



Riccardo Berta

Qualifica: Ricercatore a Tempo Indeterminato
SSD: ING-INF/01

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Ambiti di insegnamento e ricerca

Fondamenti di programmazione, Multimedia Digital Entertainment, Serious Games, Technology Enhanced Learning, Mobile devices, Technology Enhanced Learning, Computer Graphics

Orario di ricevimento

Su appuntamento

Curriculum

Riccardo Berta è nato a Savona il 6 Gennaio 1974. Ha conseguito la Laurea in Ingegneria Elettronica e il Dottorato di Ricerca in Ingegneria Elettronica e Informatica presso l'Università di Genova rispettivamente nel 1999 e nel 2003. Attualmente, da Settembre 2011 ricopre il ruolo di Ricercatore Universitario a Tempo Indeterminato presso il Dipartimento DITEN dell'Università di Genova, dove insegna Multimedia Digital Entertainment, Informatica Grafica e Fondamenti di Programmazione. I suoi principali interessi di ricerca riguardano il "Technology Enhanced Learning", "Serious Gaming", "Cultural Computing" e "Human-Computer Interaction for mobile devices".

L'attività didattica e scientifica del Prof. Berta è attualmente rivolta ai seguenti settori

- Serious Games,
- Artificial Intelligence for games,
- Technology Enhanced Learning
- Human-Computer Interaction with mobile devices
- Computer Graphics

E' autore di oltre 90 articoli scientifici sui precedenti temi. Il Prof. Berta ha partecipato a diversi progetti di ricerca finanziati dall'Unione Europea nei filoni del Cultural Heritage, Serious Games and Human-Machine interaction. In tali progetti, egli è stato responsabile del progetto e dell'implementazione di work packages ed è stato coinvolto anche nella ideazione e stesura delle proposte di progetto. In particolare, il Prof. Berta è stato coinvolto nei seguenti progetti: eSG (Stimulating entrepreneurship through Serious Game, EU Lifelong Learning Programme, 2011/ongoing), GALA Network of Excellence (Game and Learning Alliance, EU FP7 ICT, 2010-ongoing), Travel in Europe (EU Cultura Programme, 2006-2009) e E-Tour (IST FP5, 2000-1).

Il Prof. Berta è membro del Comitato Scientifico delle seguenti conferenze: Game and Learning Conference (GALA 2013), Advances in Computer Entertainment (ACE 2012/2013); International Conference on Games and Virtual Worlds for Serious Applications (VS-GAMES'12); Serious Games Workshop within International Conference on Advanced Learning Technologies and Technology-enhanced Learning (ICALT 2012); Advances in Computer Entertainment (ACE 2011). Egli è stato chairman di Second workshop on Serious Games and Cultural Heritage (SeGaCh) all'interno della International Conference on Virtual Systems and Multimedia, e del First workshop on Serious Games and Cultural Heritage (SeGaCh) all'interno del International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST 2008).

Pubblicazioni significative

• Pubblicazioni su rivista o capitolo di libro internazionale

- [1] R. Berta, F. Bellotti, A. De Gloria, D. Pranantha, C. Schatten. **Electroencephalogram and Physiological Signal Analysis for Assessing Flow in Games**. *IEEE Transactions on Computational Intelligence and AI in Games*. in press.
- [2] D. Mori, R. Berta, A. De Gloria, V. Fiore, L. Magnani. **An easy to author Dialogue Management System for Serious Games**. *ACM Journal on Computing and Cultural Heritage (JOCCH)*. Volume 6 Issue 2, May 2013.
- [3] F. Bellotti, B. Kapralos, K. Lee, P. Moreno-Ger, R. Berta. **Assessment in and of Serious Games: An Overview**. *Advances in Human-Computer Interaction*, Vol. 2013, Article ID 136864, 11 pages, February 2013, <http://dx.doi.org/10.1155/2013/136864>
- [4] F. Bellotti, R. Berta, A. De Gloria, A. D'Ursi, V. Fiore. **A serious game model for cultural heritage**. *ACM Journal on Computing and Cultural Heritage (JOCCH)*, Vol. 5, No. 4, October 2012



