

**Curriculum  
Vitae  
Sofia Pescarin**



<b>Personal information</b>	<b>Sofia Pescarin</b>
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### **SHORT Curriculum Vitae**

Sofia Pescarin is senior researcher at CNR ISPC (Istituto di Scienze del Patrimonio Culturale), in Florence, where she is chairing the group "Digital Heritage Innovation Lab" (DHiLab). She has a degree in Humanities (Topography of Ancient Italy), a master in Exhibition Design and a PhD in History and Computing. She has been researcher from 2000 to 2019 at CNR ITABC (Istituto di Tecnologie Applicate ai Beni Culturali) where she has co-chaired the Virtual Heritage Lab (VHlab). From 2008 she has been coordinator (responsabile di commessa) of the research line "Virtual Heritage". She has taught until 2021 "Multimodal Design" (LM 12 – ICAR 13 – 9cfu) at the University of Ferrara in the Master "Innovation Design". She is currently professor of "Interaction Media Design" (INF 01) at University of Bologna (in the Master "Digital Humanities and Digital Knowledge"). She is since 2017 Chief Editor of the Journal Elsevier "Digital Application in Archaeology and Cultural Heritage" (DAACH).

Her research interests include Virtual Museums, Museography, Digital Heritage, Serious Games, Interactive Media design applied to Cultural Heritage.

She has been the technical coordinator of the project "virtual museum of the Scrovegni Chapel" Padova (2003). She has obtained the e-content award with the open source web3d project "**Virtual Rome**". Between 2008 and 2017, she has been the scientific director of "**Archeovirtual**", exhibition of interactive projects applied to Cultural Heritage, within the Mediterranean Expo BMTA in Paestum. She has also chaired the national summer school of "**Virtual Archaeology**", supported by CNR and University of Padova, until 2017. Between 2011 and 2014 she has been the scientific coordinator of the FP7 Network of Excellence V-MUST.NET, dedicated to Virtual Museums. During V-MUST, she has been curating the international exhibition "**Keys To Rome**" (Le chiavi di Roma) in 2014, organised parallely in 4 museums (Museo dei Fori Imperiali - Roma, APM- Amsterdam, City Hall in Sarajevo and Biblioteca Alexandrina in Alexandria). She has coordinated the Italian research unit of the

H2020 REVEAL project, dedicated to Videogames and Game Based Learning, during which she has worked at the game design of **“A Night in the Forum”** (Una notte nel Foro) for Playstation VR. She has also worked in other EU projects, such as EPOCH, 3d-ICONS, ARIADNE, SHOCC, E-RIHS (digilab) and recently SPICE. She is currently the scientific coordinator of the EU project **PERCEIVE** (Perceptive Enhanced Realities of Colored collections through artificial Intelligence and Virtual Experiences)

She has written more than 100 scientific papers. She has published the books: **“Roma. Guida alla città eterna”** ed. Whitestar (1997), **“Reconstructing ancient landscape”** (Ed. Archaeolingua, 2009), **“ARCHEOFOSS. Open Source, Free Software e Open Format nei processi di ricerca archeologica”** (Archeologia e Calcolatori: 2010), **2013 Digital Heritage International Congress Expo Vol 3** (ed. CNR 2013), **“Keys to Rome: Roman culture, virtual museums”** (ed.CNR, 2014), editing the special issues: **“Digital Heritage Interactive Applications”** (2019), and **“Digital Heritage Science and Infrastructures”**. Her last book **“Videogames, Ricerca, Patrimonio culturale”** (ed. open access Franco Angeli 2020).

Education - Curriculum Studiorum	
	<p>09/03/2002 – <b>PhD in History and Computing (Storia e Informatica)</b>            Università di Bologna (Coordinatore: Prof.ssa Francesca Bocchi)            “Dal GIS alla Realtà Virtuale: il paesaggio di Bologna in epoca romana”</p> <p>1997 <b>Exhibition Designer (Tecnico dell'allestimento di spazi espositivi e museali)</b>            (professional qualification)            IAL Emilia Romagna            Master di 1 anno (delibera Regione Emilia Romagna n. 4587 del 5/6/1997) durata di 852,5 ore di cui 160 di Stage svolto presso il centro di Supercalcolo CINECA, Bologna (IT)</p> <p>27/03/1996 <b>Degree in Humanities (Lettere Classiche)</b>            University of Bologna            Topography of Ancient Italy (title on Roman watch towers, tutor Prof. Lorenzo Quilici / “Le torri di guardia romane nell'Italia Nord Occidentale”)            110/110</p>
Other educational titles	<p>4/8.07.2016 / <b>Free Open Source Software for Satellite Image Processing.</b> ENSG / Marne-la-Vallée (Paris, France)            SFTM (Società Francese di Fotogrammetria) per IGN and CNES France</p> <p>23-30 -05-2001 / <b>International Summer School in Archaeology (ISSA): “Aerial Archaeology Research School”</b>            Università di Siena, English Cultural Heritage.</p>

