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MARIA MENENDEZ-BLANCO

Dr., PDEng., Dipl. -Ing
Department of Computer Science
Free University of Bozen-Bolzano (Italy)

maria.menendezblanco@unibz.it
www.mariamenendezblanco.com

Research interests

My research focuses on **human-computer interaction for societal engagement**. I am interested in how digital technologies can enable, or hinder, democratic processes of participation. Methodologically, I follow a Research through Design approach where interactive artefacts and installations are the means to investigating research questions. In my research I also do critical analysis on the impact of digital technologies on individuals and societies.

Education

2013 - 2017 **Ph.D. in Information and Communication Technologies at University of Trento and EIT Digital**
- Thesis: *'Processes in the formation of publics: a design case study on dyslexia'*
- Supervisor: Prof. Antonella De Angeli (University of Trento, Italy; now Free University of Bolzano)
- Thesis committee: Anna Seravalli (Malmö University, Sweden), Christopher Le Dantec (Georgia Institute of Technology, USA), and Vincenzo D'Andrea (University of Trento, Italy)
- Six-month visiting research at the Computer Science Department of the University of Copenhagen (Denmark) with Prof. Pernille Bjørn.
- Double Degree PhD on Innovation and Entrepreneurship by the European Institute of Technology (EIT Digital)
- In my PhD thesis, I investigated **how interaction design can enable democratic forms of participation**. My thesis is a methodological contribution for interaction design to enable people concerned about an issue relevant in society to organise and act on it. The topic investigated regarded developmental dyslexia.

2008 - 2010 **Professional Doctorate in Engineering (PDEng) in User-System Interaction at Eindhoven University of Technology**
- Two-year funded programme on interaction design (ca. 10 % acceptance rate). The User System Interaction (USI) programme combines education on topics such as research methods, design, and evaluation with collaborations with industry and the public government.
- Thesis: 'Design of guidelines for self-assessment support for adult academic distance learning' (Hons.)
- Supervisor: Prof. Gerrit van der Veer (Vrije Universiteit Amsterdam, The Netherlands).

2000 - 2007 **M.Sc.Eng. and B.Sc.Eng in Computer Engineering at Complutense University of Madrid**
- Thesis: 'Artificial Intelligence applied to mobile objects' (Hons.)
- One-year Erasmus scholarship at Eindhoven University of Technology (The Netherlands).

Research

2020 - present **Assistant Professor at the Computer Science Department of the Free University of Bozen/Bolzano – IT**
My research agenda is centred on Human-Computer Interaction for societal engagement, which impacts my teaching and third mission activities.

Research: My work is published in top conferences and journals in the Human-Computer Interaction (HCI) field and received several awards, including the ACM SIGCHI Development Fund Award in 2021. I am very active member of the research community and chair in conferences and scientific events. For example, I serve as Associate Chair at the ACM Conference on Human Factors in Computing Systems, the top impact conference in HCI, and as Paper Chair in the ACM GROUP conference. I enjoy envisioning projects to apply for research funding, which has led to several successfully funded projects.

Supervision and Teaching: I co-supervise two PhD students at unibz, and act as second reader and hosting supervisor. I teach courses at the bachelor's, master's, and PhD levels. My pedagogical approach follows case-based

teaching, where students apply theories and methods through discussions, hands-on activities, and invited presentations from domain experts in industry and academia. Unibz students evaluate my teaching as excellent. I have taught large and medium classes varying between ca. 100 and 15 students and I am therefore skilled in adapting the teaching methods to the classroom contexts. My teaching portfolio includes foundational and methodological materials in HCI and contemporary approaches to teaching with a specific focus on the societal implications of digital technologies. To that end, I have designed and teach two compulsory modules at the PhD school at the faculty of Computer Science of the Free University of Bolzano on "Biased data" and "Ethics in Computer Science research and practice".

Exhibitions and events: Engagement with citizens, industry, and associations is tightly intertwined with my research. I organise public events on topics related to HCI, such as the awarded Interactive Experiences exhibition. I am also committed to broadening participation in Science, Technology, Engineering, the Arts, and Mathematics (STEAM) through projects such as the also awarded FemTech.dk. Finally, I have initiated several collaborations with the local media and companies, such as the series on (Re)searching gender which data-driven discussion on inclusion and diversity.

Previous Appointments

2017 - 2020 — **Post-doctoral researcher at the Computer Science Department of the University of Copenhagen – DK**
Researcher with teaching and supervising responsibilities at the Human-Centred Computing group under the supervision of Prof. Pernille Bjorn. Researcher and co-founder of FemTech.dk, which is an awarded action research project to broaden participation to Science, Technology, Engineering, the Arts, and Mathematics (STEAM) with a focus on gender and intersectionality. I actively participated in the setup of the UCPH makerspace, which is a grassroot organization interested in interdisciplinary research, teaching, and third mission activities across faculties at the University of Copenhagen with a focus on digital fabrication and prototyping. Teaching and supervising responsibilities at the Computer Science department, and at the Communication and IT department.

Jan-Sep 2019 — **Visiting Researcher at MediaLab Prado - ES**
Researcher at the ParticipaLab in MediaLab Prado, which is Madrid's citizen laboratory to produce open cultural, creative, and digital projects. My research focused on Consul, an open-source platform for citizen participation, and worked together with citizens, policy makers, the public administration, and topic experts. This research visit was founded as a Business Development Experience by the European Institution of Technology (EIT Digital)

2013 - 2017 — **PhD fellow at the Department of Information Engineering and Computer Science of University of Trento and EIT Digital – IT**
PhD fellow with teaching and supervising responsibilities at the InterAction Lab under the supervision of Prof. Antonella De Angeli. Research on methods for public engagement in the spazioD and Smart Campus projects, which focused on the development of interactive artefacts and events to support inclusion and participation. Organiser of the 1st edition of the Settimana Europea della Dislessia in 2015, which was the first official public event in Italy to create awareness on dyslexia through interactive artefacts and where over 1000 teachers, parents, children, public officers, and citizens participated. Certificate by the European Institute of Technology (EIT Digital) on Innovation and entrepreneurship which entailed ca. 200 training hours over three years.

2011 - 2013 — **Assegno di Ricerca at the Department of Information Engineering and Computer Science of University of Trento – IT**
Research on crowdsourcing for Human Computation in the Knowdive group with Prof. Fausto Giunchiglia. Researcher and Work package manager of CUbRIK, an EU project funded under the Seventh Framework (FP7).

2010 - 2011 — **Assistant researcher at the Faculty of Electrical Engineering, Mathematics and Computer Science of the Delft University of Technology – NL**
Research on Crowdsourcing for multimedia retrieval in the Multimedia Information Retrieval Lab under the supervision of Prof. Martha Larson in the EU-funded network of excellence Peer-to-Peer Media (PetaMedia).