- [5] S. Arnab, **R. Berta**, J. Earp, S. de Freitas, M. Popescu, M. Romero, I. Stanescu, M. Usart, **Framing the Adoption of Serious Games in Formal Education**, *The Electronic Journal of e-Learning (Special ECGBL Issue)*, Vol. 10, No. 2. July 2012, pp. 159-171
- [6] A. Jurgelionis, H. H. Nap, B.J. Gajadhar, F. Bellotti, A. I. Wang, and **R. Berta**, **Player Experience and Technical Performance Prospects for Distributed 3D Gaming in Private and Public Settings**, *ACM Computers in Entertainment*, Vol. 9, No. 3, November 2011
- [7] F. Bellotti, **R. Berta**, R. Cardona, A. De Gloria, **An architectural approach to efficient 3D urban modeling**, *Elsevier Computers & Graphics*, Vol. 35, No. 5, October 2011
- [8] F. Bellotti, **R. Berta**, A. De Gloria, A. Ozolina, **Investigating the added value of interactivity and serious gaming for educational TV**, *Elsevier Computers & Education*, Vol. 57, No. 1, August 2011
- [9] F. Bellotti, **R. Berta**, A. De Gloria, G. Panizza, M. Pellegrino, L. Primavera, **Designing Serious Games for Cultural Heritage Purposes**, in S. de Freitas, P. Maharg (Ed.), *Digital Games and Learning*, Continuum, 2011
- [10] M. Bardini, F. Bellotti, **R. Berta**, A. De Gloria, **Enabling Dynamic Generation of Levels for RTS Serious Games Entertainment Computing**, *Elsevier Entertainment Computing*, Special Issue: Entertainment Computing, Vol.2, No.2, 2011
- [11] F. Bellotti, R. Berta, A. De Gloria, **Designing Effective Serious Games: Opportunities and Challenges for Research**, *International Journal of Emerging Technologies in Learning (iJET)*, Vol.5 Special Issue: Creative Learning with Serious Games, December 2010
- [12] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, **Supporting authors in the development of task-based learning in Serious Virtual Worlds**, *British Journal of Educational Technology (BJET)*, Vol. 41, NO. 1, January 2010
- [13] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, **Developing Web3D tools for promoting the European Heritage**, in N. Sharda (Ed.), *Tourism Informatics: Visual Travel Recommender Systems, Social Communities and User Interface Design*, IGI Global, 2010
- [14] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, **Adaptive Experience Engine for Serious Games**, *IEEE Transactions on Computational Intelligence and AI in Game*, Vol.1, No.4, December 2009.
- [15] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, **Enhancing the Educational Value of VideoGames**, *ACM Computer in Entertainment*, Special Issue: Media Arts and Games, Vol. 7, No. 7, June 2009
- [16] F. Bellotti, R. Berta, A. De Gloria, L. Primavera, V. Zappi, **Travel in Europe: An online environment to promote cultural heritage**, *The IPSI BgD Transactions on Internet Research*, Vol. 4 No. 1, January 2008
- [17] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **oDect: an RFID-based Object Detection API to support applications development on Mobile Devices**, *Software Practice & Experience*, Vol. 38, No. 12, pp 1241 – 1259, 2008
- [18] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **Widely usable user interfaces on Mobile Devices with RFID**, in J. Lumsden (Ed.), *Handbook of Research on User Interface Design and Evaluation for Mobile Technology*, Idea Group Inc, January 2008.
- [19] **R. Berta**, G. Spalla, **InfoSketch: un carnet informatique pour notes, dessins et ébauches, apte à supporter l'interprétation et le projet du territoire**, in G. Spalla (Ed.), *Les Langages des Cultures du Territoire*, Allemandi & C, November 2007
- [20] **R. Berta**, A. De Gloria, **Résoudre l'hétérogénéité des données géographiques au moyen d'outils informatiques interoperables**, G. Spalla (Ed.), *Les Langages des Cultures du Territoire*, Allemandi & C, November 2007
- [21] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **Implementing tour guides for travellers**, *Human Factors and Ergonomics in Manufacturing*, Vol. 15, No. 3, August 2005



