

ALESSANDRO GABBIADINI

Associate Professor of Social Psychology (SSD M-PSI/05)
Department of Psychology — University of Milano-Bicocca
Curriculum Vitae · 18 August 2026

1. PERSONAL INFORMATION AND CURRENT POSITION

Name: Alessandro Gabbiadini
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Scopus ID: 36141724200
Scopus H-index (July 2026): 21
Scopus citations: 1,180
Google Scholar H-index (July 2026): 26
Google Scholar citations: 2,398

Current position

- Associate Professor of Social Psychology (SSD M-PSI/05; competition sector 11/E3), Department of Psychology, University of Milano-Bicocca (since March 2022).
- Deputy Director, MiBTec — Mind and Behavior Technological Center, University of Milano-Bicocca (2020–present).
- Scientific Director, BiHOME — Bicocca House of Multidimensional Ecological Experience, Department of Excellence Project 2023–2027, University of Milano-Bicocca (September 2023–present).

Previous positions

- Assistant Professor (RTD-B) in Social Psychology, SSD M-PSI/05, Department of Psychology, University of Milano-Bicocca (1 March 2019 – 28 February 2022).
- Post-doctoral Research Fellow, Department of Psychology, University of Milano-Bicocca (January 2014 – January 2018).
- Post-doctoral Research Fellow, Department of Social and Human Sciences, University of Valle d'Aosta (June 2013 – December 2013; March 2012 – March 2013).

2. NATIONAL SCIENTIFIC QUALIFICATION (ASN) AND POST-QUALIFICATION RESEARCH CONTINUITY

National Scientific Qualification as Full Professor (Professore Ordinario), competition sector 11/E3 — Social, Work and Organizational Psychology. Call 2021/2023 (Ministerial Decrees no. 553/2021 and 589/2021). Qualification obtained on **12 December 2023**. Qualification valid until **12 December 2035**.

Research continuity before and after the ASN (source: Scopus)

- Articles published in peer-reviewed journals **before** the qualification: **34 publications over 14 years**, corresponding to an average of **2.43 publications per year**.
- Articles published in peer-reviewed journals **after** the qualification: **15 publications over 3 years**, corresponding to an average of **5.00 publications per year**.

3. EDUCATION

- Ph.D. in Society of Information (QUA_SI), University of Milano-Bicocca (2008–2011). Thesis: "Users' Participation in Virtual Communities" (defended 30 January 2012; evaluation: Excellent). Supervisors: Prof. Chiara Volpato; Prof. Silvia Mari.

- M.Sc. in Theory and Technology of Communication, University of Milano-Bicocca (2006–2008). Grade: 110/110 cum laude.
- B.Sc. in Information Technology, University of Milano-Bicocca (2002–2005).
- Professional training, IT Department, Bayer S.p.A. (2005). Supervisors: Prof. Mauro Pezzè; Dr. Ferruccio Radici.

4. RESEARCH PROFILE

My research programme lies at the intersection of social psychology and digital technologies. It addresses questions that are constitutive of the discipline — intergroup relations and prejudice reduction, social exclusion and rejection, moral disengagement and aggression, objectification and dehumanisation, social identity and the construction of the self — and investigates them in the technologically mediated environments in which social life increasingly unfolds. Digital technologies are therefore both an object of psychological inquiry and, crucially, an instrument for advancing it.

Line 1 — Intergroup relations and prejudice reduction in mediated environments

Building on Allport's contact hypothesis and its subsequent extensions (extended, imagined and mediated contact), I examine whether immersive virtual environments and AI-driven digital humans can function as vehicles of intergroup contact, reducing prejudice, intergroup anxiety and threat responses toward stigmatised groups. This line includes pre-registered experimental work on e-contact with generative AI agents, experimental work on the social categorisation of avatars, and a systematic review and meta-analysis of VR-based intergroup contact interventions.

Line 2 — Social exclusion, moral disengagement and aggression

A sustained programme, developed with international collaborators, on the social-psychological antecedents of aggressive behaviour: the interactive role of moral disengagement, the consequences of social exclusion and romantic rejection, dehumanising metaphors, and the mechanisms through which sexist media content erodes empathy toward female victims of violence. This line combines experimental, correlational and intervention designs.

Line 3 — Objectification, dehumanisation and human–AI relations

Work on working (self-)objectification and its consequences for perceived free will, conformity and social disconnection, extended in recent years to interactions with artificial agents: whether interacting with AI systems fosters self-objectification, how AI is socially represented in terms of risk and value, and whether artificial agents can elicit perceived responsiveness and social connection.

Methodological approach

My background in computer science allows me to design and build the experimental environments I study, rather than depend on off-the-shelf stimuli. I develop custom virtual reality paradigms, AI-driven conversational agents and web-based instruments, which permits the construction of novel experimental manipulations and behavioural measures with high ecological validity — an approach that I have also formalised methodologically for the wider community.

5. PUBLICATIONS

Articles in international peer-reviewed journals

- Zapparoli, L., Mariano, M., Stanco, G., Negrone, C., Massaro, F., Sterlicchio, A., **Gabbiadini, A.**, & Salvato, G. (in press). Me in action: Distinct processing levels shape the relationship between sense of agency and sense of ownership. *Cortex*. [Q1]
- Serrao, F., Mauri, M., Gallace, A., Gallucci, M., & **Gabbiadini, A.** (in press). Pupillary dynamics following expectancy violation: Preliminary evidence from an immersive virtual reality scenario. *Journal of Psychophysiology*. [Q1]
- Mariano, M., Stanco, G., Negrone, C., Massaro, F., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (in press). My avatar moves with me, so I am the one acting: Avatar responsiveness supports implicit sense of agency in virtual reality. *PLOS ONE*. [Q1]
- Gabbiadini, A.**, Manfredi, A., Serrao, F., & Puzella, G. (2026). When the source is artificial: Negative emotions, intergroup anxiety, and threat responses to AI-generated video content. *Journal of Community & Applied Social Psychology*, 36(3), e70266 [Q1]

