

CURRICULUM VITAE

Enrico Gandolfi

College of Education, Health and Human Services
Kent State University
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Kent, OH 44242
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PROFESSIONAL PREPARATION

2017	Kent State University	Kent, Ohio	Educational Technology Media Studies	Post-Doc
2014	La Sapienza University	Rome, Italy	Social and Media Studies	Ph.D.
2010	LUISS Guido Carli University	Rome, Italy	Communication Studies	M.A.
2007	Alma Mater Studiorum University	Bologna, Italy	Political Sciences	B.A.

Education abroad

February 2013 - June 2013. **Visiting researcher**
School of Information Sciences, University of Tampere, Finland

Other qualifications

2013. **International school of introduction to automatic analysis of texts and to methods and models of text mining**
Faculty of Economics, La Sapienza University of Rome, Italy

ACADEMIC APPOINTMENTS

- 2017-present. **NTT Assistant Professor in Instructional Technology**
Kent State University, Kent, Ohio
Direct researches and plan grants about educational gaming, instructional technology, online communities, and media platforms; teach Simulations and Games, Instructional Design, Educational Technology, Virtual Reality and Augmented Reality, and Researching Issues in Educational Technology.
- 2015-2017. **Post-Doctoral Research Fellow, Research Center for Educational Technology (RCET)**
Kent State University, Kent, Ohio
Developed and kept research agenda active and competitive, supported RCET AT&T classroom's activities, directed inquiries about game/media practices and educational technologies, taught Virtual Reality.
- 2010-2014. **Associate Researcher**
LUISS Guido Carli University of Rome, Italy
Assisted teaching of media studies and sociology of communication, worked on several researches regarding media consumption and political discourses and debates on social media.
2013. **Visiting researcher**
School of Information Sciences, University of Tampere, Finland
Worked on videogame - related researches.
- 2011-2014. **Academic tutor**
LUISS Guido Carli University of Rome, Italy
Supported undergraduate and graduate students of Political Sciences and Media Studies in their academic path in terms of learning and planning strategies.

PROFESSIONAL APPOINTMENTS

- 2015-2017 **Gamification/gaming consultant**
A little bit (Italian company focused on online communications and gaming)
- 2011-2013. **Academic Tutor**
ANICEC (Italian online master on new media and communication)
- 2010-2011. **Project Manager**
AIOMI (association about the promotion of digital games in Italy)

PUBLICATIONS

Monographs

Gandolfi, E. (2015). *Independent videogames among culture, communication and participation* (original title: *Videogiochi indipendenti tra cultura, comunicazione e partecipazione*). Milan, Italy: Unicopli (Ludologica book series).

Gandolfi, E. (2014). *Nerd generation* (original title: *Generazione Nerd*). Milan, Italy: Mimesis.

Gandolfi, E. (2011). *Console drivers: how to use digital games in education* (original title: *Piloti di console: come usare i videogiochi a scopo educativo*). Milan, Italy: Edizioni Paoline.

Edited Books

Bittanti, M. & **Gandolfi, E.** (Eds.) (2018). *Game Videos: Streaming, performance, spectacle* (original title: *Giochi video: streaming, performance, spettacolo*). Milan, Italy: Mimesis.

Journal articles (peer reviewed)

Gandolfi, E. & Ferdig, R. E. (forthcoming) Beating a fake normality: The phenomenon of e-athletes with special needs on Twitch.tv. *Well-Played*.

Gandolfi, E. & Clements, R. (2019). Alternative embodied cognitions at play: Evaluation of audio-based navigation in virtual settings via interactive sounds. *The Journal of Virtual Worlds Research*, 12(1), 1-14.

Gandolfi, E. & Ferdig, R. E. (2018). Scratching the coding surface: Tackling algorithms for inclusion and learning. *International Journal of Information and Learning Technology*, 35(5), 368-378.

Gandolfi, E. (2018). Enjoying death among gamers, viewers, and users. A network visualization of Dark Souls 3's trends on Twitch.tv and Steam platforms. *Information Visualization*, 17(3), 218-238.