2008 - 2010   **Professional Doctorate researcher at Eindhoven University of Technology – NL**
User researcher and interaction designer in collaboration with companies such as Philips and Nokia as part of the post-master programme in [User System Interaction (USI)](#).

2007 - 2008   **Business Process developer at TCP Sistemas e Ingenieria – ES**

Research Projects

2024-2025   **EDALAB - Embodied Data Lab**

Funding: € 60.000, unibz, Principal Investigator

At the Embodied Data Lab we develop interactive data-driven products that enable bodily experiences through science and design. The first case study deals with topics related to tourism, biodiversity, and local economies. Through a Participatory Action Research approach, and in collaboration with Mischer Traxler and the Naturmuseum in Bolzano, we are developing an interactive exhibition in the museum that creates awareness and reflection on local biodiversity loss issues through data-driven narratives of care and vulnerability. https://embodieddata.labs.unibz.it/

2023-2026   **INTRA - Designing Embodied Human-Data IntraActions**

Funding: € 100.000, unibz, Co-investigator

The Intra project explores embodied experiences of data within and through the body. Following a design-through-research approach, the project seeks to move beyond visual and tangible data representations to create interactive installations and collaborative activities that allow people to experience data with the aim of creating awareness and action in topics related to the environmental crisis. https://intra.projects.unibz.it/

2022-2025   **Interconnected Nord-Est Innovation Ecosystem - Tourism, culture, and creative industries spoke**

Funding: € 860.000, Piano Nazionale di Ripresa e Resilienza, Co-investigator

The spoke operates at the convergence of management, economics, science, arts, and humanities for the creation of a tourism ecosystem in which culture operates a key driver of strategic innovation. The work packages tackle the deeply rooted issues in the tourism sector via new digital technologies such as Artificial Intelligence (Ai) for interactive experiences.

2022-2025   **Climate Citizen Assemblies - An instrument for climate justice and inclusive decision-making?**

Funding: € 120.000, unibz Internal Research funds, Co-investigator

Interdisciplinary project between the faculty of Design and Art, Economics and Management, Education, and Computer Science. This project investigates how participatory forms of democracy can enable successful collaboration and deliberative decision-making. Based on my expertise on civic technologies, my role as the only representative of the Computer Science department in this project is to investigate how digital platforms can enable inclusive participatory forms of democracy that bring forward impactful proposals for climate change mitigation and adaptation. https://cca.unibz.it/

2021-2022   **Performance Management Through Skill and Activity-Based Shop Floor Management**

Funding: € 54.540, SMACT and GKN Sinter Metals SpA, Co-investigator

This project is a collaboration between a metal factory, the Faculty of Science and Technology, and Faculty of Computer Science at the Free University of Bolzano. The project is motivated by the introduction of a smart watch to track and improve work practices in a factory floor shop and the consequently low adoption of the system. The project follows a sociotechnical design approach, which combines participatory design concepts with computational optimisation and gamification-based simulations followed by objective and subjective evaluations for impact assessment.

2020-2021   **Representing gender in unibz**

Funding: € 7000, unibz RTD funds, Principal Investigator

This seed project aims to design interactive representations of data describing gender distribution at unibz based on quantitative and qualitative data. The project addresses the pressing need to address inequalities in research and innovation and on the gender analysis of the five faculties at Unibz. The project contributes to the increasing

corpus of research in Human-Computer Interaction on how data visualisations help represent concerns. https://invisibledata.project.unibz.it/

| 2017-2020 | **FemTech: Broadening Participation in Computer Science** |

Funding: internal University of Copenhagen funding, researcher

FemTech is an internal project at the Computer Science department at the University of Copenhagen that builds on physical computing and prototyping to foster interest in computer science, with an emphasis on gender. To that purpose, since 2017 I worked on setting up a makerspace at the University of Copenhagen, which is now part of the research and teaching facilities. I organised many events and workshops and managed the project's finances. The project was featured on the media and won the department's dissemination award in 2018. https://www.femtech.dk/

| 2014-2017 | **Città Educante** |

Funding: € 500.000, Ministero dell'Istruzione, researcher.

The project aimed at developing and implementing new models of social integration starting from the education system. The Education component aimed at setting up a Master Course to teach foundational skills in Community Design and Development. My role as co-investigator included the development of methods for public design; my role as a lecturer entail designing and teaching the module on Community Development and Engagement.

| 2013-2015 | **Smart Campus** |

Funding: € 380.000, Trento Rise, researcher

The project aimed at developing campus services with and for the students. The campus was considered a small instance of the city, where the methodological and technical outcomes could be applied. My role as co-investigator included data gathering, data analysis using a mixed methods approach, community engagement activities, and case-based teaching.

| 2011-2014 | **Human-enhanced time-aware multimedia search** |

Funding: € 6.834.400, EU FP7-ICT, Work Package leader

The project concerned the topic of human-enhanced time-aware multimedia search. I was the leader of the work package on "Crowdsourcing and Human Computation", managed the reporting activities and presented the WP work at the evaluations by the EU commission in Brussels. My role as co-investigator included the design and implementation of crowdsourcing tasks for multimedia retrieval and analysis.

| 2010-2011 | **Peer-to-peer tagged Media Network of Excellence** |

Funding: € 3.639.400, EU FP7-ICT, researcher

The project sought to improve user access to networked multimedia. My role as co-investigator included the development of user-centric approaches to multimedia analysis and retrieval in the context of tourism.

Selected Awards

2023 - Best Paper Award for Nielsen, T. R., Menendez-Blanco, M., & Møller, N. H. (2023). Who Cares About Data? Ambivalence, Translation, and Attentiveness in Asylum Casework. *Computer Supported Cooperative Work (CSCW)*, 1-50.
2021 - ACM SIGCHI Development Fund to conduct the Interactive Experiences hybrid exhibition at CHItaly 2021 ($5000 prize).
2018 - Our project FemTech.dk won the DIKU dissemination award at the University of Copenhagen (30000 DKK prize).

Scholarships and grants

2021 - RTD grant on Representing Gender at unibz. Granted amount: 7.000 euros (unibz)
2020 - Third-mission budget for conducting the event "Donne nelle reti elettroniche" in the occasion of Women's history month in March 2020 (unibz).
2018 - Six-month personal grant for Business Development Experience. Granted amount: ca. 27.000 euros by the European Institute of Technology (EIT Digital).