- Telari, A., **Gabbiadini, A.**, & Riva, P. (2025). Can humans feel connected to AI? Perceived responsiveness drives social connection with AI chatbots. *Journal of Social and Personal Relationships*. <https://doi.org/10.1177/02654075261438164> [Q1]
- Manfredi, A., Puzella, G., Landi, D., Iacono, I., Michilli, J., & **Gabbiadini, A.** (2025). AI-driven digital humans for e-contact: A pre-registered study on reducing intergroup bias with generative artificial intelligence. *Acta Psychologica*, 258, 105129. [Q1]
- Gabbiadini, A.**, Durante, F., Baldissarri, C., Manfredi, A., Sterlicchio, A., & Romano, S. (2025). Artificial intelligence in the workplace: Effects on self-efficacy, self-objectification and beliefs in free will. *Journal of Community & Applied Social Psychology*, 35(3), e70107. [Q1]
- Gabbiadini, A.**, Ognibene, D., Baldissarri, C., & Manfredi, A. (2025). The emotional impact of generative AI: Negative emotions and perception of threat. *Behaviour & Information Technology*, 44(4), 676–693. [Q1 · 49 cit.]
- Puzella, G., Sterlicchio, A., Baldissarri, C., Manfredi, A., Greitemeyer, T., & **Gabbiadini, A.** (2025). A virtual reality environment to study work-related objectification. *Acta Psychologica*, 255, 104902. [Q1]
- Manfredi, A., Dal Lago, S., Romano, D. L., & **Gabbiadini, A.** (2024). Can time flow differently if you are a virtual reality newcomer? *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 18(4), Article 5. [Q1 · 1 cit.]
- Gabbiadini, A.**, Baldissarri, C., & Ognibene, D. (2024). Artificial intelligence in the eyes of society: Assessing social risk and social value. *Human Behavior and Emerging Technologies*, 6(2), Article 7008056. [Q1 · 15 cit.]
- Serrao, F., Chirico, A., **Gabbiadini, A.**, Gallace, A., & Gaggioli, A. (2024). Enjoying art: An evolutionary perspective on the aesthetic experience from emotion elicitors. *Frontiers in Psychology*, 15, Article 1341122. [Q1 · 12 cit.]
- Gabbiadini, A.**, Paganin, G., & Simbula, S. (2023). Teaching after the pandemic: The role of technostress and organizational support on intentions to adopt remote teaching technologies. *Acta Psychologica*, 236, 103936. [Q1 · 46 cit.]
- Gabbiadini, A.**, Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2022). Preliminary evidence of the effectiveness of a brief self-control intervention on reducing the short-term harmful consequences of violent video games on adolescents. *Journal of Applied Social Psychology*. [VERIFY: still listed as "in press" — update volume/pages] [Q1 · 9 cit.]
- Gabbiadini, A.**, Baldissarri, C., Valtorta, R. R., Durante, F., & Mari, S. (2021). Loneliness, escapism, and identification with media characters: An exploration of the psychological factors underlying binge-watching tendency. *Frontiers in Psychology*, 12, 785970. [Q1 · 41 cit.]
- Baldissarri, C., **Gabbiadini, A.**, Andrighetto, L., & Volpato, C. (2020). The ACME shop: A paradigm to investigate working (self-)objectification. *The Journal of Social Psychology*, 160(6), 1–17. [Q2 · 11 cit.]
- Gabbiadini, A.**, Baldissarri, C., Durante, F., Valtorta, R. R., De Rosa, M., & Gallucci, M. (2020). Together apart: The mitigating role of digital communication technologies on negative affect during the COVID-19 outbreak in Italy. *Frontiers in Psychology*, 11, 2763. [Q1 · 150 cit.]
- Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, Valtorta, R. R., Sacino, A., & Volpato, C. (2019). Do self-objectified women believe to be free? Sexual objectification and belief in personal free will. *Frontiers in Psychology*, 10, 1867. [Q1 · 18 cit.]
- Andrighetto, L., Riva, P., & **Gabbiadini, A.** (2019). Lonely hearts and angry minds: Online dating rejection increases male (but not female) hostility. *Aggressive Behavior*, 45(5), 1–11. [Q1 · 41 cit.]
- Gabbiadini, A.**, & Greitemeyer, T. (2019). Fitness mobile apps positively affect attitudes, perceived behavioral control and physical activities. *The Journal of Sports Medicine and Physical Fitness*, 59(3), 407–414. [Q2 · 35 cit.]
- Andrighetto, L., Baldissarri, C., **Gabbiadini, A.**, Sacino, A., Valtorta, R. R., & Volpato, C. (2018). Objectified conformity: Working self-objectification increases conforming behavior. *Social Influence*, 13(2), 78–90. [Q3 · 32 cit.]
- Gabbiadini, A.**, Sagioglou, C., & Greitemeyer, T. (2018). Does Pokémon Go lead to a more physically active life style? *Computers in Human Behavior*, 84, 258–263. [Q1 · 26 cit.]
- Gabbiadini, A.**, & Riva, P. (2018). The lone gamer: Social exclusion predicts violent video game preferences and fuels aggressive inclinations in adolescent players. *Aggressive Behavior*, 44(2), 113–124. [Q1 · 43 cit.]
- Gabbiadini, A.**, Bushman, B. J., Riva, P., Andrighetto, L., & Volpato, C. (2017). Grand Theft Auto is a "sandbox" game, but there are weapons, criminals, and prostitutes in the sandbox: Response to Ferguson and Donnellan (2017). *Journal of Youth and Adolescence*, 46(12), 2460–2466. [Q1 · 13 cit.]