- [22] F. Bellotti, **R. Berta**, A. De Gloria, **Evaluation and Optimization of Method Calls in Java**, *Software Practice & Experience*, Vol. 34, No. 4, pp. 395-431, April 2004
- [23] F. Bellotti, **R. Berta**, A. De Gloria, E. Ferretti, M. Margarone, **VeGame: Field Exploration of Art and History in Venice**, *IEEE Computer*, Vol. 36, No.9, pp. 48-55, September 2003
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- [25] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **User Testing a Hypermedia Tour Guide**, *IEEE Pervasive Computing*, Volume 1, Issue 2, pp. 33-41, April-June 2002
- [26] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **Using 3D Sound to Improve the Effectiveness of the Advanced Driver Assistance Systems**, *Personal and Ubiquitous Computing*, Volume 6, Issue 3, pp. 155-163, June 2002
- [27] A. Barisone, F. Bellotti, **R. Berta**, A. De Gloria, **JSBricks: a Suite of microbenchmarks for the Evaluation of Java as a Scientific Environment**, *Future Generation Computer Systems*, Volume 18, Issue 2, pp. 293-306, October 2001
- [28] F. Bellotti, **R. Berta**, A. De Gloria, A. Poggi, **DirectJ: Java APIs for Optimised 2D Graphics**, *Software Practice & Experience*, Volume 31, Issue 3, pp. 259-275, March 2001

- **Pubblicazioni su Conferenze internazionali**

- [29] **R. Berta**, A. De Gloria, N. Secco, a. Pomicino, S. Artioli. **An information campaign on HIV using the Serious Game technology: "HInVaders" a Facebook-based videogame**. Italian Conference on AIDS and retrovirus (ICAR 2013). Turin, Italy, 12-14 May 2013
- [30] R. Berta, F. Bellotti **A Gamified Short Course for Promoting Entrepreneurship among ICT Engineering Students**. *IEEE International Conference on Advanced Learning Technologies (ICALT 2013)*. Beijing, China, July 15-18, 2013
- [31] F. Bellotti, R. Berta, A. De Gloria. **Building a Comprehensive R&D Community on Serious Games**, *VS-Games 2012*, Genoa, Italy, 29-31 October 2012, *Procedia Computer Science*, Vol. 15, 2012
- [32] F. Bellotti, R. Berta, A. De Gloria, E. Lavagnino, F. Dagnino, M. Ott, M. Romero, M. Usart, I.S. Mayer. **Designing a Course for Stimulating Entrepreneurship in Higher Education through Serious Games**, *VS-Games 2012*, Genoa, Italy, 29-31 October 2012, *Procedia Computer Science*, Vol. 15, 2012
- [33] Plotnikov Anton, Natallia Stakheika and Carlotta Schatten, Francesco Bellotti, D Pranantha, **R. Berta**, A De Gloria. **Measuring Enjoyment in Games through EEG Signal Analysis**. *6th European Conference on Games Based Learning ECGBL 2012*, Cork, Ireland, 4-5 October 2012
- [34] D. Pranantha, F. Bellotti, **R. Berta**, A. De Gloria. **Puzzle-it: An HTML5 Serious Games Platform for Education**. *GameDays & Edutainment 2012*, Darmstadt, Germany, 18-20 September 2012
- [35] D. Pranantha, F. Bellotti, **R. Berta**, A. De Gloria. **A Format of Serious Games for Higher Technology Education Topics**. *International Conference on Advanced Learning Technologies and Technology-enhanced Learning (ICALT 2012)*, Rome, Italy, 4-6 July 2012
- [36] Y. Ling, F. Bellotti, **R. Berta**, A. De Gloria. **Embodied Conversational Human-Machine Interface with Wearable Body Sensors for Improving Geography Teaching**. Workshop on Game based learning for the 21st century: challenges and opportunities in conjunction with *International Conference on Advanced Learning Technologies and Technology-enhanced Learning (ICALT 2012)*, Rome, Italy, 4-6 July 2012
- [37] A. Plotnikov, N. Stakheika, A. De Gloria, C. Schatten, F. Bellotti, **R. Berta**, C. Fiorini, F. Ansovini. **Exploiting real-time EEG analysis for assessing flow in games**. Workshop on Game based learning for the 21st century: challenges and opportunities in conjunction with *International Conference on Advanced Learning Technologies and Technology-enhanced Learning (ICALT 2012)*, Rome, Italy, 4-6 July 2012