2018 - Resources Grant (2018). "Creating a Physical Prototyping Library". Granted amount: ca. 4.000 euros by the Centre for Communication and Computing of the University of Copenhagen.
2016 - Six-month personal grant to support geo-mobility for international research. Granted amount: ca. 10.000 euros by EIT Digital
2016 - Student grant to attend a two-week Summer School on Health and Wellbeing in London. Granted amount: ca. 2000 euros by EIT Digital.
2016 - Student grant to participate to the Participatory Design Conference in Aarhus, Denmark. Accommodation and conference registration covered by Aarhus University.
2015 - Three-year PhD grant at the University of Trento. Granted amount: ca. 40.000 euros

Interactive installations and events

My research seeks to foster democratic processes through digital platforms, interactive artefacts, and public events. Therefore, I have worked extensively in **designing and implementing interactive installations and events**. Most of the exhibitions and events listed below have required several months of designing and planning and have been developed in collaboration with researchers, practitioners, and students. In addition, I actively participate committees for the **benefit of the social, cultural, and economic development** in the local territory and internationally.

- **"The Secret Life of...."** (2023, 2024, 2025) in Bolzano (IT), Innsbruck (AT) - interactive experience that aims to reveal the invisible phenomenon of airborne microplastics, turning data into a collective embodied experience. The installation has been invited to be showcased at the Fashion for Future even in Bolzano, at the Circular Week Tirol in Innbruck, and the Art After AI event in Bolzano.
- **"Viaggio al centro dei dati" exhibition at the Le mille e una scienza festival** (2022) in Bolzano (IT) - Two-day Interactive exhibition organised in collaboration between the faculties of Computer Science, Science and Engineering, and Design and Art. The exhibition was targeted to children and teenagers to explore electronic devices, computer science, and user-centered design through actuators, sensors, and storytelling.
- **Invisible Data** (2021-2023) - Development of interactive installations and interventions to generate data-driven debates on gender in higher education and professional contexts at unibz in collaboration with Prof. Secil Ugur Yavuz from the Faculty of Design and Art, the data journalism company Sheldon studio, and the graphic design studio Marameo Lab. The initial results have been presented at the International Design Conference on Communicating Complexity.
- **New European Bauhaus (NEB) of the Mountains** (2021-2023) - I lead the cluster on Digital Transformations for the Common Good together with Associate Prof. Secil Ugur Yavuz from the Faculty of Design and Art. This cluster creates awareness and connections between academia, industries, associations, and citizens on topics related to sustainable and inclusive digital technologies. The NEB is an EU-led creative and interdisciplinary initiative that connects the European Green Deal to our living spaces and experiences. In 2021, Unibz, Eurac, and Casa Clima together with the Autonomous province of Bolzano kicked-off the New European Bauhaus of the Mountains.
- **Nuovo Rinascimento Magazine** by Sineglossa (2021-ongoing) - I am part of the scientific committee of the online magazine Nuovo Rinascimento, which is a venue created by cultural association Sineglossa that aims at disseminating knowledge and creating literacy on interdisciplinary topics related to technologies, societies, and the arts.
- **Interactive Experiences hybrid exhibition** (July 2021) in Bolzano (IT) and online - Two-day hybrid exhibition that showcased 11 interactive works by researchers and designers based in nine countries. The curation process took over a year and was done in collaboration with Secil Ugur Yavuz and Jennifer Schubert from the Design and Art Faculty of the Free University of Bolzano. More than 300 people participated online and in Bolzano and the exhibition was broadly covered in the local and national media.
- **Donne nelle reti elettroniche (March 2021) in Bolzano (IT) and online** - One-month event exploring how data can be used to generate public debate. The event was grounded on my analysis of quantitative data on gender and academia in Italy. The outcomes triggered a collaboration with Salto, Unibz press, and Shelton Studio,

which led to the series "[(Re)searching gender](#)". As part of the event, a series of films projections and discussions were organised, where approx. 40 Unibz students and research participated.

- [GRACE: Broadening participation in computing](#) **(October 2017, January 2018, October 2019) in Copenhagen (DK), Florida (USA), and Nice (FR)** – Design and implementation of an interactive installation about Grace M. Hopper which combined history, technology, and crafts. In 2017, the installation was showcased at the Maker Faire in Copenhagen (Denmark), an event that gathers more than 2000 people over three days, and at the ACM International Conference on Supporting Group Work 2018 (GROUP) in Florida (USA), and at the ACM Multimedia Conference 2019 (ACMM).
- **KU MakerWeek (March 2016 and 2017) in Copenhagen (DK) -** One-week design event aimed to develop practical skills on physical prototyping for concept development. This event has been organised as part of the MSc in Computer Science and MA in Communication and IT in 2016 and 2017 with more than 150 students.
- **DIKU Teaching Day (November 2017) in Copenhagen (DK) -** One-day event designed to explore the potential of physical prototyping for computer science. Most of the participants were teachers and faculty members at the Computer Science department of the University of Copenhagen. During the event, microcontrollers, sensors, and actuators were used to think about different ways of teaching computer science through physical prototyping.
- [FemTech.dk](#) **workshops (March 2018 and April 2017) in Copenhagen (DK) –** Two-day events about computing, design, and physical prototyping. A total of 50 young women from different high schools in Copenhagen participated in the events. The participants created two interactive artefacts that use microcontrollers, e-textiles, sensors, and actuators. Both artefacts were specifically designed for the workshops.
- **Settimana Europea della Dislessia (2015, 2016) in various locations in Trentino and MUSE (IT) -** One-week event on dyslexia as a different way of learning. The event lasted seven days which included full-day activities at five schools in different areas in Trentino and a two-day event at the MUSE in Trento and in total gathered more than 1500 people. I designed interactive artefacts used at the event in the MUSE and organised a hands-on workshop at the MUSE FabLab. Furthermore, I have worked on the sustainability of the event in the following years.
- **Interactive Experiences (May 2016) in Trento (IT) -** Design and curation of the first edition of the Interactive Experiences track at COOP conference. One-week design venue for performing interactive experiences that represent, reflect upon and instantiate the theme "Making Together". The event combined artistic experiments, digital artefacts and interactive installations that emphasized making and collective action and were displayed in Trento in 2016.
- **Designing for Dyslexia Winter School (December 2016) in Trento (IT) -** Three-day workshop on "Teaching Interdisciplinary and Collaborative Thinking about Design" with Master students on Human-Computer Interaction, architecture, and Design. Throughout lectures and hands-on activities, designed in collaboration with the London-based designer Jim Rokos, groups of students designed physical prototypes that challenged the narrative of dyslexia as a disorder, proposing alternatives that showed dyslexia as a different way of learning.

