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Research interests

My research focuses on **Human-Computer interaction (HCI) for societal engagement**. With a background on Computer Engineering and 20 years of experience in HCI, I am interested in how digital technologies can enable, or hinder, processes of participation. My work is both **analytical** (I critically analyse technologies) and **operational** (I design interactive systems) and contributes to HCI and Computer-Supported Collaborative Work (CSCW). My latest research is aligned with **critical data science from HCI and CSCW perspectives** by exploring individual, collaborative, and societal challenges of data-driven systems, including genAI and automated decision-making systems. Methodologically, I am highly skilled in user-centered design, participatory design, and research through design approaches, and have the competences to conduct both quantitative and qualitative research. With a rich experience in participating and leading **interdisciplinary research projects**, I am interested in contributing to emancipatory visions of future technologies, such as genAI, by working on societally relevant topics including diversity, inclusion, and sustainability.

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'*, where I investigated how digital technologies can enable or hinder democratic forms of participation
 - Supervisor: Prof. De Angeli; Thesis committee: Prof. Seravalli (Malmö University, Sweden), Prof. Le Dantec (Georgia Institute of Technology, USA), and Prof. D'Andrea (University of Trento, Italy)
 - Six-month visiting researcher at the Computer Science Department, University of Copenhagen (Denmark)
 - PhD Certificate on Innovation and Entrepreneurship by the European Institute of Technology ([EIT Digital](#))
- 2008 - 2010 **Professional Doctorate in Engineering (EngD) in User-System Interaction at Eindhoven University of Technology**
- Two-year funded programme on [User System Interaction \(USI\)](#), which combines education on research methods, design, and evaluation of interactive system with collaborations with industrial partners.
 - Thesis: 'Design of guidelines for self-assessment support for adult academic distance learning' (Hons.)
 - Supervisor: Prof. 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)

Academic positions

2020 - present **Assistant Professor (RTDa) at the Faculty of Engineering 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) and related fields. My work has received several awards, including the David B. Martin ECSCW Best Paper Award at the ECSCW Conference in 2023. I am an active member of the HCI and CSCW research community, organising conferences and scientific events. I have served 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 SIGCHI GROUP conference. I enjoy envisioning research ideas and applying for funding, which has led to several successfully funded projects in the last years.

Teaching and Supervision: In the last six years I have engaged in the supervision and evaluation of 11 PhD students, and been responsible for two research assistants (assegnisti di ricerca). I teach courses at the PhD, Master's and Bachelor's 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. 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.

Exhibitions, events, and collaborations with institutions: 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 at CHIItaly 2021. 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 or the contract project (progetto a conto terzi) with Sineglossa, which focus on using genAI technologies in educational and artistic contexts.

Previous Appointments

- 2017 - 2020 **Post-doctoral researcher, Computer Science Department, University of Copenhagen – DK**
Researcher with teaching and supervising responsibilities at the Human-Centred Computing section under the supervision of Prof. Bjørn. I worked and initiated [FemTech.dk](#), which is an awarded action research project to foster diversity and inclusion in Science, Technology, Engineering, the Arts, and Mathematics (STEAM). I actively participated in the setup of the [UCPH makerspace](#) at the university, which is a space for interdisciplinary research, teaching, and third mission activities
- Jan-Sep 2019 **Visiting Researcher, MediaLab Prado - ES**
Researcher at the ParticipaLab in MediaLab Prado, which is Madrid's citizen laboratory for open, cultural, creative, and digital projects. My research investigates Consul, an open-source platform for citizen participation, and I 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)
- 2016 **Visiting Researcher, Computer Science Department, University of Copenhagen – DK**
Six-month research visit at the Human-Centred Computing section under the supervision of Prof. Bjørn as part of my PhD research
- 2013 - 2017 **PhD fellow, Department of Information Engineering and Computer Science, University of Trento and EIT Digital – IT**
PhD fellow with teaching responsibilities at the InterAction Lab under the supervision of Prof. 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. I obtained a certificate by the European Institute of Technology (EIT Digital) on Innovation and Entrepreneurship which entailed ca. 200 training hours
- 2011 - 2013 **Assegno di Ricerca, Department of Information Engineering and Computer Science, University of Trento – IT**
Research on crowdsourcing for Human Computation in the [Knowdive group](#) with Prof. Giunchiglia. I worked as researcher and Work Package leader in [CUbRIK](#), an EU project funded under the Seventh Framework (FP7)
- 2010 - 2011 **Assistant researcher, Faculty of Electrical Engineering, Mathematics and Computer Science, Delft University of Technology – NL**
Research on Crowdsourcing for multimedia retrieval in the Multimedia Information Retrieval Lab under the supervision of Prof. Larson in the EU-funded Network of Excellence [Peer-to-Peer Media \(PetaMedia\)](#)