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- [39] F. Bellotti, **R. Berta**, A. De Gloria, E. Lavagnino, **Towards a Conversational Agent Architecture to Favor Knowledge Discovery in Serious Games**. *International Conference on Advances in Computer Entertainment Technology (ACE 2011)*, Lisbon, Spain, 8-11 November 2011
- [40] M. Popescu, S. Arnab, **R. Berta**, J. Earp, S. de Freitas, M. Romero, I. Stanescu, M. Usart, **Serious Games in Formal Education: Discussing Some Critical Aspects**, *5th European Conference on Games Based Learning (ECGBL 2011)*, Athens, Greece, 20-21 October 2011
- [41] F. Bellotti, M. Ott, S. Arnab, **R. Berta**, S. de Freitas, K. Kiili, A. De Gloria, **Designing Serious Games for Education: From Pedagogical Principles to Game Mechanisms**, *5th European Conference on Games Based Learning (ECGBL 2011)*, Athens, Greece, 20-21 October 2011
- [42] M. Mortara, F. Bellotti, **R. Berta**, C. E. Catalano, G. Fiucci, M. Houry-Panchetti, P. Petridis, **Serious Games for Cultural Heritage: the GaLA Activities**, *12th International Symposium on Virtual Reality, Archaeology and Cultural Heritage VAST (2011)*, Prato, Tuscany, Italy, 18-21 October 2011
- [43] F. Bellotti, **R. Berta** and A. De Gloria, **An interactive TV framework for Serious Games**, *The IFIP WG 5.7 15th Workshop on Experimental Interactive Learning in Industrial Management*, in collaboration with GaLA, Espoo, Finland, 5-7 June 2011
- [44] F. Bellotti, **R. Berta**, A. Gloria, M. Margarone, **LodeStar: a mobile device to enhance visually impaired people experience of cultural and naturalistic places**, *Re-Thinking Technology in Museums Conference*, University of Limerick, Ireland, 26-27 May 2011
- [45] M. Fominykh, E. Prasolova-Førland, M. Morozov, A. Gerasimov, F. Bellotti, **R. Berta**, S. Cardona, A. De Gloria, **Universcity : Towards a Holistic Approach to Educational Virtual City Design**, *Proceedings of International Conference on Virtual Systems and Multimedia (VSMM 2010)*, Seoul, Korea, October 20-23, 2010
- [46] F. Bellotti, **R. Berta**, A. De Gloria, **Designing a technological framework for serious gaming on interactive TV**, *International Workshop on Serious Games Development and Applications*, University of Derby, Kedleston Road, Derby, UK, 8 July 2010
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- [49] A. Jurgelionis, J.-P. Laulajainen, H. David, F. Bellotti, **R. Berta**, A. De Gloria, **3D Graphic Streaming Protocol for Pervasive Gaming**, *FOCUS K3D Conference on Semantic 3D Media and Content*, 2010, INRIA Sophia Antipolis, France, February 11-12 January 2010.
- [50] F. Bellotti, **R. Berta**, A. De Gloria, G. Panizza, L. Primavera, **Designing Cultural Heritage contents for Serious Virtual Worlds**, presented in *Second Serious Games in Cultural Heritage (SeGaCH) workshop*, *Proceedings of International Conference on Virtual Systems and Multimedia (VSMM 2009)*, Vienna, Austria, September 9-12, 2009
- [51] F. Bellotti, **R. Berta**, A. De Gloria, L. Primavera, **A task annotation model for Sandbox Serious Games**, *Proceedings of IEEE Symposium on Computational Intelligence and Games (CIG 2009)*, September 7-10, 2009, Milano, Italy
- [52] F. Bellotti, **R. Berta**, A. De Gloria, L. Primavera, **Player Experience evaluation: an approach based on the Personal Construct Theory**, *The 8th International Conference on Entertainment Computing (ICEC 2009)*, Paris, France, 3-5 September 2009