Gandolfi, E. & Sciannamblo, M. C. (2018). Unfolding female Quiet in Wargames. Gender Bias in Metal Gear Solid V: The Phantom Pain from Representation to Gameplay. *Feminist Media Studies*. Epub ahead of print 22 May 2017. DOI: 10.1080/14680777.2018.1467476

Gandolfi, E. (2018). You have got a (different) friend in me; Asymmetrical roles in gaming as potential ambassadors of computational and cooperative thinking. *E-Learning and Digital Media*, 15(3), 128-145.

Gandolfi, E. (2018). Playing, debugging, learning: A proposal between Game and Instructional Designs via extended prototyping. *E-Learning and Digital Media*, 15(2), 67-92.

Gandolfi, E. (2017). Playing the post 9/11 on game service platforms: Premediation in *The Division* via Twitch.tv and Steam. *Convergence*, Epub ahead of print 23 November 2017. DOI: 10.1177/1354856517741131.

Gandolfi, E. (2017). Gaming mirrors at play through ludic data-selves. *Academicus*, 16, 88-104.

Gandolfi, E. & Semprebene, R. (2017). Trailers in between short video forms from digital games to movies and back. *Quaderns de Cine*, 12, 51-60.

Gandolfi, E. (2017). Beyond Diagonal Sciences: Applying Roger Caillois's Concepts of Symmetry and Dissymmetry to Journey. *Games and Culture*, 12(4), 361-380.

Gandolfi, E. (2016). In the meme of a twitting Pope. *Rassegna Italiana di Sociologia*, 57(4), 775-794.

Gandolfi, E. (2016). Subjective temporalities at play. *Simulation and Gaming*, 47(6), 720-750.

Gandolfi, E. & Semprebene, R. (2016). The imaginative embrayage through gaming deconstructions. *Im@go*, 7(2), 57-71.

Mariani, I. & **Gandolfi, E.** (2016). Negative experiences as learning trigger: A play experience empirical research on a Game for Social Change case study. *International Journal of Game-Based Learning*, 6(3), 50-74.

Gandolfi, E. (2016). To watch or to play, it is in the game: The game culture on Twitch.tv among performers, plays and audiences. *Journal of Gaming and Virtual Worlds*, 8(1), 63-82.

Gandolfi, E. (2015). Once Upon a Bit: Ludic identities in Italy, from militant nostalgia to frivolous divertissement. *Compaso*, 6(1), 115-131.

Gandolfi, E. & Semprebene, R. (2015). Playing the game in the opening scene. *G/A/M/E*, 4. http://www.gamejournal.it/gandolfi_play/

Gandolfi, E. (2015). The online dream of old ludi. *Reset - Social Science Research on the Internet*, 4. <https://reset.revues.org/506>

Gandolfi, E. (2013). La game industry. Istantanea di una dinamica industria creativa (translation: The game industry. Overview of a dynamic creative industry). *La critica sociologica*, 187(3), 35-46.

Gandolfi, E. (2013). For a metaphorical tool to evoke identity: the tomen. *Academicus*, 13, 43-52.

Conference proceedings (peer reviewed)

Gandolfi, E. (2016). The rise of the mediated play: The dialogue between technology, gaming and meta-perspectives in Italy. In AA. VV. (Eds.) *Play 3*. Oxford, United Kingdom: Inter-Disciplinary Press.

Gandolfi, E. & Mariani, I. (2014). The game as social activator, between Design and Sociology. In C. Coletta, S. Colombo, P. Magaudo, A. Mattozzi, L. L. Parolin & L. Rampino (Eds.) *A Matter of Design. Proceedings of the V STS Italia Conference*. Milan, Italy: STS Italia.

Gandolfi, E. (2013). The playing diorama. In K. Mitgutsch, S. Huber, H. Rosenstingl, M. Wagner & J. Wimmer (Eds.) *Context matters! Exploring and reframing games and play in Context*. Vienna, Austria: New Academic Press.

Gandolfi, E. (2012). L'Otto per mille, crocevia di una core culture (translation: The 8X1000, crossroad of a core culture). In Olavarria, M. E. & Roldán, V. (Eds.) *Libera Chiesa in libero Stato*. Florence, Italy: Mauro Pagliai Editore.

Gandolfi, E. (2011). Virtual nodes as erosion. In E. De Blasio, M. Hibberd, & M. Sorice (Eds.) *Leadership and new trends in political communication*. Rome, Italy: CMCS Working Papers.