2008 - 2010 **Professional Doctorate researcher, Eindhoven University of Technology – NL**
The Engineering Doctorate (EngD) at TU/e is a two-year paid traineeship that bridges academia and industry. I worked as user researcher and interaction designer with companies such as Philips and Nokia as part of the Professional Doctorate programme in [User System Interaction \(USI\)](#).

Research Projects

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

Funding: € 60.000, PNRR iNEST, Principal Investigator

Team: Competence Centre for Mountain Innovation Ecosystems, Faculty of Engineering, Faculty of Education (Free University of Bozen-Bolzano)

The Embodied Data Lab develops 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 approach with natural science researchers, and in collaboration with mischer'traxler design studio and the Naturmuseum in Bolzano, we developed 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/>

2025-2027 **VIRES-A: A virtual Reality for Social adaptation in Autism Spectrum Disorder**

Funding: € 313.930 (€ 97.920 for unibz), PNRR PRIN, Co-investigator

Team: University of Udine, University of Trento, Free University of Bozen-Bolzano

This participatory project aims to develop technological support technologies for people in the Autism Spectrum. People in the autism spectrum often experience high levels of anxiety in response to uncertain situations and breaking of routines, a hypothesis known as Uncertainty Tolerance (UT). This project seeks to identify and reproduce uncertain situations that might cause anxiety to the patients through using Virtual Reality (VR). Through a participatory approach with therapists and people in the spectrum, we generate VR scenarios that help train how to manage situations of uncertainty

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

Funding: € 100.000, unibz, Co-investigator

Team: Faculty of Design and Art, Faculty of Engineering (Free University of Bozen-Bolzano)

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/>.

2023-2026 **GIVRE - Gendering Internet Violence Resilience Empowerment in Digital Spaces**

Funding: € 60.560, PRIN PNRR, Researcher

Team: Sapienza Università di Roma, Università degli Studi di Padova

The project examines online gender-based violence, aiming to enhance understanding of its relationship with digital technologies. Research involves qualitative interviews, focus groups, participatory workshops, and a national survey. The project undertakes the first comprehensive study on this phenomenon in Italy and practical guidelines for creating safer digital spaces. Ultimately, the project aims to empower users and promote inclusive digital environments. In this project, I have been formally invited and appointed as a collaborator based on my expertise on the topic and in participatory and co-design methods. givre.eu

2022-2026 **Interconnected Nord-Est Innovation Ecosystem - Tourism, culture, and creative industries Spoke**

Funding: € 860.000 (€ 30.000 personal budget), Piano Nazionale di Ripresa e Resilienza, Co-investigator

Consortium: University of Padua, University of Udine, University of Verona, Ca' Foscari University of Venice, IUAV University of Venice, University of Trento, University of Trieste, Scuola Internazionale Superiore di Studi Avanzati, Free University of Bozen-Bolzano

The macro-regional network for digital and ecological transition in Northeast Italy. The spoke 6 on Tourism, Culture and Creative Industries where I work operates at the convergence of technology, economics, science, arts, and humanities. The spoke tackles issues in the tourism sector by the analysis and use of big data. The personal budget allowed hiring a research assistant for 18 months (assegno di ricerca) to investigate how travel digital platforms facilitate information seeking and decision-making for people with disabilities and their caregivers. <https://www.consorzioinest.it>

2022-2026 **Climate Citizen Assemblies - An instrument for climate justice and inclusive decision-making?**