6-11 -12-1999 / **International School in Archaeology “Remote Sensing in Archaeology”**

Università di Siena (rif. R. Francovich)

31-05– 30-06 1999 / **Multimedia training**

Università di Salerno

24, 25, 26 -06 1999 / **HTML e WEB**

CINECA Consorzio Interuniversitario, Casalecchio di Reno, Bologna

## Employment and Qualifications

### Employment

[2002-2003]

**CNR research grant (Borsa di Studio)** on 3d landscapes

[2002-2007]

**Research Fellow (Assegnista di Ricerca)** at CNR ITABC

[2007-2011]

**Researcher (temporary position) (Ricercatore Tempo Determinato** art. 23 at CNR ITABC (Istituto per le Tecnologie Applicate ai Beni Culturali) From 03/12/2007 to 28/02/2011

[2011-2021]

**Researcher (Permanent Position) (Ricercatore Tempo Indeterminato)**

CNR ITABC Rome

CNR ISPC Florence

[2018-19, 2019-20]

**Professor (a contratto a titolo gratuito) of “Intangible Artifacts, Cultural Heritage and Multimedia”** , International Master in “Digital Humanities and Digital Knowledge” at the university of Bologna (INF 01): 6 credits

[2018-19, 2019-20]

**Professor of “Multimodal Design”** within the International Master in “Innovation Design” at the University of Ferrara (ICAR 13): 9 credits

[2020-21, 2021-22]

**Professor (a contratto a titolo gratuito) of “Interaction Media Design”** , International Master in “Digital Humanities and Digital Knowledge” at the university of Bologna (INF 01): 6 credits

[2021-today]

**Senior Researcher (Primo Ricercatore)**

## Projects

- **PERCEIVE** (101061157) Perceptive Enhanced Realities of Colored collections through artificial Intelligence and Virtual Experiences, selected in the Call: HORIZON-CL2-2021-HERITAGE-01-04 (2023-2026) - Scientific Coordinator
- **BRANCACCI VR** (Comune di Firenze) – Coordinator (2021-22)
- **SPICE Social Cohesion, Participation, and Inclusion through Cultural Engagement.** H2020 <https://spice-h2020.eu/> - CNR ISPC reference team member
- **SSHOC Social Sciences & Humanities Open Cloud** (Gennaio 2019 – in corso). Responsabile di unità operativa. EU H2020-EU.1.4.1.1. RIA - Research and Innovation action. <https://cordis.europa.eu/project/id/823782/news>
- **ERIHS-PP The European Research Infrastructure for Heritage Science Preparatory Phase**, EU H2020-INFRADEV-2016-2, CSA. Team Member 2018-2019
- **A NIGHT IN THE FORUM (Una notte nel foro) Serious Game for Sony Playstation VR** (2019) produced by VR-TRON, co-designed by CNR ITABC, final prototype of the REVEAL EU project. Coordinator
- **REVEAL (Realising Education through Virtual Environments and Augmented Locations) (2017-2019).** Responsabile scientifico, WP leader. H2020-ICT-2016-1 INDUSTRIAL LEADERSHIP - ICT-24-2016 - Gaming and gamification, Grant agreement ID: 732599
- **Nero Divine and the Virtual Museum of Barberini on the Palatine in Rome (Divo Nerone: Museo Virtuale della Terrazza Barberini) (2017-2018).** Scientific Coordinator of the project.
- **KATUN: Valorising the Montenegrin Katuns through sustainable development of agriculture and tourism** (2015 - 2016). CNR ITABC unit coordinator
- **ARIADNE (Advanced research infrastructures for archaeological dataset networking in Europe)** . EU FP7-INFRASTRUCTURES. Dal 2013 al 2017. unit coordinator CNR ITABC
- Scienze per la DIPLOMAzia MAE DGCS & CNR. gen-giu 2014. Participant and teacher
- **KEYS TO ROME (Le chiavi di Roma). Archaeological and technological Exhibition** on Roman culture, held in parallel in the Imperial Forum Museum in Rome, Allard Pierson Museum in Amsterdam, City Hall In Sarajevo, Bibliotheca Alexandrina in Alexandria Egypt. Digital Curator (2014)
- **V-MUST.NET (Virtual Museum Transnational Network).** N.o.E. FP7-6-2009. Grant agreement ID: 270404. dal 2011 al 2015. Responsabile di Progetto (Scientific Coordinator)