Didactic activity -

My teaching approach combines theory with **case-based teaching and hands-on activities**, such as prototyping interactive artefacts and digital platforms. Practical activities are often realised in collaboration with private and public organizations. In addition to providing extensive supervision, I organise feedback sessions among students for **peer-support** to showcase their outcomes and prototypes. I like to keep myself updated on the last trends in industry by attending to hands-on courses on topics related to my teaching such as data visualisation. Students at all levels assess my teaching as excellent, this is what some of my students say of my teaching in the formal evaluations:

"HCC is a course we definitely need in our line of work and I am very happy that the course was mandatory because before attending the lectures I did not know how necessary it is to consider human perspective. I would love to be offered more similar courses in the next year. Dr. Menendez-Blanco is an outstanding professor and I have learned a lot in her lectures." (Human-Centered Computing, 2021-2022)

"I enjoyed this course, I found it really interesting. I also liked the method of the professor, her passion and interest for the subject and she was able to transmit it to us. I liked the interaction that she built during the lectures and

the huge support she gave us in the projects. She was always propositive and available for every kind of questions or doubts we had. I'm really happy of this course!" (Elements of Computer Science for Communication, 2021-2022)

" The course was really interesting and the teacher was able to make you passionate about the subject" (Elements of Computer Science for Communication, 2022-2023)

PhD School Chair:

- **EUSSET Computer Support Collaborative Work Summer School** (2022, 2023) **in Bolzano (IT) –** [Five-day school](#) where PhD students delve into the foundations of CSCW and engage with hands-on activities. In 2023 I was the main scientific chair for the school.

Lecturer:
- **Human-Computer Interaction** (2025) at the Communication Science and Culture bachelor (Free University of Bolzano). Compulsory course with ca. 40 students (45 hours).
- **User Research for Artificial Intelligence** (2023, 2024, 2025) at the Computer Science PhD School (Free University of Bozen-Bolzano). As part of the PhD course with ca. 15 students I teach two modules on Epistemologies, and Critical Data Studies (15 hours).
- **Fundamentals of Research** (2021, 2022) at the Computer Science PhD School (Free University of Bozen-Bolzano). Compulsory PhD course with 15 students (40 hours). This task entailed designing and teaching two modules (10 hours) on the topics of biased data, and ethics in research and practice.
- **Elements of Computer Science for Communication** (2022, 2023, 2024, 2025) at the Communication Science and Culture bachelor (Free University of Bolzano). Compulsory course with ca. 40 students (45 hours).
- **Human Centered GUI Design** (2021) at the Computer Science bachelor (Free University of Bozen-Bolzano). My teaching task focused on the prototyping of digital devices using Figma.
- **Human-Centred Computing** (2020) at the Computational Data Science MSc (Free University of Bozen-Bolzano).
- **EUSSET Computer Support Collaborative Work Summer School** (2019) – Five-day school where PhD students delve into the foundations of CSCW and engage with hands-on activities. I co-organised the design day together with Prof. Antonella De Angeli (University of Bolzano/Bozen, IT) and Dr. Mads Høbye (Roskilde University, DK) where the students were introduced to conceptual design and prototyping.
- **Interaction Design** (2017, 2018, 2020) at the Communication and IT BA (University of Copenhagen). Facultative one-semester course with 80 students and two teaching assistants (200 teaching hours). This task included the design of the practical assignments and evaluation criteria. For the practical assignments, I set up a collaboration with the Statens Museum for Kunst (SMK), the Danish National Gallery in Copenhagen.
- **Education as a Common Good Winter School (2017)** at the University of Trento. This three-day workshop HCI, design, and architecture students from the Universities of Trento, Bolzano, and Innsbruck explored how to apply the ideas of Commons to Education through lectures and hands-on activities. I was responsible for the Conceptual Design and Prototyping activities.
- **Critical Design** (2016) at the Human-Computer Interaction MSc (University of Trento). Module on critical design with 20 students (40 teaching hours). This task included the design of the syllabus and evaluation criteria. The module included theoretical and hands-on lectures. To showcase the final prototypes, I set up a public exhibition at the university.
- **Community Development and Engagement** (2015) at the Post-Master SCODEM (University of Trento). Module with 15 students (25 teaching hours). This task included the design of the syllabus. The module included theoretical and hands-on lectures.

Teaching Assistant:
- **Concept development and Innovation** (2017, 2018) at the Communication & IT MA and Computer Science MSc (University of Copenhagen). Technical support on 3D printing and microcontroller programming (40 hours)
- **Computer Supported Collaborative Work** (2011, 2012) at the Computer Science MSc (University of Trento). Practical assignments
- **Human Computer Interaction** (2011, 2012, 2013) at the Computer Science BSc (University of Trento). Hands-on workshops

PhD Thesis supervision:

- Federico Simeoni (2023- ongoing) - Topic: Binaries in Generative Artificial Intelligence
- Andrea Rezzani (2021 - ongoing) - Topic: Investigating Robot Abuse
- Max Dorfmann (2021 - ongoing) - Topic: Exploring emancipatory technologies
- Paolo Grigis (2022 - 2023) - Topic: The Psychosocial Roles of Generative Artificial Intelligence in Artists' Creative Practices
- Federico Bomba (2022 - 2023) - Topic: Artists' metaphors illuminating AI agencies
- Michele Cremaschi (2022 - 2023) - Topic: Speculative Artistic Narratives for Sociotechnical AI Reconfiguration
- In addition, I serve as second reader for Giovanni Tauro (2022-ongoing), School of Computer Science, Free University of Bolzano; first advisor Prof. Gennari. I serve as the internal examiner of Mahum Adil (2020-ongoing), School of Computer Science, Free University of Bolzano; first advisor Prof. Pahl and external examiner for Pinar Apaydin, Koç University (2022-ongoing).

