PERSONAL INFORMATION

Salvatore Iaconesi

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🌐 http://www.artisopensource.net

Date of birth 03/04/1973

WORK EXPERIENCE

Jan 2011–Present

CEO
Human Ecosystems ltd

Founder and direction of the company.

BigData for cities, territories and communities.

Information visualization.

Data Analytics.

Research.

Jun 2014–Present

General Director
Nefula

First Italian studio for Near Future Design.

Evolutionary analysis of markets, human behaviour, consumption patterns, state of the arts and technologies, as driven by technology.

Design Fiction, Speculative Design, Scenario Based Design, Strategic Design.

Transmedia Design and Storytelling.

Sep 2004–Present

Founder and President
Art is Open Source

Transdisciplinary processes merging Arts, Design, Sciences and Technology.

Ubiquitous Technologies.

Anthropology and Sociology applied to arts/sciences.

Cultural processes, including events, exhibits, installations, community development, at international level.

Apr 2015–Present

Principal Investigator
Ubiquitous Commons

BigData

Privacy and Digital Rights

Digital Identities

Peer-to-peer technologies

Cyber Security

Jan 2014–Present

Strategic Advisor
multiple

Strategic and technology advisor for multiple companies and organizations

1 Sep 2011–Present	**Professor**

ISIA Design Florence, Florence (Italy)

Professor in Multi-Platform Digital Design.

The course aims at preparing subjects which are proficient in designing complex systems which involve different digital platforms, uniting Communication and Product design for Online applications and platforms, IoT, peer-to-peer systems, bots and digital assistants, smart agents, and more.

1 Jan 2010–Present	**Contract Professor**

"La Sapienza" Università di Roma, Rome (Italy)

Professor of Interaction Design and Transmedia Design.

EDUCATION AND TRAINING

1992–2000	**BEng Robotic Engineering**

Università di Roma, "La Sapienza", Rome (Italy)

Artificial Intelligence
Machine Learning
Neural Networks
Numeric Control
Control Systems

PERSONAL SKILLS

Mother tongue(s)   Italian

Other language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
English				
C2	C2	C2	C2	C2
French				
B2	C1	A2	A2	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills   Public Speaking

Online and Social Media Communication

Community management and strategic development

Organisational / managerial skills
- leadership (currently responsible for multiple teams of as many as 25 people)
- project management (currently managing 3 projects for a total of 4 million euros budget)
- data and evidence driven management and strategy, using business intelligence tools, BigData and predictive analysis techniques

Job-related skills
- communications design
- transmedia design
- strategic design
- complex process design

■ transdisciplinary process design

Digital competence	SELF-ASSESSMENT				
	Information processing	Communication	Content creation	Safety	Problem solving
	Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital competences - Self-assessment grid

■ Artificial Intelligence, Machine Learning, Natural Language Processing

■ Transmedia Design, Interaction Design, Design Fiction

■ Information Architecture, Multi-tier Systems, Distributed Systems, Peer-to-peer infrastructures

■ Geographic Information Systems

■ BigData

■ Internet of Things

■ Wearable Technologies

■ Natural Interaction Systems

■ Computer Vision

■ Augmented Reality, Virtual Reality

ADDITIONAL INFORMATION

Honours and awards

■ TED Fellow (2012)

■ Eisenhower Fellow (2013)

■ Yale World Fellow (2014)

Publications

■ Books

□ S. Iaconesi, O. Persico (2016). "Digital Urban Acupuncture. Human Ecosystems and the Life of Cities in the Age of Communication, Information and Knowledge". Springer. ISBN 978-3-319-43403-2

□ S. Iaconesi, O. Persico (2016). "La Cura". Codice Edizioni.ISBN: 978-88-7578-584-0

□ S. Iaconesi, O. Persico (2011). "*Read/Write Reality"*. FakePress Publishing. ISBN 9781105267482