- **3D-ICONS (3D Digitisation of Icons of European Architectural and Archaeological Heritage).** Eu CIP-ICT-PSP-2011-5, PB - Pilot Type B. Grant Agreement 297194. 2012-2015. unit coordinator CNR ITABC
- Campus Attività – ATTRATTORI CULTURALI E TECNOLOGIE INFORMATICHE PER LA VALORIZZAZIONE INTERATTIVA E IL TURISMO INNOVATIVO, 2012-2015. Team Member of D.2.1.4
- **PRIN 2008: Ricostruzioni di contesti termali romani in relazione con il paesaggio archeologico. Il caso di Montegrotto Terme.** 2010-2012
- **Museo Virtuale delle Tombe della Dinastia Western Han (West Han Dynasty Virtual Museum)** 2008-2010. unit coordinator CNR ITABC of the archaeological mission in China (Xian)
- **Aquae Patavinae VR: Il caso di Montegrotto Terme nel quadro del Termalismo romano.** dal 2009 al 2011. Project coordinator
- **Casal De Pazzi. Museo Archeologico del Suburbio: U.O. 2 (Multimediale Ludico-Culturale).** 2009-2011. unit coordinator CNR ITABC
- “Teramo una città vestita di virtuale” project. Team member 2009-2010.
- “Matera città Narrata”. Team member 2009-2012
- **Virtual Heritage School - Scuola Nazionale di Archeologia Virtuale.** Chair. 2009-2013
- **Archeovirtual.** 2008-2017. Chair
- **Arcus: Museo Virtuale della Via Flaminia Antica** 2007 – 2008
- Progetto INTERADRIA (Ca’ Tron) 2007-2008
- **Virtual Rome.** 2006-2008. Chair and unit coordinator
- **Tools and methods for the reconstruction of ancient landscape: Bologna territory (Strumenti e metodi di ricostruzione del paesaggio antico e tecniche di modellazione procedurale. Il territorio di Bologna).** dal 2004 al 2010. Scientific coordinator
- “Distretto Archeologico della Provincia di Salerno” 2004 -2006
- Project INTAS “Geoarchaeological researches in Southern Kazakhstan” 2004 – 2005
- **Appia Antica Project - RESEARCH CONTRACT** for the development of a 2d and 3d database for the Archaeological Park of Appia Antica. 2003-2007
- **The Aksum Project (Ethiopia):** GIS, Remote Sensing Applications and Virtual Reality- 2000-2001
- **Wiegand Multimedia Room of the Scrovegni Chapel.** Comune di Padova – Archè Srl. dal 2000 al 2003. Technical coordinator
- **Progetto NuME (Nuovo Museo Elettronico della Città di Bologna)** - 1997-2000