Book chapters (peer reviewed)

Gandolfi, E. (forthcoming). eSports. In M. B. Carbone (Ed.) *Italian videogames right here right now*. Milan, Italy: Mimesis.

Gandolfi, E. (forthcoming). Fortnite. In K. S. Schrier (Ed.) *100 Games to Use in the Classroom & Beyond*. Pittsburgh, PA: ETC Press.

Gandolfi, E. (forthcoming). Fallout Shelter, ideo cards and participative design. In K. S. Schrier (Ed.) *100 Games to Use in the Classroom & Beyond*. Pittsburgh, PA: ETC Press.

Gandolfi, E. & Apperley, T. (forthcoming). Evaluating gamer achievements to understand player behavior. In G. Wallner (Ed.) (2018) *Data Analytics Applications in Gaming and Entertainment*. Boca Raton, FL: CRC Press.

Gandolfi, E. (2018). Watching from the shoulders of Giants: eSports and Streamers with special needs on Twitch.tv. In M. Bittanti & E. Gandolfi (Eds.) *Game Videos: Streaming, performance, spectacle* (original title: *Giochi video: streaming, performance, spettacolo*). Milan, Italy: Mimesis.

Gandolfi, E. (2018). Augmented Reality – Virtual Reality. In K. Kennedy & R. E. Ferdig (Eds.) *Handbook of Research on K-12 Online and Blended Learning* (updated edition). Pittsburgh, PA: ETC Press.

Gandolfi, E., Ferdig, R. E., & Immel, Z. (2018). Augmented Reality. In J. Voogt and G. Knezek, R. Christensen & K. W. Lai (Eds.) *International Handbook of Information Technology in Primary and Secondary Education* (Second Edition). New York, NY: Springer.

Ferdig, R. E., **Gandolfi, E.**, & Immel, Z. (2018). Immersive Virtual Reality. In J. Voogt and G. Knezek, R. Christensen & K. W. Lai (Eds.) *International Handbook of Information Technology in Primary and Secondary Education* (Second Edition). New York, NY: Springer.

Gandolfi, E. (2017). Empirical triangulation: Applying multiple methods to explore religion and myth through video games. In V. Sisler, K. Radde-Antweiler & X. Zeiler (Eds.) *Video Games and Religion: Research Methods*. London, UK: Routledge.

Gandolfi, E. (2017). Colpire, incidere, rinascere: violenze sacre e sacre dissimmetrie nell'intrattenimento digitale (translation: Hitting, cutting, reviving: Sacred violence and dissymmetry in digital entertainment). In F. Antonacci (Ed.) *Il cielo e i violenti*. Bologna, Italy: Franco Angeli.

Gandolfi, E. (2015). Italy. In J. M. Wolf (Ed.) *Video games around the world*. Cambridge, MA: The MIT Press.

Gandolfi, E. (2014). Modularità ludiche (translation: The ludic modularities). In M. Bertolo & I. Mariani (Eds.) *Game design. Gioco e giocare tra teoria e progetto*. Turin, Italy: Pearson.

Gandolfi, E. (2013). Migranti cattolici a Roma, terra straniera e patria d'elezione (translation: Catholic migrants in Rome). In M. I. Maciotti (Ed.) *Religioni a Roma*. Rome, Italy: Aracne.

Gandolfi, E. (2013). Religioni a Roma. La complessa articolazione delle diverse presenze religiose (translation: Religions in Rome. The complex articulation of the religious presences in the capital). In E. Pace (Ed.) *Le religioni nell'Italia che cambia*. Rome, Italy: Carocci.

Gandolfi, E. (2012). The game press. In M. Sorice (Ed.) *Assessing Communication*. Rome, Italy: LUISS University Press.

Gandolfi, E. (2010). Game at play. In E. Blasio & P. Peverini (Eds.) *Open Cinema*. Rome, Italy: Edizioni Fondazione Ente dello Spettacolo.

Others

Gandolfi, E. (forthcoming). Italy. In J. M. Wolf (Ed.) *Encyclopedia of Video Games* (2nd edition). Santa Barbara, CA: ABC-CLIO.