Funding: € 120.000, unibz interdisciplinary projects, Co-investigator and Principal Investigator

Team: Faculty of Design and Art, Faculty of Economics and Management, Faculty of Education, Faculty of Education (Free University of Bozen-Bolzano)

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 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/>

2020-2021 **Representing gender in unibz**

Funding: € 7000, unibz RTD funds, Principal Investigator

Team: Faculty of Engineering, Faculty of Design and Art (Free University of Bozen-Bolzano)

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 HCI on how data visualisations help represent public concerns. <https://invisibledata.project.unibz.it/>

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

Funding: University of Copenhagen, researcher

Team: Department of Computer Science (University of Copenhagen)

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 with national high schools and managed the project's finances. The project was featured on the media and won the department's dissemination award in 2018. The process and outcomes of this project have been published in a co-authored book. <https://www.femtech.dk/>

2014-2017 **Città Educante**

Funding: € 500.000, Ministero dell'Istruzione, researcher

Team: Almaviva, Consiglio Nazionale delle Ricerche, Università degli studi di Modena e Reggio Emilia, la Fondazione Reggio Children, Università degli Studi di Trento

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 a researcher 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

Team: Trento RISE (IT), Fondazione Bruno Kessler (IT), Università degli Studi di Trento (IT)

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 researcher included data gathering, data analysis using a mixed methods approach, community engagement activities, and case-based teaching.

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

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

Consortium: Engineering - Ingegneria Informatica SPA (IT), Politecnico di Milano (IT), Leibniz University Hannover (DE), European Institute for Participatory Media (DE), Fraunhofer-Gesellschaft (DE), Homerica Open Solutions (ES), Microtask Oy (FI), Centre for Research and Technology Hellas (GR), Nexure Consulting (IT), Centre Virtuel de la Connaissance sur l'Europe (LU), Delft University of Technology (NL), Queen Mary University of London (UK), Università degli Studi di Trento (IT)

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” where six partners participated. I was responsible for managing the reporting activities and reporting on the WP work at the evaluations by the EU commission in Brussels. My role as researcher included the design, implementation and evaluation 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

Consortium: Delft University of Technology (NL), Queen Mary University of London (UK), Technische Universität Berlin (DE), Swiss Federal Technology Institute of Lausanne (CH)

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.

Projects with companies

2023-2025 **Art for Debunking**

Funding: € 40.000, Siniglossa, progetto a conto terzi, Principal Investigator

The project aims to combat online disinformation by combining art, information, and technology, culminating in an AI-based art installation. It involves conducting research on co-creation methodologies and organising workshops with artists working with AI systems. The project aims to raise public awareness of human-AI collaboration in art while sharing findings with academic communities while creating prototypes for addressing disinformation.

2025 **Test Before Invest EDIH Apartmenthotel Winkelwiese**

Funding: € 16.000, [EDIH Training](#), Researcher

Project in the context of EDIH training offered by unibz, which aim to provide business with the necessary tools to address the digital challenges with an emphasis on Artificial Intelligence. Our project within the hospitality and tourist sector aims to develop a communication system, such as a chatbot, that mediates between the visitor's and client's needs, behavior, and values. Using a participatory approach with the clients, the project will produce user requirements, the conceptual development of a digital system, and a heuristic evaluation of the system.

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

Funding: € 54.540, SMACT and GKN Sinter Metals SpA, Researcher

This project was a collaboration between a metal factory, the Faculty of Science and Technology, and Faculty of Computer Science at the Free University of Bozen-Bolzano. The project was 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.