**Research Products:  
Exhibitions Virtual Museums Multimedia**

- **Multimedia (Videogame): A Night in the Forum – Una notte nel Foro (2019).** "Environmental narrative videogame" for PlayStation® VR; Authors: Sofia Pescarin, Daniele Ferdani, Bruno Fanini, Enzo d'Annibale, Ivana Cerato, Augusto Palombini, Leonardo Rescic, Maria Chiara Piccioli, Fabiana Carboni, Ingo Mesche, Keith Mifsud, Andrew Hamilton, Paolo Vigliarolo, Lucrezia Ungaro
- **Exhibition: Digital Heritage Expo (2015).** Exhibition of digital interactive projects set up during the world conference DigitalHeritage (Granada, 28 - 1 Oct. 2015). Chair: S. Pescarin, <http://www.itabc.cnr.it/progetti/digital-heritage-expo-2015>
- **Multimedia (Infrastructure): Ariadne Landscape Service (2015).** Cloud service for the 3d reconstruction of the landscape starting from GIS data, developed within ARIADNE project. Activity coordinator, Chief Developer B. Fanini. Link <http://landscape.ariadne-infrastructure.eu/>
- **Exhibition: Keys TO Rome - Le chiavi di Roma. La città di Augusto (2014).** Link: <http://keys2rome.eu/ita/>
- **Multimedia, software: Admotum (2014).** Activity coordinator. Chief Developer B. Fanini.
- **Multimedia (videogame): Apa Game (2014).** On line game based on the open source software Blender game engine, test case of V-MUST.NET. Activity coordinator
- **Multimedia: Holobox (2014).** Prototype of holographic interactive case for the exhibition Keys to Rome. Activity Coordinator (chief developer: E. D'Annibale)
- **Multimedia: Virtual Rome 2.0 (2006-2014).** Virtual Museum on line on the archaeological landscape of Rome during the 2nd AD, V-MUST.NET case study. Activity coordinator
- **Exhibition: Archeovirtual (2008-2018).** Scientific Director. Within the MEditerranean Expo of Archaeological Tourism (BMTA) in Paestum - Italy. Link <http://www.archeovirtual.it>
- **Multimedia: Behind Livia's Villa: Livia web3d (2013).** Museo virtuale on line per utenti esperti e dedicato alla villa di Livia a Prima Porta (Roma). Caso di studio di V-MUST.NET, basato su WebGL (X3Dom). Coordinatore: S. Pescarin. Responsabile sviluppatore: H. Graf. Autori: Guido Lucci Baldassari, Emanuel Demetrescu; Yvonne Jung. Link: <http://www.v-must.net/virtual-museums/vm/livias-villa-web3d-2014>
- **Prodotto multimediale (Museo Virtuale): Imago Bononiae (2013).** Serious game interattivo 3d dedicato all'esplorazione della città di Bologna in epoca romana. Responsabile sviluppatore: Bruno Fanini. Autori: Daniele Ferdani, Sofia Pescarin. Link: [http://www.v-must.net/sites/default/files/DH2013E\\_LR.pdf](http://www.v-must.net/sites/default/files/DH2013E_LR.pdf)
- **Mostra: Digital Heritage 2013 Expo (2013).** Mostra di progetti digitali dedicati al patrimonio organizzata nell'ambito di Digital Heritage World Congress (Marsiglia 28.10.2013 - 1.11.2013). Coordinatore: S. Pescarin. Autori: D. Ferdani, A. Palombini, A. Cerato, B. Fanini., E. Demetrescu, E. d'Annibale, A. Pagano, A. Adami, G. Lucci Baldassari. Link: <http://www.digitalheritage2013.org/expo/>