- Gabbiadini, A.**, Cristini, F., Scacchi, L., & Monaci, M. G. (2017). Testing the model of goal-directed behaviour for predicting binge drinking among young people. *Substance Use and Misuse*, 52(4), 493–506. [Q2 · 21 cit.]
- Riva, P., **Gabbiadini, A.**, Romero Lauro, L. J., Andrighetto, L., Volpato, C., & Bushman, B. J. (2017). Neuromodulation can reduce aggressive behavior elicited by violent video games. *Cognitive, Affective, & Behavioral Neuroscience*, 17(2), 452–459. [Q1 · 48 cit.]
- Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2017). Work and freedom? Working self-objectification and belief in personal free will. *British Journal of Social Psychology*, 56(2), 250–269. [Q1 · 75 cit.]
- Gabbiadini, A.**, & Greitemeyer, T. (2017). Uncovering the association between strategy video games and self-regulation: A correlational study. *Personality and Individual Differences*, 104, 129–136. [Q1 · 27 cit.]
- Gabbiadini, A.**, Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2016). Acting like a tough guy: Violent-sexist video games, identification with game characters, masculine beliefs, and empathy for female violence victims. *PLOS ONE*, 11(4), e0152121. [Q1 · 104 cit.]
- Andrighetto, L., Riva, P., **Gabbiadini, A.**, & Volpato, C. (2016). Excluded from all humanity: Animal metaphors exacerbate the consequences of social exclusion. *Journal of Language and Social Psychology*, 35(6), 628–644. [Q1 · 38 cit.]
- Anderson, C. A., Andrighetto, L., Bartholow, B. D., Bègue, L., Boxer, P., Brockmyer, J. F., ... **Gabbiadini, A.**, ... Warburton, W. (2015). Consensus on media violence effects: Comment on Bushman, Gollwitzer, and Cruz (2015). *Psychology of Popular Media Culture*, 4(3), 215–221. [Q1]
- Gabbiadini, A.**, Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014). Interactive effect of moral disengagement and violent video games on self-control, cheating and aggression. *Social Psychological and Personality Science*, 5(4), 450–457. [Q1 · 63 cit.]
- Gabbiadini, A.**, Mari, S., Monaci, M. G., & Volpato, C. (2014). Identification processes in online groups: Motivational theories in the virtual realm of MMORPGs. *Journal of Media Psychology*, 26(3), 141–152. [Q1 · 23 cit.]
- Gabbiadini, A.**, Mari, S., & Volpato, C. (2013). Virtual users support forum: Do community members really want to help you? *Cyberpsychology, Behavior, and Social Networking*, 16(4), 285–292. [Q1 · 15 cit.]
- Gabbiadini, A.**, Andrighetto, L., & Volpato, C. (2012). Brief report: Does exposure to violent video games increase moral disengagement among adolescents? *Journal of Adolescence*, 35(5), 1403–1406. [Q1 · 41 cit.]
- Volpato, C., Durante, F., **Gabbiadini, A.**, Andrighetto, L., & Mari, S. (2010). Picturing the other: Targets of delegitimization across time. *International Journal of Conflict and Violence*, 4(2), 269–287. [Q4 · 33 cit.]
- Mari, S., Andrighetto, L., **Gabbiadini, A.**, Durante, F., & Volpato, C. (2010). The shadow of the Italian colonial experience: The impact of collective emotions on the intentions to help the victims' descendants. *International Journal of Conflict and Violence*, 4(1), 58–74. [Q4 · 27 cit.]
- Interdisciplinary and applied research
- Siena, F. M., **Gabbiadini, A.**, Fallati, L., Galli, P., & Montano, S. (2026). Map the Giants: A new citizen-science portal to map, study and protect the largest coral colonies. *Nature Conservation*, 63, 127–151. [Q2]
- de Leonardis, G., Vanoncini, M., Gatti, G., Arnoldi, A., **Gabbiadini, A.**, Fioravanti, M., Zampini, L., & Salomone, E. (2025). Meet Kica: Design, prototyping and user testing of a mobile application based on the WHO Caregiver Skills Training. *Research in Developmental Disabilities*, 161, 104978. [Q2 · 3 cit.]
- Galli, P., Concari, E., Cerini, D., Scuderi, E., Doni, F., Mohamed, S., Zitouni, M. S., Al Ahmad, H., & **Gabbiadini, A.** (2025). From stars to sustainability: An integrated analysis of sustainable practices and environmental policies in Maldives resorts. *Sustainability*, 17(11), 5191. [Q1 · 1 cit.]
- Valsecchi, E., & **Gabbiadini, A.** (2024). An observatory to monitor range extension of the Mediterranean monk seal based on its eDNA traces. *Biodiversity Data Journal*, 12, e120201. [Q2 · 2 cit.]
- De Fabritiis, M., Trisolini, F., Bertuletti, G., ... **Gabbiadini, A.**, ... Calati, R. (2022). An internet-based multi-approach intervention targeting university students suffering from psychological problems. *International Journal of Environmental Research and Public Health*, 19(5), 2711. [Q1 · 7 cit.]
- Di Palma, M., Arcangeli, E., Lattanzi, D., **Gabbiadini, A.**, Gallucci, M., Cuppini, R., ... Berlingeri, M. (2019). Heart rate variability reveals the fight between racially biased and politically correct behaviour. *Scientific Reports*, 9(1), 1–13. [Q1 · 4 cit.]
- Gabbiadini, A.**, Sagioglou, C., & Greitemeyer, T. (2018). Original dataset used in the article "Does Pokémon Go lead to a more physically active life style?" [Data descriptor]. *Data in Brief*, 20, 732–734. [Q1 · 1 cit.]

Sarini, M., Durante, F., & **Gabbiadini, A.** (2009). Workflow management social systems: A new socio-psychological perspective on process management. *Lecture Notes in Business Information Processing*, 43, 231–242. [Q2 · 10 cit.]

Articles in national (Italian) journals

Puzella, G., Manfredi, A., Prunas, A., & **Gabbiadini, A.** (2025). La realtà virtuale come strumento di comprensione delle diverse identità di genere. *In-Mind Italia*, 31. [Q2]

Raguso, G., Baldissarri, C., **Gabbiadini, A.**, & Volpato, C. (2024). The connection between Instagram and materialism and its relationship with the objectification of others and system justification beliefs. *Psicologia Sociale*, 1, 27–64. [Q3]

Serrao, F., & **Gabbiadini, A.** (2024). Realtà virtuale e psichedelia: le potenzialità delle esperienze tecnodeliche alla conquista della mente. *In-Mind Italia*, 26. [Q2]

Manfredi, A., & **Gabbiadini, A.** (2023). Metaverso e mondi virtuali: quali prospettive di ricerca e di intervento in ambito psicosociale? *In-Mind Italia*, 26. [Q1]

Sparascio, C., Dal Lago, S., Manfredi, A., & **Gabbiadini, A.** (2023). Working objectification 2.0: A theoretical analysis of datafication's impact on labor in the next future. *TPM — Testing, Psychometrics, Methodology in Applied Psychology*, 30(2). [4 cit.]