Gandolfi, E. (2018). La storia della bambina che nacque senza testa (translation: the story of the girl born with no head). In M. Sciannamblo (Eds.) *La rivincita della nerd*. Milan, Italy: Mimesis.

Ferdig, R. E., Pytash, K. E., Kosko, K. W., **Gandolfi, E.**, & Mathews, R. (2016). Use and perceptions of mobile applications and technologies by those interested in special education. *www.spedapps.kent.edu*. Retrieved from <http://spedapps.kent.edu/2016survey.pdf>.

Pytash, K. E., Ferdig, R. E., **Gandolfi, E.**, & Mathews, R. (2016). Using Literacy Apps in Special Education. *www.literacyworldwide.org*. Retrieved from <https://www.literacyworldwide.org/blog/literacy-daily/2016/07/21/using-literacy-apps-in-special-education>

Pytash, K. E., Ferdig, R. E., **Gandolfi, E.**, & Mathews, R. (2016). Reimagining Writing Instruction With Digital Tools. *www.literacyworldwide.org*. Retrieved from <https://www.literacyworldwide.org/blog/literacy-daily/2016/07/01/reimagining-writing-instruction-with-digital-tools>

Gandolfi, E. (2016). *Sulle barricate d'ogni pixel e luogo* (translation: on the barricades of every place and pixel). In AA. VV. (Eds.) *Nativi videoludici*. Milan, Italy: Lulu PR.

Gandolfi, E. (2014). *Il gamescape del larp* (translation: The larp gamescape). In Ferri, G. & Trenti, L. (Eds.) *Il larp in realtà*. Bologna, Italy: Larp Symposium.

Gandolfi, E. (2013). *The gamescape*, Rome, Italy: CMCS Working Papers.

Gandolfi, E. (2013). The two dimensions as a metaphor of control in gaming landscapes (critical notes). *G/A/M/E*, 2(2). Retrieved from <http://www.gamejournal.it>

ACTIVITIES

Gandolfi, E., Ferdig, R., & Calabria, K. (Eds.) (forthcoming). *Digital Entertainment for Special Needs, Special Needs for Digital Entertainment*. Special issue on Digital Games and Special Needs. *G/A/M/E* journal.

Gandolfi, E., Ferdig, R., Bedesem, P., & Lu, C.C. (Eds.) (2016). *Mobile Learning and Special Education*. Special issue on Mobile Learning and Special Needs. *Interaction, design and Architecture(s)*, 28.

Ferrarotti, F. (2014). *Essays on Culture, Politics and Power*. Vlore, Albania: Academicus.

Role: scientific editor

RESEARCH EXPERIENCE

2018. *Guardians of the Forest*. National Science Foundation – Opportunity Name: AISL.
Role: Senior Researcher
Status: pending
2018. *Coding as a Public Performance*. National Science Foundation – Opportunity Name: STS research.
Role: P.I.
Status: pending
2017. *Using Robotics to Promote Girls as STREAM Leaders*. GAR Foundation – Opportunity Name: Classroom Projects.
Role: Key Researcher
Status: funded.
2017. *Using Virtual Reality to ... “See” the Future* . GAR Foundation – Opportunity Name: Classroom Projects.
Role: Key Researcher
Status: funded.
2017. *Layers of History: Experiencing May 4, 1970 and Its Legacy*. National Endowment for Humanities – Opportunity Name: Digital Projects for the Public.
Role: CO-PI.
Status: awarded.
- 2015-2016. *Exploring Mobile Apps for Special Education STEAM Teaching and Learning*. AT&T Foundation, Kent State University, OH, U.S.
Role: Researcher
2012. *La vittima di tratta* (translation: the human traffic victim), International Organization for Migration (IOM) – Italian division, Rome, Italy.
Role: Senior Researcher
2012. *Political communication on Twitter*, LUISS Guido Carli University of Rome, Italy.
Role: Researcher
2011. *Il pluralismo* (translation: The pluralism), LUISS “Guido Carli” University of Rome, Italy.
Role: Junior Researcher
- 2011-2012. *In Italia, religiosamente diversi (Prin)* (translation: In Italy, religiously different), Department of Social and Economic Sciences, La Sapienza University of Rome, Italy.
Role: Senior Researcher
2011. *RAI, lo specchio deformato*, (translation: RAI, the deformed mirror), LUISS “Guido Carli” University of Rome, Italy.
Role: Researcher

TEACHING EXPERIENCE

- 2019[Spring] *Instructor*, 2 graduate courses *VIRTUAL REALITY AND AUGMENTED REALITY*.
College of Education, Health and Human Services, Kent State University, OH.

