

Camilla Poggianti

PhD Student in Computer Science | University of Pisa

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About Me

I am a PhD student in Computer Science at the University of Pisa, Italy. My research lies at the intersection of extended reality (XR), [Human-Computer Interaction](#), [Universal Design for Learning](#), and [Artificial Intelligence](#). With an interdisciplinary background in Digital Humanities, I work on designing inclusive and accessible environments to support people with diverse abilities and needs.

Education

2023/11 – present **Ph.D. in Computer Science, University of Pisa**
📍 [Pisa, Italy](#)
• **Supervisors:** Stefano Chessa, Susanna Pelagatti

2020/09 – 2023/04 **M.Sc. in Digital Humanities, University of Pisa**
📍 [Pisa, Italy](#)
Master's thesis on the design and evaluation of OBA 2.0, an accessible augmented reality (AR) Android app for the Pisa Botanical Garden, developed in Unity to support inclusive museum experiences for children with and without disabilities through educational content and serious games.
• **Thesis:** *OBA 2.0: le tecnologie assistive incontrano l'AR per un'esperienza museale inclusiva*
• **Supervisors:** Susanna Pelagatti, Massimo Magrini
• **Final grade:** 110/110 (with honours)

2016/09 – 2020/04 **B.Sc. in Digital Humanities, University of Pisa**
📍 [Pisa, Italy](#)
Bachelor's thesis on the design of OBA, an accessible website for children aged 8–15 with autism spectrum disorder and cognitive disabilities, aimed at supporting visits to the Pisa Botanical Garden through participatory design, serious games, and inclusive digital activities.
• **Thesis:** *OBA: tecnologie assistive per un'esperienza museale inclusiva rivolta allo spettro dell'autismo*
• **Supervisor:** Susanna Pelagatti
• **Final grade:** 110/110 (with honours)

Academic Training

Jun 2025 **ACM Summer School on Accessible and Inclusive Technologies**
📍 [University of Borås, Sweden](#)
One-week international summer school focused on accessible computing, inclusive design, assistive technologies, disability innovation, responsible AI, and HCI research, with research-intensive talks, interactive sessions, and networking activities.

Jun 2024 **XR&AI Summer School**
📍 [Casa delle Tecnologie Emergenti, Matera, Italy](#)
One-week international summer school focused on the integration of XR and AI, with applications in cultural and territorial heritage, medicine, and industry.

Experience

- 2026/03 – present **Visiting Ph.D. Student, Universidad Autónoma de Madrid (UAM)**
♥ Madrid, Spain
5-months research visit developing a research-based framework for accessible XR in higher education, including a taxonomy of university lesson types, reusable AR/VR teaching patterns, and UDL-based evaluation metrics.
• **Supervisor:** Prof. Javier Gómez Escribano
- Jan – Oct 2023 **Research scholarship, CIDIC, University of Pisa**
♥ Pisa, Italy
Research on accessible digital systems and assistive technologies.
• **Main theme:** Accessibility of university environments
• Collected and analyzed data on the accessibility of student-facing websites and user testing
• Contributed to web accessibility guidelines for the new University of Pisa website
• Supported the development of a faculty training course on inclusive teaching
- Jan – Jun 2023 **Junior Developer, LA JETÉE**
♥ Florence, Italy
Development of interactive and accessible digital applications.
• **Main theme:** Augmented reality for cultural heritage enhancement
• Development of an Android appl for AR experiences related to the Luigi Ghirotti Territorial Museum
• Use of Unity3D, C#, and AR Foundation for AR application development
• Experience in digital storytelling for cultural heritage

Scientific Publications

Journal Papers

- [J1] **C. Poggianti**, S. Chessa, S. Pelagatti, and A. Kocian, “Immersive technologies for inclusive digital education: A systematic survey,” *Human Behavior and Emerging Technologies*, 2025(1), 8888303, 38 pages, Aug. 2025.
[DOI: 10.1155/hbe2/8888303](https://doi.org/10.1155/hbe2/8888303)
- [J2] **C. Poggianti**, S. Pelagatti, S. Chessa, M. Magrini, “Inclusion in Botanical Gardens through Augmented Reality: Lessons Learned and new Perspective,” *Universal Access in the Information Society*, .
[DOI: Under-review](#)
- [J3] **C. Poggianti**, F. Polperio, S. Pelagatti, S. Chessa, “A Novel Semi-automated Process for the Creation of Accessible Tactile Graphs for Blind Students,” *International Journal of Human-Computer Studies*, .
[DOI: Under-review](#)

