver Interface Designers From Introducing Artificial Push Button Gestures? In P. Buono, R. Lanzilotti, & M. Matera (Eds.), *Proceedings of the International Working Conference on Advanced Visual Interfaces* (pp. 40–43). ACM. http://doi.org/10.1145/2909132.2909282

Gentile, V., Sorce, S., Malizia, A., & Gentile, A. (2016). Gesture recognition using low-cost devices: Techniques, applications, perspectives [Riconoscimento di gesti mediante dispositivi a basso costo: Tecniche, applicazioni, prospettive]. *Mondo Digitale*, *15*(63), 161–169. Retrieved from http://mondodigitale.aicanet.net/2016-2/articoli/02_Riconoscimento_di_gesti_mediante_dispositivi_a_basso_costo.pdf

Sorce, S., Malizia, A., **Gentile, V.**, & Gentile, A. (2015). Touchless Gestural Interfaces for Networked Public Displays: Overcoming Interaction Blindness and Performing Evaluations In-The-Wild. In *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2015 ACM International Symposium on Wearable Computers - UbiComp '15* (pp. 789–790). ACM. http://doi.org/10.1145/2800835.2807958

Gentile, V., Malizia, A., Sorce, S., & Gentile, A. (2015). Designing Touchless Gestural Interactions for Public Displays In-the-Wild. In *International Conference on Human-Computer Interaction (HCI 2015)* (pp. 24–34). Springer International Publishing. http://doi.org/10.1007/978-3-319-20916-6_3

Bruno, A., Carminetti, P., **Gentile, V.**, La Cascia, M., & Mancino, E. (2014). Palmprint Principal Lines Extraction. In *Proc. IEEE Workshop on Biometric Measurements and Systems for Security and Medical Applications (BIOMS 2014)* (pp. 50–56). IEEE. http://doi.org/10.1109/BIOMS.2014.6951535

Gentile, V., Sorce, S., & Gentile, A. (2014). Continuous Hand Openness Detection Using a Kinect-Like Device. In *2014 Eighth International Conference on Complex, Intelligent and Software Intensive Systems (CISIS)* (pp. 553–557). Birmingham, UK: IEEE. http://doi.org/10.1109/CISIS.2014.80

Sorce, S., **Gentile, V.**, & Gentile, A. (2013). Real-Time Hand Pose Recognition Based on a Neural Network Using Microsoft Kinect. In *2013 Eighth Intl Conf. on Broadband and Wireless Computing, Communication and Applications* (pp. 344–350). Compiegne, France: IEEE. http://doi.org/10.1109/BWCCA.2013.60

THESIS SUPERVISION

1. **Design, implementation and evaluation of a classifier for emotion recognition based on body gestures**
   Original title: Progettazione, implementazione e valutazione di un classificatore per il riconoscimento delle emozioni sulla base dei gesti del corpo
   Master Thesis, Academic year 2018/2019
   Degree course in Computer Engineering
      (Corso di Laurea Magistrale in Ingegneria Informatica)
   Student: Daniele Fundarò
   Supervision role: co-supervisor

2. **Implementation and Evaluation of a Visual Gestural Interface for Interaction with 3D Models of Virtually Restored Archaeological Artefacts**
   Original title: Implementazione e valutazione di un'interfaccia grafica a gesti per l'interazione con modelli 3D di restauro virtuale di reperti archeologici
   Bachelor Thesis, Academic year 2016/2017
   Degree course in Computer and Telecommunication Engineering
      (Corso di Laurea in Ingegneria Informatica e delle Telecomunicazioni)
   Student: Daniele Fundarò
   Supervision role: co-supervisor

3. **Novel models for human-computer interaction: study and evaluation of gestural interaction for the fruition of cultural heritage**
   Original title: Modelli innovativi di interazione uomo–macchina: studio e valutazione dell'interazione gestuale per la fruizione del patrimonio culturale
   Master Thesis, Academic year 2015/2016
   Degree course in History of Arts
      (Corso di Laurea Magistrale in Storia dell'Arte)
   Student: Cristina Enea
   Supervision role: co-supervisor

4. **Import of a 3D model in a web browser for real-time gestural control**
   Original title: Importare un modello 3D in un browser web per il controllo gestuale in tempo reale
   Bachelor Thesis, Academic year 2015/2016
   Degree course in Computer and Telecommunication Engineering
      (Corso di Laurea in Ingegneria Informatica e delle Telecomunicazioni)
   Student: Patrizia Manno
   Supervision role: co-supervisor

5. **A system for gestural interaction with public displays**
   Original title: Un sistema per l'interazione a gesti con display pubblici
   Bachelor Thesis, Academic year 2015/2016
   Degree course in Computer and Telecommunication Engineering
      (Corso di Laurea in Ingegneria Informatica e delle Telecomunicazioni)
   Student: Dario Pirrello
   Supervision role: co-supervisor

6. **Implementation of a tool for populating a database of gestural data for touchless interactions**
   Original title: Implementazione di un tool per la popolazione di un database di gesti per le interazioni touchless
   Bachelor Thesis, Academic year 2014/2015
   Degree course in Computer and Telecommunication Engineering
       (Corso di Laurea in Ingegneria Informatica e delle Telecomunicazioni)
   Student: Angelo Sanfilippo
   Supervision role: co-supervisor