- 2019[Spring] *Instructor* undergraduate course *EDUCATIONAL TECHNOLOGY*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Fall]. *Instructor*, 2 graduate courses *SIMULATIONS AND GAMES IN EDUCATION*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Fall]. *Instructor*, 2 undergraduate courses *EDUCATIONAL TECHNOLOGY*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Summer]. *Instructor*, graduate course *RESEARCHING CURRENT ISSUES IN EDUCATIONAL TECHNOLOGY*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Summer]. *Instructor*, graduate course *INSTRUCTIONAL DESIGN*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Spring]. *Instructor*, graduate course *SIMULATION-GAMES IN EDUCATION*. College of Education, Health and Human Services, Kent State University, OH.
- 2018[Spring]. *Instructor*, 2 undergraduate courses *EDUCATIONAL TECHNOLOGY*. College of Education, Health and Human Services, Kent State University, OH.
- 2017[Fall]. *Instructor*, undergraduate course *EDUCATIONAL TECHNOLOGY*. College of Education, Health and Human Services, Kent State University, OH.
- 2017[Fall]. *Instructor*, graduate course *INSTRUCTIONAL DESIGN*. College of Education, Health and Human Services, Kent State University, OH.
- 2017[Spring]. *Instructor*, 2 graduate courses *VIRTUAL REALITY AND AUGMENTED REALITY*. College of Education, Health and Human Services, Kent State University, OH.
2016. *Teaching Assistant*, graduate course of *RESEARCH CAPSTONES*, College of Education, Health and Human Services, Kent State University, OH.
2015. *Teaching Assistant*, undergraduate course: *SOCIETY/CULTURE/DIGITAL SCIENCES*, College of Education, Health and Human Services, Kent State University, OH.
- 2010-2014. *Teaching Assistant*, undergraduate course *SOCIOLOGY OF COMMUNICATION*. Faculty of Political Sciences, LUISS “Guido Carli” University of Rome, Italy
- 2012-2013. *Teaching Assistant*, undergraduate course *SOCIOLOGY OF COMMUNICATION*. Faculty of Political Sciences, Sociology, Communication, La Sapienza University of Rome, Italy
- 2011-2012. *Teaching Assistant*, undergraduate course *SOCIOLOGY OF RELIGION*. Faculty of Political Sciences, Sociology, Communication, La Sapienza University of Rome, Italy
- 2011-2012. *Teaching Assistant*, graduate course *NEW MEDIA THEORY AND PRACTICE*. Faculty of Political Sciences, LUISS “Guido Carli” University of Rome, Italy

Undergraduate students advised: n. 22

Graduate students advised: n. 3

Doctoral students advised: n. 3

EVENTS ORGANIZED

- 2012. *In Italia, religiosamente diversi* (academic conference), La Sapienza University of Rome, Italy, 5-6th of June.
- 2011. *Film and Faith* (academic conference), Pontifical Lateran University, Rome, Italy, 1-2nd of December.
- 2011. *Leadership, leaders and new trends in political communication* (academic conference), LUISS “Guido Carli” University of Rome, Italy, 20-21th of May.
- 2010. *The game of tomorrow* (videogames exhibit). Game room of Carpi, Modena, Italy, 24-28th of November.
- 2010. *CVG Festival* (entertainment event on technology, videogames and fiction), Villa Torlonia, Rome, Italy, 7-9th of May.