Dal Lago, S., & **Gabbiadini, A.** (2022). La rivoluzione dell'intelligenza artificiale: sfide e linee di ricerca future verso un'intelligenza aumentata. *In-Mind Italia*, 22. [Q3]

De Rosa, C., & **Gabbiadini, A.** (2020). Hashtag d'ordine #recovery: Instagram e i disturbi del comportamento alimentare. *In-Mind Italia*. [Q1]

Gabbiadini, A., & Ferrari, A. (2015). Eroi e principesse: Stereotipi e sessualizzazione nel mondo dei videogiochi. *In-Mind Italia*, 9. [Q1]

Gabbiadini, A. (2012). I videogiochi possono avere effetti negativi? Violenza e immoralità nel mondo virtuale. *In-Mind Italia*, 3, 1–6. [Q1]

Gabbiadini, A., Mari, S., & Volpato, C. (2011). Internet come strumento di ricerca: Linee guida per la creazione di web survey. *Psicologia Sociale*, 2, 237–258. [Q3 · 10 cit.]

Books

Gabbiadini, A., & Pancani, L. (Eds.). (2026). *Manuale di cyberpsicologia*. Editori Laterza.

Book chapters

Gabbiadini, A., & Manfredi, A. (2026). L'aggressività. In L. Andrighetto & P. Riva (Eds.), *Psicologia sociale: Fondamenti teorici ed empirici* (pp. 184–216). il Mulino.

Gabbiadini, A. (2020). L'aggressività. In P. Riva & L. Andrighetto (Eds.), *Psicologia sociale: Fondamenti teorici ed empirici* (pp. 175–205). il Mulino.

Bushman, B. J., **Gabbiadini, A.**, Greitemeyer, T., & Krahé, B. (2024). Violent video games and aggression. In D. A. Christakis & L. Hale (Eds.), *Handbook of children and screens: Digital media, development, and well-being from birth through adolescence* (pp. 581–587). Springer.

Gabbiadini, A., & Andrighetto, L. (2021). Sé e identità nei media digitali. In G. Pacilli, I. Giovannelli, & F. Spaccatini (Eds.), *Psicologia sociale dei media digitali* (pp. 35–62). Maggioli Editore.

Gabbiadini, A., & Pancani, L. (2026). Esseri sociali in mondi digitali: una prospettiva psicologica. In A. Gabbiadini & L. Pancani (Eds.), *Manuale di cyberpsicologia* (pp. 13–14). Editori Laterza.

Gabbiadini, A., & Sarda, E. (2026). Comportamenti antisociali, prosociali e tecnologie digitali. In A. Gabbiadini & L. Pancani (Eds.), *Manuale di cyberpsicologia* (pp. 121–142). Editori Laterza.

Gabbiadini, A., & Serino, S. (2026). Realtà virtuale per la ricerca psicologica. In A. Gabbiadini & L. Pancani (Eds.), *Manuale di cyberpsicologia* (pp. 143–157). Editori Laterza.

Gabbiadini, A., & Durante, F. (2026). Intelligenza artificiale. In A. Gabbiadini & L. Pancani (Eds.), *Manuale di cyberpsicologia* (pp. 158–177). Editori Laterza.

Volpato, C., & **Gabbiadini, A.** (2013). La maschilità nelle colonie italiane. In S. Magaraggia & D. Cherubini (Eds.), *Uomini contro le donne? Le radici della violenza maschile* (pp. 103–127). UTET.

Volpato, C., Andrichetto, L., Mari, S., **Gabbiadini, A.**, & Durante, F. (2012). "Italiani brava gente": Effetti di un mito storico sulle relazioni sociali contemporanee. In A. Miglietta & S. Gattino (Eds.), *Dietro il pregiudizio* (pp. 137–150). Liguori.

Peer-reviewed conference proceedings

Giangualano, A., Boffi, P., Osimo, S. A., Yavari, M., **Gabbiadini, A.**, Lanzi, P. L., & Gallace, A. (2025). Embodiment in nature: How avatar choice shapes an underwater virtual reality experience. *Proceedings of IEEE MetroXRaine 2025*.

Serrao, F., **Gabbiadini, A.**, Gallucci, M., Gaggioli, A., Montanaro, M., & Gallace, A. (2025). Spatial cognition and awareness of non-Euclidean virtual reality environments. *International Conference on Extended Reality* (pp. 49–57). Springer.

Serrao, F., Gallace, A., Gallucci, M., & **Gabbiadini, A.** (2024). The ability of generative AI to express emotions through abstract images. *Proceedings of AIxHMI 2024*, CEUR-WS.

Theophilou, E., Koyutürk, C., Yavari, M., Bursic, S., Donabauer, G., Telari, A., **Gabbiadini, A.**, & Ognibene, D. (2023). Learning to prompt in the classroom to understand AI limits: A pilot study. *AIxIA 2023* (LNCS Vol. 14318). Springer.

Koyutürk, C., Yavari, M., Theophilou, E., Bursic, S., Donabauer, G., Telari, A., **Gabbiadini, A.**, & Ognibene, D. (2023). Developing effective educational chatbots with ChatGPT prompts. *ICCE 2023*, Vol. 1, pp. 150–152.

Manuscripts under review

Manfredi, A., Berni, T., Zapparoli, L., & **Gabbiadini, A.** (2026). A systematic review and meta-analysis of virtual reality-based intergroup contact interventions from the ingroup perspective. *Computers in Human Behavior Reports*. Manuscript under review.

Manfredi, A., Cocco, V. M., Parisse, C., Puzella, G., Vezzali, L., Livi, S., & **Gabbiadini, A.** (2026). When do avatars become outgroup members? Social categorization in virtual environments and the missing prerequisite of VR contact interventions. *Computers in Human Behavior*. Manuscript under review (minor revision).

Gabbiadini, A., Berni, T., Manfredi, A., Puzella, G., & Zapparoli, L. (2026). Learning new recycling rules through virtual reality: A field study on knowledge, self-efficacy, and intentions. *Sustainable Futures*. Manuscript under revision (minor revision).

Gabbiadini, A., Baldissarri, C., Manfredi, A., Puzella, G., & Aquino, A. (2026). Dysregulated binge-watching tendency, escapism, and character identification: The roles of need for affect, need for cognition, and narrative emphasis. *Acta Psychologica*. Manuscript under revision (major revision).

Trifiletti, E., Boin, J., Tassinari, M., Faccini, M., Manfredi, A., Shamloo, S. E., Esmacili-Kolahdooz, M., **Gabbiadini, A.**, & Jasinskaja-Lahti, I. (2026). Online contact and its impact on intergroup relations: A systematic review. *British Journal of Social Psychology*. Manuscript under review.