Master and Bachelor Thesis supervision:
- Alice Sabalino (2024). Applying Ecofeminism through Digital Technologies: a co-design project in South Tyrol. Free University of Bolzano
- Maria Dissegna (2023). Threat or Resource: A study of the impact of online profiling on individuals and society. Communication Science and Culture BA. Free University of Bolzano
- Margherita Mescolotto (2022). Raising filter bubbles awareness with IAQOS: an empirical study on critical design. Communication Science and Culture BA. Free University of Bolzano
- Neli Mujic (2022). KaleidoKids 3.0: Redesign, implementation, and testing of new functionalities for the automatic assessment of reading skills. Computer Science BSc. Free University of Bolzano.
- Sara Kepinska Melescho (2020). ICTs, challenges and women in the developing world. BA Communication and IT. University of Copenhagen. Nordhavn. BA Communication and IT. University of Copenhagen
- Kristoffer Dannefer Rasmussen (2018). Reworking Commons - Opening Production in Ungdomshuset. MA Communication and IT. University of Copenhagen
- Christoffer Belhage (2018). Open-Design IoT-Concept to Facilitate Gender Diversity in Computer Science. MSc Computer Science
- Simone Nielsen, Amelia Nielsen, Katrine Holm Andersen (2017). Online representations of motherhood. BA Communication and IT. University of Copenhagen
- Emily Ovdal Bork and Katrine Johanna Rudbeck Mølgaard (2017). Education and Technology: A Qualitative Research of the cultural institution of Copenhagen Zoo and its guests. BA Communication and IT. University of Copenhagen
- Nanna Flensberg, Gustav Hvid Lindecrona, and Fie Sohn Højlund (2017). Parental Participation in Dataveillance of Minors. BA Communication and IT. University of Copenhagen
- Malene Agnete Bardram (2017). Implementation of SAP Payroll in Novo Nordisk. BA Communication and IT. University of Copenhagen
- Matteo Gabburo (2015). UCD e Studio di usabilita su un applicazione di gestione economica personale per un utenza over 70. BSC in Computer Science. University of Trento
- Andrea Brun (2015). UCD di una applicazione per la gestione economica dal punto di vista di soggetti minori di 20 anni. BSC in Computer Science. University of Trento
- Sajan Raj Ojha (2014). Exploiting Gamification for Geographical Entity Matching. MSc in Human-Computer Interaction. University of Trento
- Andrea Romagnoli (2013). The Role of Aesthetics in Website Development. BSc in Computer Science. University of Trento
- Israt Jahan Farzana (2013). User evaluation of Entity Search. MSc in Computer Science. University of Trento
- Omar Saad Almousa (2012). Cross-cultural Analysis of Academic Social Networks. MSc in Computer Science. University of Trento

Presentations

Keynotes:
- **FemTech: Broadening Participation to Computing** (2019) Invited keynote at ACM Multimedia 2019 in Nice (France) (ca. 400 attendees)

Invited participation in panels:
- **Democracy beyond disciplines: Transdisciplinary means, strategies, and approaches for expanding democratic practices** (2021) at the Semester inaugural event of the Design and Art Faculty of the Free University of Bolzano (Italy)
- **Collective reflection on the past and futures of CHItaly** (2021) at the 14th Edition of the Biannual Conference of the Italian SIGCHI Chapter (CHItaly) in Bolzano and online

Conference presentations:
- **Fostering Cooperative Activism through Critical Design** (2017) at the Conference on Computer Supported Cooperative Work and Social Computing" (CSCW) in Portland, Oregon, USA
- **'Matters of concern' as Design Opportunities** (2016) at the 12th International Conference on the Design of Cooperative Systems (COOP) in Trento, Italy.
- **Exploring the virtual space of academia** (2012) at the 10th International Conference on the Design of Cooperative Systems (COOP) in Marseille, France.

Workshop and seminar presentations:
- **Methods for Public Design** (2015) at the "Infrastructuring for the Common Good" at the Seminar on Information Systems (ALPIS) in Carisolo, Italy.
- **Making Publics: hints for Recursivity** (2014) at the "Ting: Making publics through provocation, conflict and appropriation" workshop at the Participatory Design Conference (PDC) in Aarhus, Denmark.
- **Design for public engagement** (2014) at the "MakingPlaces" workshop at the Nordic Conference on Human-Computer Interaction (NordiCHI) in Helsinki, Finland.
- **Socio-technical infrastructuring for participation** (2014) at the "Cooperative Technologies in Democratic Processes" workshop at the International Conference on the Design of Cooperative Systems (COOP) in Nice, France.
- **Smart Campus: A case study of Digital Social Innovation** (2013) at the Participatory IT Summer School (Summer PIT) in Aarhus, Denmark.
- **Near2me**: **Implementation and User-Centric Evaluation** (2011) at the PetaMedia Network of Excellence seminar in Prague, Czech Republic

Invited Presentations:
- **Designing Technologies for Emancipatory Futures** (2025) at the University College Cork (Irland). Online presentation
- **Technologies and Design for Emancipatory Futures** (2024) at the Hochschule der Künste Bern (Switzerland)
- **Digital Transformations for the Common Good** (2022) at the New European Bauhaus of the Alps at the Casa Clima fair in Bolzano (Italy)
- **Democratic Processes of Participation** (2021) at the Semester Inaugural Talk of the Design and Art faculty at the Free University of Bolzano
- **Digital Transformations for the Common Good** (2021) at the New European Bauhaus of the Alps meeting at the NOI Techpark (Bolzano) and online. The talk is available at: https://youtu.be/eFqZt84DxI0?t=4135
- **Artificial Intelligence and People – Examples of Discrimination** (2020) invited presentation at the IAQOS (Intelligenza di Quartiere Open Source) Campus in Bolzano (Italy)
- **A designer's reading of "Race after Technology"** (2020) invited presentation at the PhD Journal Club of the Department of Computer Science (DIKU) at the University of Copenhagen and organised by the Confronting Data Co-Lab (www.confrontingdata.dk)
- **Sustainability of Civic Technologies** (2019) invited presentation at the Human-Computer Interaction MSc of the University of Trento (Italy)
- **FemTech.dk: Making Interactive Technologies** (2018) invited presentation at the book launch event "Kvinde kend din kode" ("Women know your code") at the IT University of Copenhagen (ITU)
- **FemTech.dk: Making Interactive Technologies** (2018) invited presentation at Dansk Industri (DI)

Guest lectures:
- **Sustainability in Participatory Design** (2022) as part of the course on Design Research at the Faculty of Design and Arts of unibz.

- **Bias and discrimination in digital technology from a design perspective** (2021) as part of the course Technology in Organizations and Society at Mälardalen University (Sweden).
- **Infrastructuring and Community Building** (2018) as part of the course on Computer Supported Collaborative Work at the Communication & IT MA (University of Copenhagen)
- **Critical Design** (2018, 2017) as part of the course on Concept Development and Innovation at the Communication & IT MA (University of Copenhagen)
- **Conceptual Design and Prototyping** (2017) at the Winter School on "Education as a Common Good" (University of Trento)
- **Crowdsourcing and Human Computation** (2014) as part of the course on Computer Supported Collaborative Work at the Computer Science MSc (University of Trento)

Scientific Boards and Conference Organization

Conference chair:

2026: Short Paper Chair at AVI with Luigi De Russis (Politecnico di Torino)

2025: Doctoral Colloquium Chair at ECSCW with Naja Holten Møller (University of Copenhagen, Denmark) and Troels Sune Mønsted (University of Oslo, Norway)

2024: Poster and Workshop Chair at ECSCW with Naja Holten Møller (University of Copenhagen, Denmark) and Nervo Verdezoto Dias (Cardiff University, United Kingdom)