- **Prodotto multimediale: Aquae Patavinae VR (2012)** .Progetto di archeologia virtuale open-source dedicato al paesaggio e siti archeologici di Montegrotto Terme. Coordinatore: S. Pescarin, Autori: Bruno Fanini, Daniele Ferdani, Augusto Palombini, Ivana Cerato. Link: <https://www.youtube.com/watch?v=cq3K3WYtqb4>
- **Prodotto Multimediale (Video e Installazione interattiva): Pleistostation (2012)** serious game per il Museo Pleistocenico di Casal De Pazzi (2012). Coordinatore: S. Pescarin. Autori: Augusto Palombini, Marco di Ioia. Link: <https://www.youtube.com/watch?v=vGMUohOgW1g>
- **Prodotto Multimediale (Video in CG stereo): Apa alla scoperta di Bologna (2011).** S. Pescarin, D. Ferdani, E. Demetrescu. Link: <http://www.v-must.net/virtual-museums/vm/apa-genus-bononiae-museum-2011>
- **Mostra: Teramo una città vestita di Virtuale (2010).** 6 Mostre permanenti - Museo Virtuale diffuso realizzate per il comune di Teramo nell'ambito di un progetto Arcus. Eva Pietroni, Marco Di Ioia, Stefano Borghini, Raffaele Carlanì, Augusto Palombini, Sofia Pescarin, Ivana Cerato, Claudio Rufa. Link: <https://vimeo.com/156170235>
- **Prodotto Multimediale (Video): Chang'an Landscape reconstructed (2010).** Sofia Pescarin, Belen Jimenez, Sara Zanni
- **Prodotto Multimediale (Video): Life and Power in imperial Rome (2009).** Video per la mostra "L'eredità dell'Impero Romano" 18 settembre 2009 a Tokyo (Museo Nazionale d'Arte Occidentale). Roberto Scopigno, Francesco Gabellone, Sofia Pescarin. Link: <https://www.youtube.com/watch?v=TgJ79HeHfvg>
- **Prodotto Multimediale (web3d): Virtual Rome (2008).** VR webGIS dedicato all'esplorazione interattiva in 3d del paesaggio antico di Roma in collaborazione con il Cineca ([www.virtualrome.it](http://www.virtualrome.it)). E-Content Award. Autori: Pescarin S., Pietroni E., Forte M .Link: <http://www.itabc.cnr.it/progetti/virtual-rome-2-0>
- **Software: osg4web (2008).** Sistema CMS costituito da un plugin autoinstallante che si integra nei Browser web (Mozilla Firefox e MS Internet Explorer). Responsabile sviluppatore: Luigi Calori. Autori: Carlo Camporesi; Bruno Fanini; Sofia Pescarin
- **On Site Interactive Exhibit: Virtual Museum of Ancient Via Flaminia (Museo Virtuale della Via Flaminia Antica) (2008).**: <http://www.v-must.net/virtual-museums/vm/virtual-museum-ancient-flaminia-2008> Team Member
- **Multimedia (DVD): Distretto archeologico della Provincia di Salerno** Interactive DVD Team Member
- **Multimedia (Interactive application): Paesaggio archeologico interattivo di Ca' Tron-INTERADRIA (2006):** Team Member
- **Exhibit and DVD: Immaginare Roma Antica (2005).** Exhibit installed at Imperial Forum Museum in Rome (15.9-15.11.2005) co-organised by CNR ITABC, Luiss University and Federculture. Team Member Link: <https://www.cnr.it/it/evento/11152/immaginare-roma-antica-expo-mondiale-di-archeologia-virtuale>

- **Multimedia (3d WebGIS): WebGIS and web site for “Distretto Culturale della Valle dell'Esaro” (2005).** Team Member
- **Multimedia (applicazione desktop VR): Il museo narrativo del parco archeologico dell'Appia Antica (2005):** VR on site application in stereoscopy developed for the exhibition “immaginare Roma Antica”. Team Member. Link: <https://www.youtube.com/watch?v=FRLhuzDRBSA>
- **Multimedia: Delta del Po virtual landscape museum (2005).** VR interactive application for the exploration of the modern and historical landscape of Po River in Italy (CINECA). Team Member.
- **Multimedia: Virtual Museum of the Scrovegni Chapel (2003).** Desktop VR application for the Wiegand Multimedia Room. Team Member Link: <http://www.itabc.cnr.it/progetti/museo-virtuale-della-cappella-degli-scrovegni>
- **Exhibition: Wiegand Multimedia Room of the Scrovegni Chapel (2003).** Direzione tecnica della mostra permanente digitale sulla cappella degli Scrovegni di Giotto, presso Museo Civico degli Eremitani. Pescarin S., Bacilieri D. (Archè srl)

### Referee, Reviewer and Evaluator

- Project Reviewer of EU project H2020 GIFT - 2018-2019
- Project Reviewer of EU project H2020 VIMM - 2017-2019
- Expert in the working group of the Ministry of Cultural Heritage for the preparation of the strategic document on innovation in museums- 2019
- Invited Participant to EU (CNET G2) “ICT and cultural heritage “ Loxembourg - 2016
- Evaluator – on national SIR projects for the ministry of research MIUR - 2015
- Evaluator – of EU proposals within H2020 ICT for (REA) - 2006

### Awards

- Best Paper Award at the conference XRSalento 2022. With the full paper “Factors in the cognitive-emotional impact of educational environmental narrative videogames” (S. Pescarin, D. S.M. Pandiani) <http://www.xrsalento.it/awards/>
- ADI DESIGN INDEX 2014
- BMTA 2009 Award for Archeovirtual: assigned by Borsa Mediterranea del Turismo Archeologico - 2009
- E-Learning Award Virtual Rome: E-Content Award in the category E-Learning with the project Virtual Rome - 2008
- E-Content Award 2009 with the project Virtual Museum of Via Flaminia Antica - Museo Virtuale della Flaminia – 2008