Research,
Didactic, and
Innovation Grants

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- 2025** - PsyHuman Summer School together with University of Trento and Innsbruck University. Granted amount: 6.800 euros (personal funding: 2.090 euros). Euregio Mobility Fund.
 - 2021** - RTD research grant on Representing Gender at unibz. Granted amount: 7.000 euros. Free University of Bozen-Bolzano
 - 2018** - Six-month Business Development Experience grant. Granted amount: ca. 27.000 euros by the European Institute of Technology (EIT Digital).
 - 2018** - Resources Grant. "Creating a Physical Prototyping Library". Granted amount: ca. 4.000 euros. Centre for Communication and Computing of the University of Copenhagen.
 - 2016** - Six-month research grant to support international geo-mobility. Granted amount: ca. 10.000 euros. European Institute of Technology (EIT Digital)
 - 2016** - Student travel grant to attend a two-week Summer School on Health and Wellbeing in London. Granted amount: ca. 2000 euros. European Institute of Technology (EIT Digital)
 - 2016** - Student travel grant to attend to the Participatory Design Conference in Aarhus, Denmark. Granted amount: ca. 2000 euros. Aarhus University

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 CHIItaly 2021 (\$5000 prize).
- 2018** - DIKU Dissemination Award by the University of Copenhagen for FemTech.dk (30000 DKK prize)

Third mission
activities and
exhibitions

In addition to working in research projects with companies, my third mission activity includes the **design and implementation of interactive installations, participatory workshops, and public events** on topics related to digital technologies and their impact on society. Most of the exhibitions and events listed below have required several months of designing and planning and have been developed in collaboration with companies, public institutions, and associations in local, national, and international contexts.

- [Echoed Nature \(2025, 2026\) in Bolzano \(IT\)](#) - interactive exhibition done in collaboration with the Museum di Science Naturali dell'Alto Adige and mischer'traxler studio from Vienna explores what has been lost, what remains, and what is changing. Starting from the data in the museum's archive, we have digitalised a selection of plants and animals and created a narrative which allows people to explore how biodiversity has changed from 1850 to 2050 through an interactive installation. Following the great deal of interest and positive feedback that the exhibition has gather, unibz will be borrowing the exhibition to four Natural Parks Visitor Centers in Alto Adige until 2029: Naturparkhaus Texelgruppe (2026); Naturparkhaus Fanes-Sennes-Prags (2027); Naturparkhaus Schlern-Rosengarten (2028) and Naturparkhaus Drei Zinnen (2029).
- ["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 Innsbruck, and the Art After AI event in Bolzano.
- [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. 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 Artificial Intelligence, 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 200 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 researchers 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 1000 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 continuation 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 experience

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 and prototyping. Students at all levels assess my teaching as excellent (average score = 9.1 in the period 2020-2025, 164 evaluations), highlighting knowledge, engagement, and pedagogical skills. This is what some of the students say about my teaching in the formal evaluations:

"Professor Menendez Blanco is one of the most prepared professor I have ever met. She loves what she teaches and it shows. She has particular attention for every student, she goes beyond to make sure we learn the best we can. She made a final lesson that was super interesting: showing what we can do after our graduation. Again, she shares her passion in a way that is incredible. Even I have appreciated the subject even if I did not find it interesting. She makes learning easy." (Computer-Mediated Communication, 2024-2025)

"Il corso è stato molto interessante, sia per la possibilità di approfondire elementi e programmi già trattati nell'anno precedente con la stessa professoressa per ampliare e sedimentare al meglio le conoscenze pregresse. Il corso è stato molto interattivo con la presenza di dibattiti, stimoli di riflessione e la presenza di diversi esercizi e laboratori singoli e di gruppo durante il corso che hanno stimolato la creatività e l'apprendimento. Inoltre, la professoressa è sempre stata molto chiara ed esaustiva nelle spiegazioni e disponibile al dialogo." (Human-Computer Interaction, 2024-2025)

"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)

Organisation of Summer PhD Schools:

- **5th International Summer School in Psychology and the Humanities (PsyHuman, 6 ECTS) in Rovereto** - In the 2026, the two weeks summer school theme is "From tension to transformation: narrative and participatory approaches to interpersonal, ideological and socio-cultural clashes ". This edition includes a focus on technology and participation and therefore I have been invited to act as a Scientific Chair together with Prof. Coppola (University of Trento) and Prof. Greitmeyer (Innbruck University).
- **EUSSET 6th and 7th Computer Support Collaborative Work Summer School: Foundations, Methods and Technologies in Como (2023, 7.5 ECTS) and Bolzano (2022, 7.5 ECTS)** – This PhD school includes preparatory online work and [five-day onsite 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 with Prof. Pinatti (University of Oslo) and Prof. Crowston (Syracuse University, USA). My responsibilities included syllabus design, supervision, and organisational activities (lectures invitations, budget).