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- [55] F. Bellotti, **R. Berta**, A. De Gloria, V. Zappi, **Exploring Gaming Mechanisms to Enhance Knowledge Acquisition in Virtual Worlds**, 3rd International Conference on Digital Interactive Media in Entertainment and Arts (DIMEA 2008), Athens, Greece, 10-12 September 2008
- [56] F. Bellotti, **R. Berta**, A. De Gloria, **Europa in 3D**, MediaMit 2007, Kaiserslautern (Germany), October 24, 2007
- [57] E. Baldi, F. Bellotti, **R. Berta**, M. Pellegrino, L. Primavera, A. De Gloria, **A serious game to promote road safety**, VIPSI Conference, Lake Bled, Slovenia, 8-11 October 2007
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- [59] F. Bellotti, **R. Berta**, M. Pellegrino, L. Primavera, A. De Gloria, **Learning contents by videogame "tricks"**, Learning with Games Conference, Sophia Antipolis, France, 24-26 September 2007
- [60] E. Baldi, F. Bellotti, **R. Berta**, M. Pellegrino, L. Primavera, A. De Gloria, **Road Rider: an interactive 3D game to promote road safety**, First International Web3D Games Workshop held in conjunction with Web3D symposium 2007, Perugia, Italy, 15-18 April 2007.
- [61] F. Bellotti, **R. Berta**, A. De Gloria, M. Margarone, **B4B (Bricks for Biz): Visual Development of Cultural Tourism Applications**, *eChallenges e-2005*, Fifteenth International Conference on eBusiness, eGovernment, eWork, eEurope beyond 2005 and ICT, Ljubljana, Slovenia, 19 October 2005 - 21 October 2005
- [62] F. Bellotti, **R. Berta**, P. Robertson, P. Kompfner and A. Amditis, **Integrating Nomadic Devices in an Adaptive Driver-Vehicle Environment**, *16th IFAC World Congress*, Prague, 4 July 2005 - 8 July 2005
- [63] F. Bellotti, **R. Berta**, A. De Gloria, E. Ferretti, M. Margarone, **Science Game: mobile gaming in a scientific exhibition**, *eChallenges e-2004*, Fourteenth International Conference on eBusiness, eGovernment, eWork, eEurope 2005 and ICT, Vienna, Austria, 27 October 2004 - 29 October 2004
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- [65] F. Bellotti, **R. Berta**, M. Dellepiane, A. De Gloria, E. Ferretti, M. Margarone, A. Poggi, **Implementing 3D videos on digitally reconstructed artistic sites**, *EVA 2004 London*, Eleventh International Conference on Electronic Imaging and the Visual Arts, London, England, 26 July 2004 - 30 July 2004
- [66] F. Bellotti, **R. Berta**, A. De Gloria, E. Ferretti, M. Margarone, A. Poggi, L. Magnani, L. Stagno, **3D rendering of Luca Cambiaso's (1527-1585) "cubist" figures**, *EVA 2004 London*, Eleventh International Conference on Electronic Imaging and the Visual Arts, London, England, 26 July 2004 - 30 July 2004
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