□ "*REFF, RomaEuropa FakeFactory. La reinvenzione del reale attraverso pratiche di remix, mashup, reenactment*" C. Hendrickson, S. Iaconesi, O. Persico, F. Ruberti, L. Simeone, preface by Bruce Sterling, DeriveApprodi, FakePress, ISBN: 978-88-6548-012-0

□ "*Angel_F: diary of an artificial intelligence*" Salvatore Iaconesi, Oriana Persico, Derrick de Kerckhove, Massimo Canevacci, Antonio Caronia, Carlo Formenti, Luigi Pagliarini, ISBN: 9788876153426

■ Book Chapters

□ S. Iaconesi, A. Delfanti (2016) "Open Source Cancer: Brain Scans and the Rituality of Biodigital Data Sharing" in "The Participatory Condition in the Digital Age", edited by Darin Barney, Gabriella Coleman, Christine Ross, Jonathan Sterne, and Tamar Tembeck, University of Minnesota Press. ISBN 978-0-8166-9771-7

□ S. Iaconesi, O.Persico (2016) "Neuralmente Vostri". in L. De Biase, T. Pievani "Come Saremo", Codice Edizioni. ISBN: 978-88-7578-620-5

□ Iaconesi S. (2015) "Digital Arts as Commons" in "Patterns of Commoning" Bollier D. (ed.), Helfrich S. (ed). Commons Strategies Group.

□ Iaconesi, S.; Persico, O. (2015) "Il Terzo Infoscape. Dati, informazioni e saperi nella città e nuovi paradigmi di interazione urbana" in Arcagni, S. (ed.) I Media Digitali e l'Interazione Uomo-

Macchina (p. 139-168). Roma: Aracne Editore.

☐ Iaconesi, S. and Persico, O. (2014). "An Emotional Compass: Emotions on Social Networks and a new Experience of Cities" in Augmented Reality Art: From an Emerging Technology to a Novel Creative Medium, part of the Springer Series on Cultural Computing, Geroimenko, Vladimir (Ed.). New York: Springer. ISBN 978-3-319-06202-0.
http://www.springer.com/computer/hci/book/978-3-319-06202-0

☐ S. Iaconesi (2013). "Remixing the Dots: Disegno Memetico ed Evoluzione Culturale" in V. Bruni (ed.), S. Socci (ed.), F. Speroni (ed.) "Il Disegno dopo il Disegno: le molte vite di un medium antico". Pisa, Italy: Pisa University Press. ISBN 978-88-6741-172-6.

☐ S. Iaconesi, O. Persico (2013). "Societing and the Co-Creation of the City". in A. Giordano (ed.), A. Arvidsson (ed), "Societing Reloaded". Milan, Italy: Egea. ISBN/EAN: 9788823833401

☐ Iaconesi, S., & Persico, O. (2013). "The Co-Creation of the City." In N. Sappleton (Ed.), "Advancing Research Methods with New Technologies" (pp. 12-33). Hershey, PA: Information Science Reference. doi:10.4018/978-1-4666-3918-8.ch002

☐ S. Iaconesi, O. Persico (2012). "Extended Autopoietic Cities: the experience of place, the open, real-time city, second-order cybernetic systems and their implications for Urban Planning, Design and Community Involvement". In A. de Campo, M. D. Hosale, S. Murrani (eds.), Worldmaking as Technè. (in press).

☐ Salvatore Iaconesi, Luca Simeone, Cary Hendrickson, Oriana Persico, "Connective environmental education: augmented-reality enhanced landscapes as distributed learning ecosystems.", in "Future Learning Spaces", Designs on e-learning conference proceedings, Stefan Sonvilla-Weiss & Owen Kelly (eds.), pp. 312-321, 2011, Helsinki, Aalto University publication series, ISBN 978-952-60-4517-7

☐ "Toys++", S. Iaconesi and Luca Simeone, chapter in "Museums at Play: Games, Interactions and Learning", MuseumsEtc, edited by Katy Beale, ISBN: 978-1-907697-13-5