Course responsible and Lecturer:

- **Human-Computer Interaction** (2025; 45 hours; 6 ECTS) at the Communication Science and Culture Bachelor (Free University of Bolzano). Compulsory course with ca. 40 students

- **Computer-Mediated Communication** (2025; 45 hours; 6 ECTS) at the Communication Science and Culture Bachelor (Free University of Bolzano). Compulsory course with ca. 40 students
- **Elements of Computer Science for Communication** (2022, 2023, 2024; 45 hours each; 6 ECTS) at the Communication Science and Culture Bachelor (Free University of Bolzano). Compulsory course with ca. 40 students
- **Human-Centred Computing** (2020; 60 hours; 6 ECTS) at the Computational Data Science MSc (Free University of Bozen-Bolzano).
- **Interaction Design** (2017, 2018, 2020; 200 hours each; 7.5 ECTS) at the Communication and IT Bachelor (University of Copenhagen). One-semester course with 80 students and two teaching assistants. For the course work, I set up a collaboration with the Statens Museum for Kunst (SMK), the Danish National Gallery in Copenhagen

Lecturer:

- **User Research for Artificial Intelligence** (2023 (15 hours), 2024 (15 hours), 2025 (10 hours)) at the Computer Science PhD School (Free University of Bozen-Bolzano). As part of the PhD course with ca. 15 students, I taught two modules on Epistemologies, and Critical Data Studies
- **Fundamentals of Research** (2021, 2022; 10 hours each) at the Computer Science PhD School (Free University of Bozen-Bolzano). Compulsory PhD course with 15 students. This task entailed designing and teaching two modules on the topics of biased data, and ethics in research and practice
- **Human Centered GUI Design** (2021; 10 hours) at the Computer Science bachelor (Free University of Bozen-Bolzano). My responsibilities were teaching prototyping of digital devices using Figma
- **Critical Design** (2016; 40 hours) at the Human-Computer Interaction MSc (University of Trento). Module on critical design with 20 students. My responsibilities 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; 25 hours) at the Post-Master SCODEM (University of Trento). Module with 15 students. This task included the design of the syllabus. The module included theoretical and hands-on lectures

Teaching Assistant:

- **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 organised the design day together with Prof. De Angeli (University of Bozen Bolzano, IT) and Dr. Mads Høbye (Roskilde University, DK) where students were introduced to conceptual design and prototyping
- **Education as a Common Good Winter School** (2017) at the University of Trento. During this three-day workshop students coming from HCI, design, and architecture background 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
- **Concept development and Innovation** (2017, 2018; 40 hours) at the Communication & IT MA and Computer Science MSc (University of Copenhagen). Technical support on 3D printing and microcontroller programming
- **Computer Supported Collaborative Work** (2011, 2012) at the Computer Science MSc (University of Trento). Practical assignments on crowdsourcing for machine learning
- **Human Computer Interaction** (2011, 2012, 2013) at the Computer Science BSc (University of Trento). Hands-on workshops on prototyping

PhD Thesis co-supervision:

- Federico Simeoni (2023- ongoing) - Topic: Binaries in Generative Artificial Intelligence. School of Computer Science, Free University of Bolzano
- Andrea Rezzani (2021 - ongoing) - Topic: Investigating Robot Abuse. School of Computer Science, Free University of Bolzano
- Max Dorfmann (2021 - ongoing) - Topic: Exploring emancipatory technologies. School of Computer Science, Free University of Bolzano
- Paolo Grigis (2022 - 2023) - Topic: The Psychosocial Roles of GenAI in Artists' Creative Practices. School of Computer Science, Free University of Bolzano

- Federico Bomba (2022 - 2023) - Topic: Artists' metaphors illuminating AI agencies. School of Computer Science, Free University of Bolzano
- Michele Cremaschi (2022 - 2023) - Topic: Speculative Artistic Narratives for Sociotechnical AI Reconfiguration. School of Computer Science, Free University of Bolzano
- Giovanni Tauro (2022-2023) - Topic: Leveraging IoT-generated Multimodal Context-Aware system to promote Perceptual-Motor Skills in Development Coordination Disorders. School of Computer Science, Free University of Bolzano