Conference Papers

- [C1] **C. Poggianti**, D. Brizi, S. Pelagatti, S. Chessa, “Low-cost Semi-automatic Design of Tactile IoT for Accessible Education,” in *31st IEEE Symposium on Computers and Communications (ISCC)*, Algarve, Portugal, Jun. 2026.
[DOI: In press...](#)
- [C2] **C. Poggianti**, S. Chessa, S. Pelagatti, “XR for Academic Accessibility: Designing Services for University Students with Disabilities,” in *11th Italian Conference on ICT for Smart Cities and Communities (I-Cities)*, Gaeta, Italy, Sept. 2025.
[DOI: In press...](#)

- [C3] E. Salatti, S. Pelagatti, S. Chessa, F. Forli, R. Nicastro, A. Kocian, **C. Poggianti**, F. Cena, N. Mauro, L. Ardissono, L. Bonamico, F. Salice, S. Comai, M. Bianchi, M. Buzzi, M. C. Buzzi, “Accessibility to Clinical Care for People with ASD: Design and Integration of the ACCESS Technological Tools,” in *11th Italian Conference on ICT for Smart Cities and Communities (I-Cities)*, Gaeta, Italy, Sept. 2025.
DOI: In press...
- [C4] S. Comai, L. Ardissono, M. Bianchi, M.C. Buzzi, M. Buzzi, F. Cena, S. Chessa, N. Mauro, S. Pelagatti, **C. Poggianti**, E. Salatti, F. Salice, “ACCESS: A Nonintrusive Stress Detection System to Improve Healthcare for Individuals with ASD,” in *2025 5th International Conference on Electrical, Computer and Energy Technologies (ICECET)*, Paris, France, 2025, pp. 1-6.
DOI: 10.1109/ICECET63943.2025.11472333
- [C5] **C. Poggianti**, S. Pelagatti, S. Chessa, “Design of Immersive Environments to Enhance Learning for People with Disabilities,” in *2025 21st International Conference on Intelligent Environments (IE)*, Darmstadt, Germany, pp. 1-4, Jun. 2025.
DOI: 10.1109/IE64880.2025.11129985
- [C6] **C. Poggianti**, S. Pelagatti, M. Magrini, “OBA 2.0: using AR to design an inclusive mobile companion for a botanical garden,” in *9th Italian Conference on ICT for Smart Cities and Communities (I-Cities)*, Salerno, Italy, Sept. 2023.
DOI:
- [C7] S. Pelagatti, **C. Poggianti**, “OBA: An Inclusive Botanical Garden for Children with ASD,” in *International Conference on Human-Computer Interaction*, Copenhagen, Denmark, pp. 625–644, published in: Antona, M., Stephanidis, C. (eds) *Universal Access in Human-Computer Interaction. HCII 2023. Lecture Notes in Computer Science*, vol 14020. Springer, Cham., Jul. 2023.
DOI: 10.1007/978-3-031-35681-0_41

Workshop Papers

- [W1] M. Macrì, **C. Poggianti**, F. De Luzi, F. Monti, F. Leotta, S. Pelagatti, S. Chessa, M. Mecella, “Well-Being and Autonomy in University Life for Students with Disabilities through LLM and BPM,” in *22nd International Conference on Intelligent Environments (IE)*, Jun. 2026.
DOI: In press...

Theses

- [T1] **C. Poggianti**, “Orto Botanico Accessibile 2.0: le tecnologie assistive incontrano la realtà aumentata per un’esperienza museale inclusiva,” in *M.Sc. Thesis*, Dept. of Philology, Literature, and Linguistics, University of Pisa, Apr. 2023.
DOI: <https://etd.adm.unipi.it/t/etd-02282023-101454/>
- [T2] **C. Poggianti**, “Orto Botanico Accessibile: tecnologie assistive per un’esperienza museale inclusiva rivolta allo spettro dell’autismo,” in *B.Sc. Thesis*, Dept. of Philology, Literature, and Linguistics, University of Pisa, Apr. 2020.
DOI: not available

Research Activities & Events

Awards

- Mar 2021 **“Inclusion 3.0” National Award, Section “Accessibility - Museum for all”**
📍 University of Macerata, Italy
[\[T2\] Orto Botanico Accessibile: tecnologie assistive per un’esperienza museale inclusiva rivolta allo spettro dell’autismo](#)

