



Giulia Pusceddu

Nationality: Italian Date of birth: [REDACTED] Phone number: [REDACTED]

Email address: [REDACTED]

Home: [REDACTED]

EDUCATION AND TRAINING

PhD in Cognitive Robotics, Interaction and Rehabilitation Technologies

University of Genoa / Italian Institute of Technology [01/11/2021 – Current]

City: Genova

Country: Italy

Second level Master in Change Management

IANUA School of Higher Education of the University of Genoa [09/2015 – 07/2022]

City: Genoa

Country: Italy

Website: <https://ianua.unige.it/>

Master's Degree in Bioengineering

University of Genoa [08/2018 – 12/2020]

City: Genoa

Country: Italy

Website: <https://unige.it/it/>

Field(s) of study: Neuroengineering and Bio-ICT

Final grade: 110 cum laude

Thesis: Investigation of joint action through interaction with a virtual partner

Bachelor's Degree in Biomedical Engineering

University of Genoa [08/2015 – 07/2018]

City: Genoa

Country: Italy

Website: <https://unige.it/it/>

Final grade: 110 cum laude

Thesis: Assessment of fatigue of dominant and non-dominant forearm muscles during a robot-based task

WORK EXPERIENCE

Teaching Assistant

University of Genoa [10/2023 – Current]

City: Genoa

Country: Italy

Biomedical Robotics course of the Master's Degree Program in Bioengineering

Tutor

University of Genoa [08/2020 – Current]

City: Genoa

Country: Italy

In 2020-2021 Promotion of IANUA's activities and educational support for IANUA's students.
From 2022 English Tutor for the Linguistic Center of the University.

IoT Analyst

Deloitte Italy [01/2021 – 10/2021]

City: Genoa

Country: Italy

Back-end software engineer and developer.

Bachelor's thesis student

Istituto Italiano di Tecnologia [03/2018 – 07/2018]

City: Genoa

Study of sensorimotor functions with a robotic haptic device for upper limb rehabilitation.

Swimming teacher

Centro Nuoto Sestri [08/2017 – Current]

City: Genoa

Country: Italy

Lessons to children, teenagers, adults.

PUBLICATIONS

The Imitation Game: a dance task to explore social influence in child-robot mixed groups

[2023]

Giulia Pusceddu, Francesca Cocchella, Giulia Belgiovine, Michela Bogliolo, Linda Lastrico et al.

At School with a Robot: Italian Students' Perception of Robotics During an Educational Program

[2023]

Francesca Cocchella, Giulia Pusceddu, Giulia Belgiovine, Michela Bogliolo, Linda Lastrico et al.

What if a Social Robot Excluded You? Using a Conversational Game to Study Social Exclusion in Teen-robot Mixed Groups

[2023]

Sara Mongile, Giulia Pusceddu, Francesca Cocchella, Linda Lastrico, Giulia Belgiovine, Ana Tanevska, Francesco Rea, Alessandra Sciutti

Training School Teachers to Use Robots as an Educational Tool: The Impact on Robotics Perception

[2022]

Giulia Pusceddu, Francesca Cocchella, Michela Bogliolo, Giulia Belgiovine, Linda Lastrico, Maura Casadio, Francesco Rea, Alessandra Sciutti

"iCub, We Forgive You!" Investigating Trust in a Game Scenario with Kids

[2022]

Francesca Cocchella, Giulia Pusceddu, Giulia Belgiovine, Linda Lastrico, Francesco Rea, Alessandra Sciutti

Artificial Partners to Understand Joint Action: Representing Others to Develop Effective Coordination

[2022]

Cecilia De Vicariis, Giulia Pusceddu, Vinil T. Chackochan, and Vittorio Sanguineti

LANGUAGE SKILLS

Mother tongue(s): **Italian**

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

VOLUNTEERING

Curator - Global Shapers

[Genoa, 10/2020 – Current]

Participation in long-term projects concerning the fourth industrial revolution, education, sustainability, and social responsibility.

Joined in 2020, previously Vice-Curator (2022-2023)

Co-Founder - IANUA Studenti e Alumni

[Genoa, 09/2017 – Current]

Non-profit organization.

Organization of cultural events, networking. Previously Secretary and Treasurer (2017-2018), Vice-president (2019-2020), and President (2020-2021)

HONOURS AND AWARDS

Finalist for Best Late Breaking Report at the International Conference on Human-Robot Interaction

[03/2023]

Title of the article: "What if a Social Robot Excluded You? Using a Conversational Game to Study Social Exclusion in Teen-robot Mixed Groups".

Best poster award, Silver - Sponsored by Elsevier

10th International IEEE EMBS Conference on Neural Engineering [16/05/2021]

Poster title: "Artificial partners to understand joint action and to make better therapy robots".

Co-authors: C. De Vicariis, V.T. Chackochan, V. Sanguineti

Scholarship recipient - Erasmus+

Erasmus+ [26/01/2020]

Scholarship to pursue my thesis work in the Netherlands. Due to Covid-19, I did not leave.

Link: https://ec.europa.eu/programmes/erasmus-plus/opportunities/students_en

Scholarship recipient - "Study is your future"

Costa Crociere Foundation [29/11/2015]

The project aims to offer access to a university course to deserving young people who, only for economic problems, could not pursue them, thus enhancing their potential and investing in their determination.

Link: <https://www.costacrocierefoundation.com/progetti/sociali/lo-studio-e-il-tuo-futuro/#:~:text=Lo Studio è il tuo Futuro si propone di offrire,e investendo nella loro determinazione.>

Scholarship recipient - ISICT

ISICT - Institute Advanced Learning in Information and Communication Technologies [09/2015]

Ranked first at the selection competition.

ISICT, now called IANUA STSI, promotes the training of excellence in science and technology. It supports the study courses of the University of Genoa to integrate university education with teaching offered in close collaboration between universities, companies, and organizations.

Link: <http://www.ianua.unige.it/percorsi-formativi/livello-magistrale/attivita-integrative-e-caratterizzanti-livello-magistrale/stsi-livello-magistrale/>

PROJECTS

Harry - VR project

[01/2020 – 07/2020]

Creation of a virtual reality Unity (C#) tutorial to teach first aid maneuvers for unblocking the breathing airways in newborns. Realized with two colleagues at the University of Genoa.

Healeg - wearable device project

[05/2019 – 09/2019]

Design and development of a wearable Wi-Fi biomedical device for lower limb rehabilitation, using Arduino (C++). Realized with a colleague at the University of Genoa.

DIGITAL SKILLS

C / C++ / C# / Matlab / Simulink / Unity / SAP MII / SAP ME / SQL / Fusion360 / Python