PhD and post-doc advisor and examiner:

- Post-doc host supervisor, Juliane Busboom (upcoming) - Unlocking the Future of Hybrid Workspaces. Department of People and Technology, Roskilde University (DK). As part of an international post-doc fellow funded by the Carlsberg Foundation (DK) I will be acting as hosting supervisor from July 2026 to December 2027
- External advisor, Nasim Dadizadeh (2025-ongoing) - Topic: Democratization of Cultural Heritage Interpretation through Digital Storytelling. School of Economics, Environment, Management and Society, University of Trento; first advisor: Prof. Della Lucia
- PhD host supervisor, Trine Rask Nielsen (2022) - Topic: Critical Data Studies in asylum decision-making. Computer Science Department, University of Copenhagen; First advisor: Prof. Holten Møller
- Internal examiner, Mahum Adil (2020-2024) - Topic: Enabling Effective Distributed Collaborative Design in Software Development Teams. School of Computer Science, Free University of Bozen-Bolzano; first advisor Prof. Pahl
- Evaluation Committee member, Pinar Apaydin (2022-2025), which entailed the participation in a yearly assessment (presentation and discussion) and final defence. Topic: Towards a Decolonial Feminist Design: A Co-Speculation Play Method for Imagining Alternative Solidarity Systems. Koç University; First advisor: Prof. Subasi

Master and Bachelor Thesis supervision:

- Beatrice Garri (2025-ongoing). Understanding Political Personalization on TikTok: An Analysis of Gen Z Users' Perceptions and Behaviours. Communication Science and Culture BA. Free University of Bozen-Bolzano
- Giulia Bergamo (2025-ongoing). Self-Optimization Culture: a critical study of how food-tracking apps shape digital well-being among Gen Z. Communication Science and Culture BA. Free University of Bozen-Bolzano.
- Alice Sabalino (2024). Applying Ecofeminism through Digital Technologies: a co-design project in South Tyrol. Communication Science and Culture BA. Free University of Bozen-Bolzano
- Bianca Crisbasan (2024) Come l'industria cinematografica è influenzata dal Web e dai Social Media. Communication Science and Culture BA. Free University of Bozen-Bolzano
- Tessa Hinz (2024). Hidden Human Labor of AI systems. EcoSocial Design MA. Free University of Bozen-Bolzano
- Jana Sumin (2023). Knowledge Sharing among University Students - A Qualitative Study of Practices, Attitudes and Barriers. Bachelor's Thesis in Medieninformatik at Institute for Information and Media, Language and Culture. Universität Regensburg (Germany)
- 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 Bozen-Bolzano
- Margherita Mescolotto (2022). Raising filter bubbles awareness with IAQOS: an empirical study on critical design. Communication Science and Culture BA. Free University of Bozen-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 Bozen-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

Internship tutorship:

I have acted as the academic tutor in several internships within companies, which had to do with digitalisation and required students to conduct activities such as gathering user requirements, doing fieldwork, conducting user evaluations, and developing digital prototypes.

- Sofia Miribung (2025, Alpine Ski World Cup Alta Badia, www.skiworldcup.it)
- Sophia Nägele (2025, Globus confezioni AG, www.globus-mode.com)
- Anna Dal Bo (2025, lasecondaluna, www.lasecondaluna.eu)
- Anna Zingarelli (2025, ZM AUTOMAZIONE SRL, zmautomazione.it)
- Eleonora Negrini (2024, Pagani S.p.A, www.pagani.com)
- Chiara Cherubin (2024, Cortina Ski Resort)
- Giulia Gambarotto (2024, world class bcn, worldclassbcn.com)
- Alice Sabalino (2023, MetalMaker 3D, metalmaker3d.com)
- Samira Tirlir (2023, additive, www.additive.eu)
- Rebekka Eller (2022, Season GmbH, www.season1964.com)
- Camilla Ferello (2022, Berlin Italian Communication, berlinitaliancommunication.com)
- Bianca Crisbasan (2022, transart, www.transart.it)