2023 - 2025: Paper Chair at GROUP with Matthieu Tixier (Université de Technologie Troyes, France) and Yvette Wohn (New Jersey Institute of Technology, USA)

2021 - 2023: Publication Chair at GROUP with Juliana França (Federal University of Rio de Janeiro, Brazil) and Marina Kogan (University of Utah, USA)

2021 - Interactive Experiences chair at the 14th Edition of the Biannual Conference of the Italian SIGCHI Chapter (CHItaly) Secil Ugur Yavuz and Jennifer Schubert (Design and Art Faculty, Free University of Bolzano, Italy)

2021 - Case Studies Chair at the 10th International Conference on Communities and Technologies with Giacomo Poderi (IT University of Copenhagen, Denmark)

2020 - Demo and Poster Chair at GROUP with Shion Guha (Marquette University, USA)

2016 - Interactive Experiences Chair at COOP with Jonas Fritsch (IT University of Copenhagen, Denmark)

2013 - Posters and Demos Chair at CHItaly with Vincenzo D'Andrea (University of Trento, Italy)

Scientific Committee member:

2018 - 2023: Associated Chair of the ACM Conference on Human Factors in Computing Systems (CHI), the top conference in Human Computer Interaction

2022: Scientific Chair of the European Society for Socially Embedded Technologies (EUSSET) Summer School on Computer-Supported Collaborative Work (CSCW)

2018 - 2021: Program Committee member of the Participatory Design Conference (PDC)

2019 - Program Committee of the ACM International Conference on Supporting Group Work (GROUP)

2015 - Program Committee of the 11th Seminar on Information Systems (ALPIS)

2014 - Program Committee of the International Working Conference on Advanced Visual Interfaces (AVI)

2013 - Program Committee of the International ACM Workshop on Crowdsourcing for Multimedia (CrowdMM)

Journal editor:

2023-2025 - Editor of the GROUP track in the Proceedings of the ACM on Human-Computer Interaction (PACMHCI)

2018 - Co-editor the Special Issue on "Makerspaces, culture and design" at the Nordic Journal for Information Science and Cultural Communication.

Journal reviewer

Since 2012 I often review for the International Journal of Human Computer Studies (IJHCS), the Journal of Collaborative Computing and Work Practices (JCSCW). I have also reviewed for other journals such as Co-Design Journal, Digital Creativity Journal, and the Journal of Peer Production.

Conference reviewer:

2011 - on-going: ACM Conference on Human Factors in Computing Systems (CHI), where I have received 13 recognitions for outstanding reviews.

2013 - on-going: ACM conference on Designing Interactive Systems (DIS), where I have one recognition for an outstanding review.

2015 - on-going: ACM Conference on Computer Supported Collaborative Work and Social Computing (CSCW)

Furthermore, I have reviewed more than one paper for the following conferences: COOP, C&T, Interact, BritishHCI, PDC, NordiCHI, ECSCW, CHItaly, Desform.

Innovation and Entrepreneurship

- **Certificate by the European Institute of Technology (EIT Digital)** on Innovation and Entrepreneurship. EIT Digital is an independent EU body created by the European Union in 2008 to strengthen Europe's ability to innovate. The joint programme provides formal and practical training.
- **Formal training** on Opportunity Recognition (16 hours), Business Modelling and Development (100 hours), and Business Growth (80 hours) by researchers and practitioners from start-ups and enterprises. Six-month Business Development Experience (BDExp) at MediaLab Prado, which is Madrid's city council citizen laboratory for experimenting with new technologies. During this period, I investigated the sustainability of **civic technologies for citizen participation** from an innovation and entrepreneurship perspective. To this purpose I collaborated with researchers, civil servants, and politicians. During this period, I have worked as **research consultant** for Komons.org, a social enterprise that uses digital methods to address issues of public interest such as environmental sustainability, online harassment, and immigration.

Languages

Spanish: Native speaker

English: Proficiency level written and spoken (C1 Level in CEFR)

Italian: Proficiency level written and spoken (C1 Level in CEFR)

German: Upper intermediate level written and spoken (B2 Level in CEFR, upcoming C1 exam)

Publications
(h-index Scholar = 16
h-index Scopus = 12)

Books:

- Bjørn, P., **Menendez-Blanco, M.**, Borsotti, V. (2023). Diversity in Computer Science: Design Artefacts for Equity and Inclusion. Springer.

Journal papers:

- Rezzani, A., **Menéndez-Blanco, M.**, Bushman, B. J., & De Angeli, A. (2025). What is robot abuse? A sociotechnical definition. Behaviour & Information Technology, 1-19.
- Bomba, F., **Menéndez-Blanco, M.**, Grigis, P., Cremaschi, M., & De Angeli, A. (2024). The Choreographer-Performer Continuum: A Diffraction Tool to Illuminate Authorship in More Than Human Co-Performances. ACM Transactions on Computer-Human Interaction, 31(6), 1-23.

- Dorfmann, M., **Menendez-Blanco, M.**, & De Angeli, A. (2023). "There is a better you in you": Promises and Ideologies of Self-Tracking Technologies. *tripleC: Communication, Capitalism & Critique. Open Access Journal for a Global Sustainable Information Society*, *21*(2), 74-91.

- Nielsen, T. R., **Menendez-Blanco, M.**, & Møller, N. H. (2023). Who Cares About Data? Ambivalence, Translation, and Attentiveness in Asylum Casework. *Computer Supported Cooperative Work (CSCW)*, 1-50. (2023 Impact Factor: 2.80)

- De Angeli, A., Falduti, M., **Menendez-Blanco, M.**, Tessaris, S. (2023). Reporting non-consensual pornography: Clarity, Efficiency, and Distress. In Multimedia Tools and Applications (2023 Impact Factor: 2.58) *Authors are ordered alphabetically to represent equal contribution

- **Menendez-Blanco, M.**, & Bjørn, P. (2022). Designing Digital Participatory Budgeting Platforms: Urban Biking Activism in Madrid. Computer Supported Cooperative Work (CSCW), 1-35. (2023 Impact Factor: 2.80)

- **Menendez-Blanco**, M., Bjørn P. (2019). Makerspaces on Social Media: Shaping Access to Open Design. *Human–Computer Interaction, 1-36*. (2023 Impact Factor: 6.46)

- Teli, M., De Angeli, A., & **Menendez-Blanco, M.** (2018). The positioning cards: on affect, public design, and the common. AI & SOCIETY, 33(1), 125-132. (2022 Impact Factor: 2.87)

- **Menendez-Blanco, M.**, De Angeli, A., and Teli, M. (2017). Biography of a Design Project through the Lens of a Facebook Page. *Computer Supported Cooperative Work* (JCSCW) 26.1-2: 71-96. (2023 Impact Factor: 2.80)

- Teli, M., Bordin, S., **Menendez-Blanco, M.**, Orabona, G., and De Angeli, A. (2015). Public design of digital commons in urban places: A case study. In the *International Journal of Human-Computer Studies*. (2023 Impact Factor: 4.866)

Edited proceedings:

- **Menendez-Blanco, M.**, Wohn, D. Y., & Tixier, M. (2025). PACMHCI, V9, N1, January 2025 Editorial. Proceedings of the ACM on Human-Computer Interaction, 9(1), 1-1.