### Keynote and invited lectures

- Keynote speaker UNTOLD conference Barcellona: “Rewinding Virtuality” (06-09 june 2022)

- Keynote speaker GARR conference Palermo May 2022
- Keynote speaker High-level Horizon 2020 conference - High-level Horizon 2020 conference of The European Year of Cultural Heritage Innovation & Cultural Heritage - Data Bruxelles, 20.03.2018, Royal Museum of Art and History
- Plenary Lecture X Congresso Nazionale AIAR - Applicazioni digitali e musei: stato dell'arte e prospettive future - febbraio 2018, Torino
- Keynote COARCH 17 - Representing and Comparing Spatial and Temporal Data in Virtual Heritage Applications - Aquila 4 Sett. 2017
- Invited Talk - convegno Flaminia Landscape and Archaeology - pianificazione alla valorizzazione del patrimonio diffuso: co-design e musei virtuali - 23-25/06/2016
- Keynote Speaker del convegno "AVR 2015" - Virtual Museums Interacting and Augmenting Cultural Heritage: an European Perspective - 31-08-2015
- Invited Speaker al V Congresso Museum Training (MUSEUMS: INNOVATION AND NEW TRENDS) - 2015
- Invited talk Conference "Museums – Places of Authenticity?" - 2016
- Invited speaker Heritage Values Workshop - 2015
- Invited speaker at Troy Paradox symposium - 2013
- Invited Speaker al Colloquium Non-destructive approaches to complex archaeological sites in Europe - 2013
- Invited Speaker al International Colloquium Dies Traiani - 2013
- Invited Speaker al Parlamento Europeo a Brussels per "ICT& ART connect" - 26-27 April 2012
- Invited Speaker workshop "Modern Identities: European Revivals" - 2012
- invited speaker presso l'ambasciata italiana a Bruxelles CULTURAL HERITAGE AND TOURISM - 2012
- vited Speaker II Meeting Internazionale ARQUEOLOGICA 2.0 2010 . 2010
- Lectio alla Jaotong University (Xian, Cina) - 12.6.2009
- Invited speaker Digital Art Week 2010 - 26 July 2010, Xian

### Scientific Events and Exhibition Chair

- Chair - workshop **Videogamelab 2020 - Unvirtual Realities** . Cinecittà 5 nov. 2020
- Chair - workshop **Videogamelab 2018 - Videogames ricerca patrimonio culturale** - Roma, Cinecittà, VideoGameLab - 4.5.2018
- Exhibition Chair **DigitalHeritage 2015 international congress** - "DigitalHeritage2015 international congress" - Granada Sett. 2015
- Co-Chair **DigitalHeritage 2013 International Congress** - "DigitalHeritage 2013 International Congress" - Marsiglia - 28 ottobre – 1 novembre 2013

- Co-Chair **drones in archaeology and cultural heritage** - international school - Siena - 17-27 settembre 2013
- Chair International **Virtual Heritage School** v-must - Bologna (in collaborazione con CINECA), Pisa (in collaborazione con CNR ISTI), Paestum ( in collaborazione con ICCROM) - sett.2011 (Bologna), giu 2012 (Pisa), nov 2012 (paestum, bmta)
- Co-Chair **ArcheoFOSS 2009** - “ArcheoFOSS: Open Source, Free Software e Open Format nei processi di ricerca archeologica” - Roma - 27-28 apr. 2009
- Chair **Scuola Nazionale di Archeologia Virtuale** - Roma, Ca’ Tron, Monselice, Pisa - 07.2009 (Ca’ Tron), 07.2010 (Monselice), 07.2013 (Pisa)
- Co-Chair **Scuola di Alta Formazione Tecnologie Digitali Applicate ai Beni Culturali** - Roma - 15-26 settembre, 17-28 novembre 2008