7. SCIENTIFIC RESEARCH ACTIVITY

Principal Investigator of 8 competitive research grants, Principal Scientific Investigator of 3 institutional scientific collaborations, Co-Principal Scientific Investigator of 3 commissioned research contracts, Co-Investigator in 3 national PRIN projects and 7 departmental competitive research grants. Scientific coordinator or co-coordinator of third-party funded research contracts exceeding €200,000, in collaboration with academic institutions and industrial partners in the fields of virtual and augmented reality, immersive technologies, artificial intelligence, human factors, and digital behaviour.

7.1 Competitive Research Grants (Principal Investigator)

- **2026 — University of Milano-Bicocca Competitive Research Fund (2026-ATE-0601).** *Experiencing Climate Futures: Immersive Virtual Reality to Reduce Psychological Distance from Climate Change and Promote Sustainable Behaviour*. **Principal Investigator**. Funding awarded: €[amount].

The project investigates whether immersive virtual reality experiences depicting future climate scenarios can reduce the perceived psychological distance of climate change, strengthen emotional and social identification with future generations, and promote pro-environmental attitudes and behavioural intentions.

- **2025 — University of Milano-Bicocca Competitive Research Fund (2025-ATE-0207).** *When Do Avatars Become Outgroup? The Role of Ethnicity, Numerosity, and Stereotypicality in Social Categorization Processes*. **Principal Investigator**. Funding awarded: €1,149.

The project investigates the conditions under which avatars are categorized as outgroup members in virtual environments, focusing on the role of ethnicity, group numerosity, and stereotypical visual cues.

- **2024 — University of Milano-Bicocca Competitive Research Fund (2024-ATE-0293).** *VR Contact: Understanding the Mechanisms of Intergroup Contact in the Metaverse for Prejudice Reduction.* **Principal Investigator.** Funding awarded: €1,039.

The project examines the psychological mechanisms underlying intergroup contact in immersive virtual environments and identifies the conditions that reduce prejudice and promote positive intergroup relations.

- **2023 — University of Milano-Bicocca Competitive Research Fund (2023-ATE-0258).** *Psychological Perceptions of Artificial Intelligence Technologies: A Threat or a Support for Productive Activities?* **Principal Investigator.** Funding awarded: €539.

The project examines how artificial intelligence technologies influence perceptions of autonomy, self-efficacy, agency, and occupational identity in workplace settings.

- **2022 — University of Milano-Bicocca Competitive Research Fund (2021-ATE-0237).** *Time Perception in Virtual Reality Environments.* **Principal Investigator.** Funding awarded: €1,732.

The project investigates temporal perception during immersive virtual reality experiences, examining the influence of immersion, engagement, environmental characteristics, and previous experience with virtual reality.

- **2020 — University of Milano-Bicocca Competitive Research Fund (2020-ATE-0051).** *Loneliness, Escapism, and Identification with Media Characters.* **Principal Investigator.** Funding awarded: €2,000.

The project examined the relationships between loneliness, escapist media use, and identification with fictional characters, with particular attention to the psychological mechanisms underlying intensive media consumption.

- **2019 — European Association of Social Psychology (EASP) Seedcorn Grant.** *Understanding Machine Learning: What Perceived Risks for Humans?* **Principal Investigator.** Funding awarded: €6,000.

The project investigated perceptions of machine-learning technologies and their implications for autonomy, decision-making, employment, and social value.

- **2019 — University of Milano-Bicocca Competitive Research Fund (2019-ATE-0325).** *Perceptions of Artificial Intelligence Technologies: Social Risk or Social Value?* **Principal Investigator.** Funding awarded: €1,500.

The project explored how artificial intelligence technologies are perceived as either a source of social risk or a valuable societal resource, focusing on attitudes, trust, perceived usefulness, and broader social implications.

7.2 Commissioned Research and Institutional Scientific Collaborations

- **2026 — Institutional Scientific Collaboration Agreement.** *Scientific collaboration on psychology and immersive technologies applied to behavioural research.* **Principal Scientific Investigator.** University of Milano-Bicocca — Studio Associato De Bella–Massari.
- **2026 — Institutional Scientific Collaboration Agreement.** *Promoting pro-environmental behaviour through immersive technologies.* **Principal Scientific Investigator.** University of Milano-Bicocca — Le Esperidi S.r.l.
- **2025 — Institutional Scientific Collaboration Agreement.** *Scientific collaboration for the development of academic research, technological innovation and science communication activities.* **Principal Scientific Investigator.** University of Milano-Bicocca — Le Esperidi S.r.l.
- **2025 — Commissioned Research Contract.** *Human Factors in the Use of Augmented Reality Technologies: Further Insights and Updates.* **Co-Principal Scientific Investigator** (with Prof. Alberto Gallace). University of Milano-Bicocca — Luxottica S.r.l.
- **2024 — Commissioned Research Contract (2024-ECO-0080).** *Design and Development of a Speed-Controlled Fan Prototype in C#.* **Co-Principal Scientific Investigator** (with Prof. Alberto Gallace). Contract value: €5,000.
- **2023 — Commissioned Research Contract.** *Human Factors Affecting Performance During the Use of Augmented Reality Technologies.* **Co-Principal Scientific Investigator** (with Prof. Alberto Gallace). University of Milano-Bicocca — Luxottica S.r.l.

Total third-party research funding coordinated or co-coordinated: approximately €200,000.

7.3 Participation in National and Institutional Research Projects (Co-Investigator)

- **PRIN — Human Connections in the Digital Era (CONNECT).** **Co-Investigator.** Local Unit Coordinator (University of Milano-Bicocca): **Prof. Paolo Riva.**
- **PRIN 2017 — The Psychology of Economic Inequality (H44I19000420006).** **Co-Investigator.** Local Unit Coordinator: **Prof. Chiara Volpato.**

- **PRIN 2012 — From the Media to Sexual Harassment: When a Woman Becomes an Object** (20123X2PXT_003). **Co-Investigator**. Local Unit Coordinator: **Prof. Chiara Volpato**.
- **2021 — University of Milano-Bicocca Competitive Research Fund (2021-ATEQC-0060)**. *DANCE-Po: Data-Intensive Approach to the Nexus Climate-Emissions*. **Co-Investigator**. Principal Investigators: **Prof. Simona Sacchi** and **Prof. Alberto Gallace**.
- **2009–2018**. **Co-Investigator** in seven departmental competitive research grants coordinated by **Prof. Chiara Volpato**, focusing on working self-objectification, sexual objectification, moral disengagement, aggression following video-game exposure, romantic rejection, gender-based violence, emotions and electoral behaviour, and collective guilt related to Italian colonialism.

