

## EDUCATION

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2022 - ongoing	<b>PhD Candidate at Faculty of Informatics</b> Università della Svizzera italiana (USI)	Lugano, Switzerland
2019 - 2022	<b>Master of Science in Digital and Interaction Design</b> 110/110 Summa cum Laude, Politecnico di Milano	Milan, Italy
2016 - 2019	<b>Bachelor of Science in Communication Design</b> 110/110, Politecnico di Milano	Milan, Italy
2011 - 2016	<b>High School with focus on Humanities</b> Liceo Classico Cairoli	Vigevano, Italy

## RESEARCH PROJECTS AND COLLABORATIONS

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2022 - ongoing	<b>TADAA: Genderless Narratives for a Moral Technology (USI)</b> Main research project, funded by SNSF (Switzerland) <i>Advisor prof. Monica Landoni</i>
2023 - 2024	<b>PROSELF: Semi-automated Self-Tracking Systems to Improve Personal Productivity (USI)</b> Collaboration with PROSELF researchers as co-author and HCI expert <i>Advisor prof. Silvia Santini, PhD student Nouran Abdalazim</i>
2022 - 2024	<b>BEST: Beyond Screen readers and Alt Text (USI)</b> Collaboration with BEST researchers as co-author and designer <i>Advisor prof. Monica Landoni, PhD students Leandro Guedes and Sveva Valguarnera</i>
2022 - 2024	<b>EUGAIN</b> Member of EUGAIN Cost-Action on Gender Balance in Informatics Member of the Young Researchers Group

## ACADEMIC TEACHING

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2022 - ongoing	<b>User Experience Design</b> Elective course offered to Master courses (USI)
2023 - ongoing	<b>Software Atelier 2: Human-Computer Interaction</b> Compulsory course of the Bachelor of Science in Informatics (USI)

## WORKSHOPS AND DISSEMINATION

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2023	<b>Sfumature di Scienziate: Ogni Curva del Percorso ci Rende Uniche</b> Escape room for teenagers to discuss atypical career choices <i>In collaboration with SUPSI and SATW</i>	Switzerland
2023	<b>Go4IT</b> Workshops on gender stereotypes and careers for middle school students <i>In collaboration with GirlsCodeToo and SATW</i>	Switzerland
2023	<b>Connecting the Dots: Fostering Gender-Balanced Academia and Industry</b> Workshop at WomENcourage 2023 <i>In collaboration with EUGAIN Young Researchers</i>	Trondheim, Norway

2023	<b>Per(ce)zione Tecnologica: Cosa Vediamo quando Vediamo la Democratica e Neutra Tecnologia?</b> Workshops on gendered perception of technology with high school students	Switzerland
2023	<b>Coding is for Everyone</b> Workshops of programming with XLOGO for primary school children <i>In collaboration with SUPSI and ETH</i>	Switzerland
2022	<b>Advantages of Studying and Choosing Informatics as a Career</b> Dissemination booklet produced with and for EUGAIN <i>In collaboration with EUGAIN Young Researchers</i>	Hamburg, Germany

## TALKS

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2022	<b>"Just Four Days: a (my) Story of Gendered Education"</b> Talk presented at the WIRE-EUGAIN Annual Meeting	Hamburg, Germany
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## THESIS ADVISING

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2023	<b>Master Thesis - Stefan Rashkov</b> "Helping Children Better Understand Diversity and Inclusion via an Empathy Game"
2023	<b>Master Thesis - Sergiu Cetulean</b> "Enhancing Coding Engagement in Primary School through Interactive Learning"
2023	<b>Bachelor Thesis - Catarina Morais</b> "A Memory Game Designed to Help Teachers Reflect on their own Implicit Biases in the Classroom"
2023	<b>Bachelor Thesis - Kelvin Likollari</b> "Embracing Differences: Teaching Children about Diversity and Inclusion"

## AWARDS

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2023	<b>SRC Grand Finals Winner, 3rd Place - Graduate Category</b> Award issued by ACM SRC "Design and Assessment of Hoomie, a Small Multisensory Space for Autistic Children in Primary Schools"	
2022	<b>Student Research Competition Winner, 1st place - Graduate category</b> Award issued by ACM SIGCHI "Hoomie Sweet Home: A Qualitative Study on the Small Multisensory Space 'Hoomie' for Inclusion of Autistic Kids in a Primary School"	New Orleans, USA

## PEER REVIEWED ARTICLES

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2023	<b>Co-designing a Museum Application with People with Intellectual Disabilities: Findings and Accessible Redesign</b> Leandro Guedes, Irene Zanardi, Marilina Mastrogioseppe, Stefania Span, Monica Landoni <i>ECCE</i>	Swansea, UK
2023	<b>Multisensory Diorama: Enhancing Accessibility and Engagement in Museums</b> Leandro Guedes, Irene Zanardi, Stefania Span, Monica Landoni <i>INTERACT</i>	York, UK
2023	<b>Bridging values: The inclusion of young generations in computing</b> Anna Szlavi, Serena Versino, Irene Zanardi, Karolina Bolesta, Letizia Jaccheri <i>International Conference on HCI</i>	Copenhagen, Denmark
2023	<b>"Is This Real?": Assessing the Usability and Accessibility of Augmented Reality with People with Intellectual Disabilities</b> Leandro Guedes, Irene Zanardi, Marilina Mastrogioseppe, Stefania Span, Monica Landoni <i>International Conference on HCI</i>	Copenhagen, Denmark

2023	<p><b>Draw a Software Engineer Test-An Investigation into Children's Perceptions of Software Engineering Profession</b></p> <p>Claudia Maria Cutrupi, Irene Zanardi, Letizia Jaccheri, Monica Landoni</p> <p><i>SEIS at IEEE/ACM ICSE</i></p>	Melbourne, Australia
2023	<p><b>Looking for a Major in Computing? Technical Knowledge versus Broader Social Values in Computing Majors</b></p> <p>Irene Zanardi, Serena Versino, Karolina Bolesta, Anna Szlavı, Monica Landoni</p> <p><i>UDIT</i></p>	Stavanger, Norway
2022	<p><b>"Hoomie Sweet Home: A Qualitative Study on the Small Multisensory Space 'Hoomie' for Inclusion of Autistic Kids in a Primary School"</b></p> <p>Irene Zanardi</p> <p><i>ACM SIGCHI</i></p>	New Orleans, USA