### Publications - Books

- Sofia Pescarin ed. (2020). **VIDEOGAMES, RICERCA, PATRIMONIO CULTURALE**, Franco Angeli ed. 2020
- S. Kenderdine, S. Pescarin, M. Roussou eds. (2019). **Digital Heritage Interactive Applications**. Special Issue Elsevier DAACH
- E. Degli Innocenti, S. Pescarin, L. Pezzati eds. (2019). **Digital Heritage Science and Infrastructures**. Special Issue Elsevier DAACH
- Sofia Pescarin ed. (2014). **Keys To Rome. Roman Culture, Virtual Museums**, ed. CNR 2014
- Alonzo C. Addison, Livio De Luca, Gabriele Guidi, Sofia Pescarin eds (2013). **2013 Digital Heritage International Congress**, isbn 978-1-4799-3169-9, 2013
- Pescarin S., Clay A., De Luca L. ed.. **DigitalHeritage 2013 Expo. E-Catalogue of the 2013 Digital Heritage International Congress (DigitalHeritage 2013 Expo). Vol 3**, isbn 978-88-902028-1-0, 2013
- Cignoni P., Palombini A., Pescarin S. eds (2010). **ARCHEOFOSS. Open Source, Free Software e Open Format nei processi di ricerca archeologica**, Special Issue Archeologia e Calcolatori
- Pescarin, S. (2009). **RECONSTRUCTING ANCIENT LANDSCAPE**. Archaeolingua, Budapest (Ungheria), 2009
- Pescarin Sofia. **Roma. Guida ai siti archeologici della città eterna**, ed. Whitestar, Vercelli 2000 isbn 8880953788
- Pescarin Sofia, **Rome: Archaeological Guide to the Eternal City**, ed. Whitestar 2000 isbn 8880953095

### Publications – Paper in scientific journals

- Daga, E., Asprino, L., Damiano, R., Daquino, M., Agudo, B. D., Gangemi, A., Pescarin S. ... & Wecker, A. (2022). **Integrating citizen experiences in cultural heritage archives:**

**requirements, state of the art, and challenges.**". in Journal on computing and cultural heritage (ACM JOCCH), 15(1), 1-35.

- SOFIA PESCARIN, BRUNO FANINI, and DANIELE FERDANI; KEITH MIFSUD and ANDREW HAMILTON (2020). **Optimising Environmental Educational Narrative videogames development: the case of "A Night in The Forum"**. in Journal on computing and cultural heritage (ACM JOCCH) 2020
- Luis Emilio Bruni, Enrico Daga, Rossana Damiano, Lily Diaz, Tsvi Kuflik, Antonio Lieto, Aldo Gangemi, Paul Mulholland, Silvio Peroni, Sofia Pescarin, Alan Wecker (2020). **Towards Advanced Interfaces for Citizen Curation**. In CEUR workshop proceedings
- Mulholland, P., Daga, E., Daquino, M., Díaz-Kommonen, L., Gangemi, A., Kulfik, T., ... & Pescarin, S. (2020). **Enabling multiple voices in the museum: challenges and approaches**. Digital Culture & Society, 6(2), 259-266.
- Bruno Fanini, Sofia Pescarin, Augusto Palombini. **A cloud-based architecture for processing and dissemination of 3D landscapes online**, in Digital Applications in Archaeology and Cultural Heritage (DAACH), issn 2212-0548, 2019
- Sofia Pescarin. **Digital Heritage into practice**. In SCIRES-IT, issn 2239-4303, 2016
- Addison, Alonzo C.; De Luca, Livio; Pescarin, Sofia. **Editorial**. In ACM journal on computing and cultural heritage. 1556-4673, 2015
- Guidazzoli, Antonella; Liguori, Maria Chiara; Felicori, Mauro; Pescarin, Sofia. **Creating new links among places through virtual cultural heritage applications and their multiple re-use**. In Mediterranean Archaeology & Archaeometry. International Journal, 1108-9628, 2014
- Sofia Pescarin. **Museums and Virtual Museums in Europe: Reaching expectations**. In SCIRES-IT, 2239-4303, 2014
- Lucci Baldassari, Guido; Demetrescu, Emanuel; Pescarin, Sofia; Eriksson, Joakim E.; Graf, Holger G., **Behind Livia's villa: A case study for the devolution of large scale interactive "in-site" to "on-line" application**. In Lecture notes in computer science, 0302-9743, 2013
- Gockel, Bianca; Graf, Holger G.; Pagano, Alfonsina; Pescarin, Sofia; Eriksson, Joakim E., **VMUXE an approach to user experience evaluation for virtual museums**. In Lecture notes in computer science. 0302-9743, 2013
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