7.4 Technology Transfer and Industry Partnerships

- **2024 — Technology Transfer Agreement (NDA)**. *Research collaboration with Arduino SA*. **Principal Scientific Investigator**.
- **2024 — Technology Transfer Agreement (NDA)**. *Research collaboration with QuestIT S.r.l.* **Principal Scientific Investigator**.
- **2024 — Technology Transfer Agreement (NDA)**. *Research collaboration involving Luxottica S.r.l., the University of Milano-Bicocca and Politecnico di Milano*. **Co-Principal Scientific Investigator** (with Prof. Alberto Gallace).

7.5 Coordination of and participation in international research groups

- 2024 — Envisioning Tirreno. VR simulation to reduce psychological distance toward climate change in the Mediterranean. With Camping Village Resort "Le Esperidi" (Livorno).
- 2022 — Envisioning Corals. VR simulation to reduce psychological distance toward climate change. With Prof. Alberto Gallace and the MaRHE Center (Maldives).
- 2021 — Virtual simulation for the study of workplace objectification. With Prof. Tobias Greitemeyer (Innsbruck) and Prof. Cristina Baldissarri.
- 2018 — Social exclusion and working objectification. With Prof. Luca Andrighetto (Genova), Dr. Cristina Baldissarri, Prof. Paolo Riva, and Dr. Patrice Rusconi (Surrey).
- 2016–2017 — Fitness and augmented-reality mobile apps and health behaviours. With Prof. Tobias Greitemeyer and Dr. Christina Sagioglou (Innsbruck).
- 2013–2018 — Violent video games, moral disengagement and aggressive behaviour. With Prof. Luca Andrighetto (Genova), Prof. Paolo Riva, Prof. Chiara Volpato (Milano-Bicocca) and Prof. Brad J. Bushman (Ohio State University).
- 2012–2016 — COST Action: Social-psychological dynamics of historical representations in the enlarged European Union. Scientific coordinator: Prof. Laurent Licata (Université Libre de Bruxelles).

7.6 Editorial activity

2021 – present — Associate Editor, *Acta Psychologica* (Elsevier).

Guest Editor, Special Issue "Bridging Divides: Digital Tools for Fostering Inclusion, Equality, and Intergroup Harmony", *Journal of Community & Applied Social Psychology* (Wiley), 2025–2026. Co-editors: Alice Lucarini, Jessica Boin, Veronica Margherita Cocco, Anna Manfredi, Soraya Elizabeth Shamloo, Nuccio Ludovico, Aysenur Didem Yilmaz, and Loris Vezzali. Status: call for papers closed; submissions under editorial review.

Guest Editor, Special Issue "Exploring the Frontier of Virtual Reality in Psychological Research", *Acta Psychologica* (Elsevier), 2024–2025. Co-editor: Iva Georgieva. Status: published.

Peer-review activity

Regular ad-hoc reviewer (annually, 2013 – present) for, among others: *European Journal of Social Psychology*; *Aggressive Behavior*; *Computers in Human Behavior*; *Cyberpsychology, Behavior and Social Networking*; *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*; *Personality and Individual Differences*; *Psychology of Popular Media*; *PLOS ONE*; *Frontiers in Psychology*; *Mind, Technology and Behavior*; *TPM — Testing, Psychometrics, Methodology in Applied Psychology*; *Sex Roles*.

- Reviewer for the Austrian Science Fund (FWF) — international grant evaluation (2019).
- Reviewer for the AIP national conference (2019).
- External Expert Reviewer for the Italian Research Quality Assessment (VQR 2011–2014), National Agency for the Evaluation of Universities and Research Institutes (ANVUR), Italy.

- External reviewer, doctoral dissertations:
 - Dr. Davide Momi (Univ. Chieti-Pescara, 2021);
 - Dr. Federica Sibilla (Univ. Bologna, 2019);
 - Dr. Maria Grazia Mada Logrieco (Univ. Chieti-Pescara, 2022).

7.7 Scientific Awards and Distinctions

- **2026 — Award for Best Science Communication Initiative.** Italian Association of Psychology (AIP). Awarded to the science communication and research project *JustSeparate 2025*.
- **2026 — Award for Best Italian Science Communication Article.** Italian Association of Psychology (AIP). Awarded for the article: Puzella, G., Manfredi, A., Prunas, A., & **Gabbiadini, A.** (2025). *Virtual reality as a tool for understanding different gender identities*. Issue 31/2025.

7.8 Symposium Organization, Chairing and Discussant Roles

- **2025. Invited Expert Discussant**, roundtable "*Emerging Issues in Research Ethics: Continuing to Promote Good Research Practices in an Evolving Research Landscape*", organized by the Ethics Committee of the Italian Association of Psychology (AIP), XIX National Congress of the AIP — Social Psychology Section, Bergamo, Italy.
- **2025. Symposium Discussant**, symposium "*Harnessing Virtual Reality to Promote Social Cohesion: Improving Attitudes and Behaviors toward Disadvantaged Groups*" (Chairs: M. Marinucci & M. Tassinari), XIX National Congress of the AIP — Social Psychology Section, Bergamo, Italy.
- **2023. Symposium Discussant**, symposium "*Perception of Artificial Intelligence*", 19th General Meeting of the European Association of Social Psychology (EASP), Kraków, Poland.
- **2021. Symposium Discussant**, symposium "*Social Psychology 2.0: New Technologies and Psychosocial Processes*", XVII National Congress of the AIP — Social Psychology Section, Brescia, Italy.
- **2019. Symposium Organizer and Discussant**, symposium "*Digital Technologies and Relational Processes: People and Media in the Information Society*", XVI National Congress of the AIP — Social Psychology Section, Rome, Italy.

Selected conference presentations (international)

2009

Andrighetto, L., Mari, S., **Gabbiadini, A.**, Durante, F., & Volpato, C. (2009, September). *The weight of the past: Collective guilt and shame in representations of Italian colonialism* [Oral presentation]. VII National Congress of the AIP, Social Psychology Section, Cagliari, Italy.

Durante, F., Volpato, C., & **Gabbiadini, A.** (2009, July 14–17). *Are immigrant women and men perceived in the same way? A study of stereotype content in Italian society* [Poster presentation]. International Society of Political Psychology Annual Scientific Meeting, Dublin, Ireland.