Presentations in
conferences and
seminars

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 CHIItaly** (2021) at the 14th Edition of the Biannual Conference of the Italian SIGCHI Chapter (CHIItaly) in Bolzano and online

Conference presentations:

- **Assessing Meaning in Embodied Interactive Installations** (2025) at the Biannual Conference of the Italian SIGCHI Chapter (CHIItaly) in Salerno, Italy
- **Designing Embodied Interactive Experiences on Environmental Issues** (2025) at the Biannual Conference of the Italian SIGCHI Chapter (CHIItaly) in Salerno, Italy
- **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

Seminars and workshops 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 (Ireland) invited by Prof. Ciolfi
- **Technologies and Design for Emancipatory Futures** (2024) at the Hochschule der Künste Bern (Switzerland) invited by Prof. Pierri
- **Prototypes in the Making** (2023) at the Hochschule Augsburg (Germany) invited by Prof. Schubert. The invited lecture on prototyping, critical design, and making was part of a 2-day hands workshop I was invited to organised
- **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
- **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)

Editorial Activity
and Conference
Organisation

Conference chair:

2026: Full Paper Chair at the 24th Mensch und Computer Conference (MuC) with Prof. Altmeyer (Saarland University of Applied Sciences) and Prof. Büttner (Westphalian University of Applied Sciences)

2026: Short Paper Chair at the 18th International Conference on Advanced Visual Interfaces (AVI) with Assoc. Prof. Russis (Politecnico di Torino)

2025: Publicity Chair at the 16th Biannual Conference of the Italian SIGCHI Chapter (CHIItaly) with Prof. Panizzi

2025: Doctoral Colloquium Chair at the EUSSET Conference on Computer-Supported Collaborative Work with Assoc. Prof. Holten Møller (University of Copenhagen, Denmark) and Assoc. Prof. Sune Mønsted (University of Oslo, Norway)

2024: Poster and Workshop Chair at the EUSSET Conference on Computer-Supported Collaborative Work with Assoc. Prof. Holten Møller (University of Copenhagen, Denmark) and Assoc. Prof. Verdezoto Dias (Cardiff University, United Kingdom)

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

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

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

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

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

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

2013 - Posters and Demos Chair at CHIItaly with Prof. 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 have reviewed multiple submissions for highly ranked international journals in Human-Computer Interaction and related fields, including the International Journal of Human Computer Studies (IJHCS, Q1 in Human-Computer Interaction in 2024), ACM Transactions on Computer-Human Interaction (TOCHI, Q1 in Human-Computer Interaction in 2024), Human-Computer Interaction (HCI, Q1 in Human-Computer Interaction in 2024) Computer Supported Collaborative Work (CSCW, Q2 in Computer Science (miscellaneous)).

Conference reviewer:

2011 - on-going: ACM Conference on Human Factors in Computing Systems (CHI), where I have received 10 recognitions for outstanding reviews

2013 - on-going: ACM conference on Designing Interactive Systems (DIS), where I have two recognitions for outstanding reviews

2015 - on-going: ACM Conference on Computer Supported Collaborative Work and Social Computing (CSCW), where I have two recognitions for outstanding reviews

Furthermore, I have reviewed more than one paper for the following conferences: ECSCW, AVI, TEI, C&T, Interact, BritishHCI, PDC, NordiCHI, and CHIItaly.

International Panels for Evaluation of Research:

2025 - ongoing Member of the External International Peer Review Panel (EIPRP) for the ROSETTA (Responsible Time and Tech in an Accelerated Digitised World) Fellowship Programme. Co-funded by Lero, the Research Ireland Centre for Software, the European Commission's MSCA Scheme, and the University of Galway (Ireland).