- **Menendez-Blanco, M.**, Tixier, M., & Wohn, D. Y. (2024). PACMHCI V8, GROUP, January 2024 Editorial. Proceedings of the ACM on Human-Computer Interaction, 8(GROUP), 1-1.

- Pater, J., Oliveira Prates, R., Fiesler, C., Pinatti de Carvalho, A. F., **Menendez-Blanco, M.,** Kogan, M. (2023). Editorial Introduction-GROUP 2022 Third Wave. Proceedings of the ACM on Human-Computer Interaction

- Baumer, E. P., Holten Møller, N. L., de Souza, C. R., Fiesler, C., Pinatti de Carvalho, A. F., França, J. B. D. S., & **Menendez-Blanco, M.** (2022). Editorial Introduction-GROUP 2022 Second Wave. Proceedings of the ACM on Human-Computer Interaction, 6(GROUP), 1-2.

- **Menendez-Blanco, M.**, Yavuz, S. U., & Schubert, J. L. (2021). Interactive Experiences. In CHItaly 2021: 14th Biannual Conference of the Italian SIGCHI Chapter (pp. 1-2).

- Baumer, E. P., Møller, N. L. H., de Souza, C. R., Fiesler, C., Pinatti de Carvalho, A. F., Baptista dos Santos França, J., & **Menendez-Blanco, M**. (2021). Editorial Introduction: GROUP 2022 First Wave. Proceedings of the ACM on Human-Computer Interaction, 5(GROUP), 1-2.

Conference papers:

- **Menendez-Blanco, M.**, Fruhstorfer, A., & Uğur Yavuz, S. (2024, October). "The Secret Life of..." Revealing Plastic Microfibre Emissions through an Embodied Experience. In Adjunct Proceedings of the 2024 Nordic Conference on Human-Computer Interaction (pp. 1-4).

- Simeoni, F., **Menéndez-Blanco, M.**, Vyas, R., & De Angeli, A. (2024, July). Querying the Quantification of the Queer: Data-Driven Visualisations of the Gender Spectrum. In Proceedings of the 2024 ACM Designing Interactive Systems Conference (pp. 3243-3256).

- Rezzani A., De Angeli A., **Menéndez-Blanco M.,** and Dorfmann M (2023). The space of user aggression in Human-Robot Interaction. In CHItaly 2023: 15th Biannual Conference of the Italian SIGCHI Chapter (in press).

- **Menendez Blanco M.**, Moretti M., Ugur Yavuz S (2022). From Data to Concerns: Gender Equity in Higher Education. In the International Design Conference on Communicating Complexity (in press).

- De Angeli, A., Falduti, M., **Menendez-Blanco, M.**, & Tessaris, S. (2021). Reporting revenge porn: a preliminary expert analysis. In CHItaly 2021: 14th Biannual Conference of the Italian SIGCHI Chapter (pp. 1-5).

- **Menendez-Blanco, M.**, Bjørn, P., and De Angeli, A. (2017). "Fostering Cooperative Activism through Critical Design." In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing* (CSCW). ACM.

- **Menendez-Blanco, M.**, De Angeli, A. (2016). "Matters of concern" as Design Opportunities. In *12th International Conference on the Design of Cooperative Systems* (COOP). Springer.

- De Angeli, A., Bordin, S., and **Menendez-Blanco, M.** (2014). Infrastructuring participatory development in information technology. In *Proceedings of the 13th Participatory Design Conference: Research Papers-Volume 1* (pp. 11-20). ACM.

- Ionescu, B., Popescu, A., Müller, H., **Menendez-Blanco, M.**, & Radu, A. L. (2014). Benchmarking result diversification in social image retrieval. In 2014 IEEE International Conference on Image Processing (ICIP) (pp. 3072-3076). IEEE.

- Ionescu, B., Radu, A. L., **Menendez-Blanco, M.**, Müller, H., Popescu, A., & Loni, B. (2014). Div400: a social image retrieval result diversification dataset. In Proceedings of the 5th ACM Multimedia Systems Conference (pp. 29-34). ACM.

- Conotter, V., Dang-Nguyen, D. T., Boato, G., **Menendez-Blanco, M.**, & Larson, M. (2014). Assessing the impact of image manipulation on users' perceptions of deception. In Human Vision and Electronic Imaging XIX (Vol. 9014, p. 90140Y). International Society for Optics and Photonics.

- Radu, A. L., Ionescu, B., **Menendez-Blanco, M.**, Stöttinger, J., Giunchiglia, F., & De Angeli, A. (2014). A hybrid machine-crowd approach to photo retrieval result diversification. In International Conference on Multimedia Modelling (pp. 25-36). Springer.

- Loni, B., **Menendez-Blanco, M.**, Georgescu, M., Galli, L., Massari, C., Altingovde, I. S., & Larson, M. (2013). Fashion-focused creative commons social dataset. In Proceedings of the 4th ACM Multimedia Systems Conference (pp. 72-77). ACM.

- Chenu-Abente, R., **Menendez-Blanco, M.**, Giunchiglia, F., & De Angeli, A. (2012). An entity-based platform for the integration of social and scientific services. In 8th International Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCom) (pp. 165-174). IEEE.

- Staiano, J., **Menendez-Blanco, M.**, Battocchi, A., De Angeli, A., & Sebe, N. (2012). UX_Mate: from facial expressions to UX evaluation. In Proceedings of the Designing Interactive Systems Conference (pp. 741-750). ACM.

- **Menendez-Blanco, M.**, De Angeli, A., & Menestrina, Z. (2012). Exploring the virtual space of academia. In From research to practice in the design of cooperative systems: Results and open challenges (pp. 49-63). Springer, London.

- Caballero, M. L., Chang, T. R., **Menendez-Blanco, M.**, & Occhialini, V. (2010). Behand: augmented virtuality gestural interaction for mobile phones. In Proceedings of the 12th international conference on Human computer interaction with mobile devices and services (pp. 451-454). ACM.

Book chapters:

- **Menendez-Blanco, M.**, Moretti, M., & Yavuz, S. U. (2024). From data to concerns: gender equity in higher education. In 2CO3-COmmunicating COmplexity (pp. 176-185). Francoangeli.