2010

Andrighetto, L., Mari, S., Behluli, B., Durante, F., **Gabbiadini, A.**, & Volpato, C. (2010, September). *Reducing competitive victimhood in Kosovo: The role of indirect contact and common-ingroup identification* [Oral presentation]. VIII National Congress of the AIP, Social Psychology Section, Turin, Italy.

Volpato, C., Durante, F., & **Gabbiadini, A.** (2010, March 17–19). *The naturalization of groups' inferiority in a historical context: The role of pictures* [Oral presentation]. SPSSI–EASP Small Group Meeting "Forgotten Alternatives," New York, NY, United States.

2011

Gabbiadini, A. (2011, September). *Online discussion forums: Do web-community users really want to help you?* [Poster presentation]. IX National Congress of the AIP, Social Psychology Section, Cagliari, Italy.

Andrighetto, L., Mari, S., Durante, F., **Gabbiadini, A.**, & Volpato, C. (2011, September). *The myth of the good Italian* [Oral presentation]. IX National Congress of the AIP, Social Psychology Section, Cagliari, Italy.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, July). *The virtual borders of morality: Exposure to video games increases moral disengagement* [Poster presentation]. EASP General Meeting, Stockholm, Sweden.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, May 20). *Moral disengagement in video games: The virtual borders of morality* [Oral presentation]. Conference "Social Perception, Cognition and Language in Honour of Luciano Arcuri," Padua, Italy.

Gabbiadini, A., Andrighetto, L., & Volpato, C. (2011, March 11–12). *The images of the other: Processes of delegitimization in the past and present* [Oral presentation]. Conference "PassatoPresente — Racism, Ethnic Prejudice and Xenophobia in Italy," Turin, Italy.

2012

Gabbiadini, A., Mari, S., & Volpato, C. (2012, December). *Social identity in the virtual realm: Motivational factors in MMORPGs* [Poster presentation]. "Nuova Linfa alla Ricerca" Meeting, Aosta, Italy.

Gabbiadini, A., Cristini, F., Scacchi, L., & Monaci, M. G. (2012, December). *Collective intentions and psychosocial motivations underlying binge drinking* [Oral presentation]. "Nuova Linfa alla Ricerca" Meeting, Aosta, Italy.

2013

Scacchi, L., Monaci, M. G., Cristini, F., & **Gabbiadini, A.** (2013, October 26). *Binge drinking: Expectations and motivations among university students* [Poster presentation]. 9th European Congress of Community Psychology, Naples, Italy.

Gabbiadini, A., Cristini, F., Scacchi, L., & Monaci, M. G. (2013, September 26–28). *Psychosocial motivations underlying binge drinking* [Oral presentation]. XII National Congress of the AIP, Social Psychology Section, Padua, Italy.

Scacchi, L., Cristini, F., **Gabbiadini, A.**, & Aresi, G. (2013, July). *Binge drinking: Motivations, social influence, and psychological well-being* [Oral presentation]. IX National Congress "Smart Community," Padua, Italy.

2014

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, December 6–7). *Italians and Fascism: Explaining the lack of responsibility and guilt for ingroup misdeeds* [Oral presentation]. COST Action WG4 Meeting, Canterbury, United Kingdom.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, September 25). *Italians and Fascism: Explaining the lack of responsibility and guilt for ingroup misdeeds* [Poster presentation]. Half Day Bicocca, Milan, Italy.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014, September 25). *Adolescent aggressive behaviors as a function of moral disengagement and violent gameplay* [Poster presentation]. Half Day Bicocca, Milan, Italy.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2014, July 4–7). *Italians and Fascism: Explaining the lack of responsibility and guilt for ingroup misdeeds* [Oral presentation]. International Society of Political Psychology Annual Scientific Meeting, Rome, Italy.

Andrighetto, L., Riva, P., **Gabbiadini, A.**, & Volpato, C. (2014, July). *Excluded from all humanity: Animal metaphors exacerbate the psychological consequences of social exclusion* [Poster presentation]. EASP General Meeting, Amsterdam, the Netherlands.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2014, July). *Adolescent immoral behaviors as a function of moral disengagement and violent gameplay* [Poster presentation]. EASP General Meeting, Amsterdam, the Netherlands.

2015

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2015, October 1). *Acting like a tough guy: Violent-sexist video games, masculine beliefs, and empathy for female violence victims* [Poster presentation]. Half Day Bicocca, Milan, Italy.

Mari, S., Durante, F., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2015, May 8–9). *Italians and their Fascist past: What inhibits taking responsibility and guilt for ingroup misdeeds?* [Oral presentation]. COST and EASP Small Group Meeting on Fascism, Athens, Greece.

2016

Scacchi, L., Monaci, M. G., **Gabbiadini, A.**, & Cristini, F. (2016, September 22–24). *Binge drinking: Testing the Model of Goal-Directed Behavior among young adults* [Oral presentation]. XIV National Congress of the AIP, Naples, Italy.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2016, September 22–24). *Work and freedom: Workplace self-objectification and perceived personal free will* [Oral presentation]. XIV National Congress of the AIP, Naples, Italy.

Gabbiadini, A., Riva, P., Andrighetto, L., Volpato, C., & Bushman, B. J. (2016, June 29–July 1). *Acting as a bad boy: Videogame character identification, gender, and masculine beliefs decrease empathy toward women victims of*

violence [Oral presentation]. Congrès International de Psychologie Sociale en Langue Française, Geneva, Switzerland.

2017

Gabbiadini, A. (2017, September 18). *Violent video games and social exclusion* [Oral presentation]. Bicocca Research Day, Milan, Italy.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2017, July 4–8). *Work and freedom? Working self-objectification and belief in personal free will* [Oral presentation]. EASP General Meeting, Granada, Spain.

Gabbiadini, A., & Riva, P. (2017, July 4–8). *Social exclusion boosts the negative effects of violent video game exposure on aggression* [Poster presentation]. EASP General Meeting, Granada, Spain.

Gabbiadini, A. (2017, March 8). *Violent and sexist video games: Effects of the virtual world on empathy toward women victims of violence* [Oral presentation]. PRIN Final Meeting "From the Media to Sexual Harassment," Milan, Italy.