Invited Seminars & Talks

- Dec 2025 **Tecnologia per l’inclusione: presentazione dell’App ‘Orto Botanico Accessibile’, Evento “Un giardino per tutti”**
📍 Orto e Museo Botanico di Pisa - Sistema Museale di Ateneo
[\[T1\] Orto Botanico Accessibile 2.0: le tecnologie assistive incontrano la realtà aumentata per un’esperienza museale inclusiva](#)
- Dec 2024 **Tecnologie nella vita reale: analisi di casi di studio, Webinar “Autismo e Tecnologia: strumenti, esempi pratici, esperienze”**
📍 Webinar online
- Feb 2024 **Accessibilità, tecnologie immersive e patrimonio culturale, Fiera “TourismA”**
📍 Firenze, Italy
- Mar 2024 **La Realtà Aumentata a portata di tutti, Fiera “Didacta Italia”**
📍 Firenze, Italy
- Apr 2023 **Realtà immersive e tecnologie assistive per l’inclusione educativa, Course of Interaction Design**
📍 Alma Artis - Accademia di Belle Arti, Pisa, Italy

Conference Oral Presentation

- Jun 2026 **[C1] Low-cost Semi-automatic Design of Tactile IoT for Accessible Education**
📍 Algarve, Portugal
[31st IEEE Symposium on Computers and Communications \(ISCC\)](#)
- Jun 2026 **[W1] Well-Being and Autonomy in University Life for Students with Disabilities through LLM and BPM**
📍 Lisbon, Portugal
[22nd International Conference on Intelligent Environments \(IE\)](#)
- Sep 2025 **[C2]R for Academic Accessibility: Designing Services for University Students with Disabilities**
📍 Gaeta, Italy
[11th Italian Conference on ICT for Smart Cities and Communities \(I-Cities\)](#)
- Jun 2025 **[C5] Design of Immersive Environments to Enhance Learning for People with Disabilities**
📍 Darmstadt, Germany
[21st International Conference on Intelligent Environments \(IE\)](#)
- Sep 2023 **[C6] OBA 2.0: using AR to design an inclusive mobile companion for a botanical garden**
📍 Salerno, Italy
[9th Italian Conference on ICT for Smart Cities and Communities \(I-Cities\)](#)

Jul 2023 **[C7] OBA: An Inclusive Botanical Garden for Children with ASD**
📍 Copenhagen, Denmark
[International Conference on Human-Computer Interaction](#)

Organized Events

- Sep 2026 **Incl-Int — Inclusive Intelligence @ ICANN 2026, Co-organizer**
📍 Padua, Italy
Workshop on neural architectures and generative AI for accessible and assistive technologies.
cardiamc.github.io/Incl-Int
- Sep 2025 **The STEM Challenge @ BRIGHT NIGHT 2025, Co-organizer**
📍 Pisa, Italy
A STEM-themed team game for secondary school students, promoting collaboration, creativity, and inclusive communication.
- Dec 2024 **Shaped By Technology, Co-organizer**
📍 Pisa, Italy
Informative event dedicated to artificial intelligence, explainability, network medicine, and robotics.
shapedbytechnology.github.io

Conference Services

Session Chair

- **I-Cities 2026** – 11th Italian Conference on ICT for Smart Cities and Communities

Publicity Chair

- **TSCM 2026** – 1st EAI International Conference on Technology and Supply Chain Management

Reviewer Activities

Journals

- **Computing**

Conferences

- **ACM CHI** – Conference on Human Factors in Computing Systems
- **EAI INTSYS** – EAI International Conference on Intelligent Transport Systems

Teaching Activities

Thesis Supervision

- **Michele Tabarrani** — M.Sc. Digital Humanities (04/2026). *Orienta: supporto all'orientamento nel campus universitario.*
- **Michaela Tognoni** — M.Sc. Digital Humanities (02/2026). *Orienta: una app per gestire le emozioni negative in università.*
- **Francesco Polperio** — B.Sc. Computer Science (10/2025). *AI generativa per la stampa 3D di grafi per la didattica con studenti non vedenti.*
- **Elena Fantozzi** — M.Sc. Digital Humanities (04/2024). *Progettazione di un'applicazione per Piazza dei Miracoli rivolta a visitatori con autismo.*

Skills

Language

Italian Mother tongue

English C1

Italian sign language A1

Digital Skills

Programming Python, JavaScript, HTML/CSS, C#, LaTeX

XR / 3D Unity

Python Libraries NetworkX, Pndas, Matplotlib, Seaborn, Plotly

Soft skills Inclusive design, user centered design, qualitative & quantitative methods