CONFERENCES ATTENDED

- 2018. *UCI Esports Conference (ESC 2018)*. Irvine, CA, 11-12th of October.
Paper title: *Watching from the shoulders of (special) giants*
- 2017. *NASAGA conference 2017*. Reno, NV, 24-27th of October.
Workshop title: *Epiphanies and instructional deconstructions via game design and ideo-cards*
- 2017. *Digra Italia 2017*. Milan, Italy, 12th of October.
Paper title: *Dissent coin: Il videogioco tra testo, contesto, egemonia e dissimmetria*
- 2014. *3rd Global Conference - Play*. Prague, Czech Republic, 1-3rd of November.
Paper title: *The rise of the mediated play*
- 2014. *V STS Italia National Conference*. Politecnico of Milan, Italy, 12-14th of June.
Paper title: *The game as social activator, between Design and Sociology*
- 2014. *Media and margins (MeCCSA annual conference)*. University of Bournemouth, United Kingdom, 8-10th of January.
Paper title: *The digital entertainment boundaries on Kickstarter*
- 2013. *FROG. Context matters!*, Vienna City Hall, Austria, 27-29th of September.
Paper title: *The playing diorama*
- 2012. *La religione popolare nella società post-conciliare*, University of Padova, Italy, 18-20th of October
Paper title: *The Subgenius as religious embrayage*
- 2012. *Transformations in broadcasting*, University of Leeds, United Kingdom, 12-13th of July.
Paper title: *The game industry*
- 2012. *Etnografia e ricerca qualitativa*, University of Bergamo, Italy, 6-9th of June.
Paper title: *Il tag Nerd*
- 2012. *In Italia, religiosamente diversi*, La Sapienza University of Rome, Italy, 5-6th of June.
Paper title: *La presenza cattolica a Roma*
- 2011. *Social relations in turbulent times (ESA annual conference)*, University of Geneva, Switzerland, 7-10th of September.
Paper titles: *The videoludic frame/Geolocation as cultural practice*

2011. *Libera Chiesa in libero Stato*, Centro internazionale di studi sul religioso contemporaneo, San Gimignano, Italy, 27-31th of August.
Paper title: *L'Otto per mille, istanza di una core culture*
2011. *Leadership, leaders and new trends in political communication*, LUISS "Guido Carli" University of Rome, Italy, 20-21th of May.
Paper title: *Virtual nodes as erosion*
2010. *2nd GC - Videogame cultures*, Mansfield College, Oxford, United Kingdom, 7-9th of July.
Paper title: *The videoludic pleasure*

KEYNOTE SPEECHES

- 2017 Title: *eSports here and now*
IULM eSports Summit, 12th of December, Milan, Italy
2016. Title: *Social Media in Education*
GCSSA/KSU conference, 29th of November, Cleveland, Ohio
2016. Title: *Special Videoludic Needs, from power-down to power-up.*
Game Design Week, 15th of April, Milan, Italy
2015. Title: *Independent videogames and the Italian challenge*
Game Over, 20th of September, Milan, Italy
2015. Title: *The Italian Game Over Explained through Digital Games*
KSU Distinguished Scholar Lectures, 16th of April, Kent, Ohio
2011. Title: *Digital games and new generations*
Il gioco che verrà, 27th of November, Carpi, Italy

SERVICES

2018. ILEP Faculty Advisor (College of Education, Health and Human Services)
- 2017-2018. Organization committee member of DiGRA 2018 conference (Turin, Italy)
2016. Poster about media research in the third KSU EHHS research gallery, 28th of April.
- CHI 2019 conference* Reviewer
- La Critica Sociologica* journal. Reviewer and editorial board member.
Years of Service: 6
- Simulation and Gaming* journal Reviewer.
Years of Service: 1
- E-learning and Digital media* journal Reviewer.
Years of Service: 1
- Information, Communication and Society* journal Reviewer.
Years of Service: 1

<i>Games and Culture</i> journal	Reviewer. Years of Service: 1
<i>IxD&A</i> journal.	Reviewer. Years of Service: 1
<i>G/A/M/E</i> journal.	Reviewer. Years of Service: 2
<i>International Journal of Technology Enhanced Learning</i>	Reviewer. Years of Service: 1
2002-2004.	Voluntary service in several Gipsy camps in Bologna Association: <i>La Coccinella</i>

AWARDS & SUPPORT

2018.	<i>Grant for advanced teaching</i> Kent State University - University Teaching Council (UTC)
2016.	<i>Best article in analytical sociology</i> Academicus
2008-2010.	<i>Worthy Scholar</i> LUISS Guido Carli University of Rome
2004-2007.	<i>Worthy Student</i> Alma Mater Studiorum University of Bologna

AFFILIATIONS

DiGRA (founding and executive committee member of the Italian chapter)