- Teli, M., & **Menendez-Blanco, M**. (2018). Design initiatives in public spaces: Eight interpretative lenses. In Participatory Design Theory (pp. 71-86). Routledge.

- **Menendez-Blanco, M.**, van der Veer, G. C., Benvenuti, L., & Kirschner, P. A. (2014). Design guidelines for self-assessment support for adult academic distance learning. In Adult and Continuing Education: Concepts, Methodologies, Tools, and Applications (pp. 625-654). IGI Global.

- Larson, M., Melenhorst, M., **Menendez-Blanco, M.**, & Xu, P. (2014). Using crowdsourcing to capture complexity in human interpretations of multimedia content. In Fusion in Computer Vision (pp. 229-269). Springer, Cham.

Workshops organisation:

- Hansen, N. B., Klerks, G., **Menendez Blanco, M.**, Maye, L., Strohmayer, A., de Waal, M., & Schouten, B. (2020). Making Civic Initiatives Last: Ecosystems, Technologies, Approaches and Challenges. In Companion Publication of the 2020 ACM Designing Interactive Systems Conference (pp. 433-436).

Workshops and demos papers:

- **Menendez-Blanco, M.**, Bjørn P., Holten Møller, N., Bruun, J., Dybkjær H. and Lorentzen, K. (2018). GRACE: Broadening Narratives of Computing through History, Craft and Technology. In Proceedings of the 20th ACM international conference on Supporting group work. ACM.

- Tonolli L., Teli M., **Menendez-Blanco M.** (2016) Making Publics: hints for Recursivity. In "Ting: Making publics through provocation, conflict and appropriation" workshop at the Participatory Design Conference (PDC).

- **Menendez-Blanco M.**, Bordin S., De Angeli A. (2014) Design for public engagement. In MakingPlaces workshop at the Nordic Conference on Human-Computer Interaction (NordiCHI).

- Melenhorst, M., **Menendez Blanco, M.**, & Larson, M. (2014). A crowdsourcing procedure for the discovery of non-obvious attributes of social images. In Proceedings of the 2014 International ACM Workshop on Crowdsourcing for Multimedia (pp. 45-48). ACM.

- De Angeli, A., Bordin, S., & **Menendez-Blanco, M**. (2014). Reflections Over a Socio-technical Infrastructuring Effort. In CoPDA@ AVI (pp. 28-32).

- Bordin, S., **Menendez-Blanco, M.**, & De Angeli, A. (2014). ViaggiaTrento: an application for collaborative sustainable mobility. ICST Trans. Ambient Systems, 1(4), e5.

- Ionescu, B., **Menendez-Blanco, M.**, Müller, H., & Popescu, A. (2013). Retrieving diverse social images at MediaEval 2013: Objectives, dataset and evaluation (Vol. 1043). MediaEval Benchmarking Initiative for Multimedia Evaluation.

- Radu, A. L., Stöttinger, J., Ionescu, B., **Menendez-Blanco, M.**, & Giunchiglia, F. (2012). Representativeness and diversity in photos via crowd-sourced media analysis. In International Workshop on Adaptive Multimedia Retrieval (pp. 116-129). Springer, Cham.

- Radu, A. L., Stöttinger, J., Ionescu, B., **Menéndez-Blanco, M.**, & Giunchiglia, F. (2012, October). Representativeness and diversity in photos via crowd-sourced media analysis. In International Workshop on Adaptive Multimedia Retrieval (pp. 116-129). Springer, Cham.

- Kofler, C., Caballero, L., **Menendez-Blanco, M.**, Occhialini, V., & Larson, M. (2011). Near2me: An authentic and personalized social media-based recommender for travel destinations. In Proceedings of the 3rd ACM SIGMM international workshop on Social media (pp. 47-52). ACM.

- **Menendez-Blanco, M.**, De Angeli, A., & Teli, M. (2010). Public design: Tools, Techniques and Processes.

Articles related to my work published on the news:

- Il rapporto tra uomo e macchina in mostra all'Università di Bolzano. Retrieved from https://www.altoadigeinnovazione.it/uomo-macchina/ (last accessed August, 20th 2022)

- Human-Machine Interface, la nuova frontiera dell'interazione tra persone e macchine. Retrieved from https://www.automazionenews.it/human-machine-interface-la-nuova-frontiera-dellinterazione-tra-persone-e-macchine/ (last accessed August, 20th 2022)

- "CHItaly 2021: Mensch-Maschine-Interaktion" in Südtirol News on 7th July 2021

- "(Re)searching Gender" series in collaboration with unibz, Salto, and Sheldon.Studio. My research on gendered data triggered a series of two articles and seven interviews with unibz researchers and professors. Retrieved from https://www.salto.bz/it/article/07032021/neue-salto-reihe (articles) and https://youtube.com/playlist?list=PL5XvxGc0gKcQ3usYAsOwILtdxVGAnjrUt (videos) (last accessed August, 20th 2022)

- Reflexionen über die Zukunft von Mensch und Maschine. Retrieved from https://www.unsertirol24.com/2021/07/02/reflexionen-ueber-die-zukunft-von-mensch-und-maschine/ (last accessed August, 20th 2022)

- Le frontiere dell'interazione uomo-macchina nel convegno di Bolzano. Retrieved from https://www.media2000.it/le-frontiere-dellinterazione-uomo-macchina-nel-convegno-di-bolzano/ (last accessed August, 20th 2022)

- Il rapporto tra uomo e macchina in mostra all'Università di Bolzano. Retrieved from https://www.altoadigeinnovazione.it/uomo-macchina/ (last accessed August, 20th 2022)

- Zambach S., *Menendez-Blanco M.*, Dybdal M. How do we promote gender equity in computing? (2019). Science Nordic. Retrieved from https://sciencenordic.com/computing-denmark-education/how-do-we-promote-gender-equity-in-computing/1555399 (last accessed August, 20th 2022)

- Piger programmerer venlig bamse (2018) (Girls program a teddy bear). Vestegnen. Retrieved from https://sn.dk/Vestegnen/Piger-programmerer-venlig-bamse/artikel/654812 (last accessed August, 20th 2022)

- 1.700 piger på videnskabstur (2018) (1700 girls on a science trip). Dansk Industri. Retrieved from https://www.danskindustri.dk/di-business/arkiv/nyheder/2018/9/1.700-piger-pa-videnskabstur/ (last accessed August, 20th 2022)

- Dislessia: giocare, imparare e ascoltare per riuscire a leggere (2016). Il dolomiti. Retrieved from https://www.ildolomiti.it/societa/dislessia-giocare-imparare-e-ascoltare (last accessed August, 20th 2022)