2025 - ongoing Reviewer for the Swiss National Science Foundation (SNSF)

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, unibz certificate). Attached to the application

Italian: Proficiency level written and spoken (C1 Level in CEFR, unibz certificate). Attached to the application

German: Upper intermediate level written and spoken (B2 Level in CEFR, unibz certificate). Attached to the application

Publications
(h-index Scholar = 19
h-index Scopus = 14)

The 12 publications marked with an asterisk () are included in this application for evaluation*

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. Q1 in Human-Computer Interaction (2024, last ranking available on Scimago)
- ***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. Q1 in Human-Computer Interaction (2024, Scimago)
- ***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. Q1 in Communication and Q2 in Computer Science Applications (2023, Scimago). Last Scimago Ranking:
- ***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. Q1 in Computer Science (miscellaneous) (2023, Scimago)
- ***De Angeli, A., Falduti, M., Menendez-Blanco, M.,** Tessaris, S. (2023). Reporting non-consensual pornography: Clarity, Efficiency, and Distress. In *Multimedia Tools and Applications*. Q1 in Media Technology (2023, Scimago)
- ***Menendez-Blanco, M.,** & Bjørn, P. (2022). Designing Digital Participatory Budgeting Platforms: Urban Biking Activism in Madrid. *Computer Supported Cooperative Work (CSCW)*, 1-35. Q2 in Computer Science (miscellaneous) (2022, Scimago)
- ***Menendez-Blanco, M.,** Bjørn P. (2019). Makerspaces on Social Media: Shaping Access to Open Design. *Human-Computer Interaction*, 1-36. Q2 in Human-Computer Interaction (2019, Scimago)
- ***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. Q4 in Human-Computer Interaction (2018, Scimago).
- ***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. Q2 in Human-Computer Interaction (2017, Scimago).
- ***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*. Q1 in Engineering (miscellaneous) and Q1 in Hardware and Architecture (2015, Scimago).

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. Q1 in Computer Networks and Communication and Q2 in Human-Computer Interaction (2024, last ranking available on Scimago)
- **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. Q1 in Computer Networks and Communication and Q2 in Human-Computer Interaction (2024, last ranking available on Scimago)
- 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*. Q1 in Computer Networks and Communication and Q2 in Human-Computer Interaction (2023, Scimago)

- 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. Q1 in Computer Networks and Communication and Q2 in Human-Computer Interaction (2023, Scimago)
- **Menendez-Blanco, M.**, Yavuz, S. U., & Schubert, J. L. (2021). Interactive Experiences. In CHIItaly 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.**, Pretto, N., Grillini, G., Nicastro, G., Condorelli, F., Mischer, K., & Traxler, T. (2025). Assessing Meaning in Embodied Interactive Installations. In Proceedings of the 16th Biannual Conference of the Italian SIGCHI Chapter (pp. 1-3).
- Uğur Yavuz, S., **Menendez-Blanco, M.**, Modugno, R. L., & Fruhstorfer, A. (2025). Designing Embodied Interactive Experiences on Environmental Issues. In Proceedings of the 16th Biannual Conference of the Italian SIGCHI Chapter (pp. 1-11).
- **Menendez-Blanco, M.**, Fruhstorfer, A., & Uğur Yavuz, S. (2024). "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). 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). ICORE 2023 ranking: A (last ranking available)
- Rezzani A., De Angeli A., **Menéndez-Blanco M.**, and Dorfmann M (2023). The space of user aggression in Human-Robot Interaction. In CHIItaly 2023: 15th Biannual Conference of the Italian SIGCHI Chapter (pp. 1-13).
- De Angeli, A., Falduti, M., **Menendez-Blanco, M.**, & Tessaris, S. (2021). Reporting revenge porn: a preliminary expert analysis. In CHIItaly 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. ICORE 2017 ranking: A
- **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. ICORE 2017 ranking: A (COOP has been renamed as ECSCW)
- 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. ICORE 2014 ranking: B
- 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. ICORE 2014 ranking: B
- 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:

- Demurtas, R., **Menendez-Blanco, M.**, & Santini, E. (2026). Inclusive Tourism Design: Bridging the Information Gap Faced by People with Disabilities. In Sustainable Business Models: Insights from the Tourism, Cultural and Creative Sectors. Edited by Maria Della Lucia; Erica Santini; Andrea Caputo; Fabrizio Panozzo. Emerald Publishing Limited
- **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:

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