2018

Baldissarri, C., & **Gabbiadini, A.** (2018, September 19–22). *Objectification and conformity: The effect of workplace self-objectification on the tendency to conform to others' opinions* [Oral presentation]. XV National Congress of the AIP, Social Psychology Section, Bari, Italy.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2018, March 4). *Feeling like an object: Working self-objectification decreases personal free will* [Oral presentation]. Society for Personality and Social Psychology Annual Convention, Atlanta, GA, United States.

2019

Gabbiadini, A. (2019, September 11–14). *The lonely player: Social exclusion and aggressiveness after exposure to violent video games* [Oral presentation]. XVI National Congress of the AIP, Rome, Italy.

Baldissarri, C., Andrighetto, L., **Gabbiadini, A.**, & Volpato, C. (2019, June 2–4). *Objectification of work, conformity, and maintenance of inequalities* [Conference presentation]. Workshop "Experiencing and Counteracting Economic Inequality," Caserta, Italy.

2023

Foppolo, F., **Gabbiadini, A.**, Durante, F., & Faloppa, F. (2023). *Gender agreement with engineers, teachers, and artists: An eye-tracking study* [Conference presentation].

Foppolo, F., Durante, F., **Gabbiadini, A.**, & Faloppa, F. (2023). *Grammatical, semantic, and stereotypical gender in Italian: An eye-tracking study* [Conference presentation]. Conference of the Italian Linguistics Society.

Calati, R., Fagadau, I., Ginelli, D., Madeddu, F., Lopez-Castroman, J., Romano, D., **Gabbiadini, A.**, Preti, E., & Micucci, D. (2023). *An internet-based multi-approach intervention targeting university students suffering from psychological problems: MindBlooming* [Conference presentation]. European Congress of Psychiatry.

Rusconi, P., Baldissarri, C., Andrighetto, L., Riva, P., & **Gabbiadini, A.** (2023). *When work alienation leads to social alienation: On the relational disconnection effects of workplace objectification* [Conference presentation]. 19th General Meeting of the EASP, Kraków, Poland.

Gabbiadini, A., Baldissarri, C., Manfredi, A., Dal Lago, S., & Durante, F. (2023). *From person to data: Interacting with artificial intelligence can foster self-objectification processes in the work environment* [Conference presentation]. 19th General Meeting of the EASP, Kraków, Poland.

Koyutürk, C., Yavari, M., Theophilou, E., Bursic, S., Donabauer, G., Telari, A., Testa, A., Boiano, R., **Gabbiadini, A.**, Hernandez-Leo, D., Ruskov, M., & Ognibene, D. (2023). *Developing effective educational chatbots with ChatGPT prompts: Insights from preliminary tests in a case study on social media literacy* [Conference paper]. 31st International Conference on Computers in Education.

2024

Mariano, M., Stanco, G., Negrone, C., Raffa, N., Montanaro, M., Sapio, E., **Gabbiadini, A.**, & Zapparoli, L. (2024, September). *Who turned the light on? How avatar hand tracking modulates sense of agency in virtual reality* [Oral presentation]. Body Representation Network Meeting, Verona, Italy.

Mariano, M., Stanco, G., Negrone, C., Raffa, N., Montanaro, M., Sapio, E., **Gabbiadini, A.**, & Zapparoli, L. (2024, September). *Who turned the light on? How avatar hand tracking modulates sense of agency in virtual reality* [Oral presentation]. National Congress of the AIP, Experimental Psychology Section.

Manfredi, A., Boffi, P., Clerici, M., Gallace, A., **Gabbiadini, A.**, Siena, F., & Lanzi, P. (2024, September 5–7). *Envisioning Corals: Virtual reality to reduce psychological distance toward climate change and increase*

interconnection with future generations [Oral presentation]. National Congress of the AIP, Social Psychology Section, Turin, Italy.

Manfredi, A., Boffi, P., Clerici, M., Siena, F., Dehnert, I., Fallati, L., Galli, P., Lanzi, P., Gallace, A., & **Gabbiadini, A.** (2024, May 17). *Envisioning Corals: Embodying coral reef inhabitants through virtual reality to foster a shared sense of responsibility and interconnectedness with future generations in response to climate change* [Oral presentation]. Annual Finnish Social Psychology Conference, Helsinki, Finland.

Siena, F., Gobbato, J., **Gabbiadini, A.**, Manfredi, A., Capellini, S., Monzani, J., Dehnert, I., Seveso, D., Galli, P., & Montano, S. (2024). *Playing with corals: Football as a gateway toward climate action and marine awareness* [Conference presentation]. Reef Futures Conference.

Siena, F., **Gabbiadini, A.**, Gobbato, J., Dehnert, I., Seveso, D., Fallati, L., Bises, C., Galli, P., & Montano, S. (2024). *Map the giants: Preliminary results in locating the largest coral colonies in the Maldives* [Conference presentation]. International Coral Reef Society European Chapter Meeting.

2025

Mariano, M., Stanco, G., Negrone, C., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (2025, October). *Me in action: Using VR to explore the interaction between sense of agency and ownership* [Oral presentation]. NeuroMI Annual Meeting, Milan, Italy.

Salomone, E., De Leonardis, G., Vanoncini, M., Gatti, G., **Gabbiadini, A.**, Arnoldi, A., Fioravanti, M., & Zampini, L. (2025, September 11–13). *Kica: Design, prototyping, and user testing of a mobile application based on the WHO Caregiver Skills Training* [Conference presentation]. Autism-Europe Congress 2025, Stockholm, Sweden.

Manfredi, A., Sterlicchio, A., Parisse, C., Livi, S., Cocco, V. M., & **Gabbiadini, A.** (2025, September 4–6). *VR-Contact: A virtual environment for intergroup contact* [Oral presentation]. XIX National Congress of the AIP, Social Psychology Section, Bergamo, Italy.

Telari, A., **Gabbiadini, A.**, & Riva, P. (2025, September 4–6). *Can chatbots elicit closeness? Response style shapes human–AI social connection* [Oral presentation]. XIX National Congress of the AIP, Social Psychology Section, Bergamo, Italy.

Gabbiadini, A. (2025, September 4–6). *Harnessing virtual reality to promote social cohesion: Improving attitudes and behaviors toward disadvantaged groups* [Symposium discussant]. Symposium chaired by M. Marinucci and M. Tassinari, XIX National Congress of the AIP, Social Psychology Section, Bergamo, Italy.

Puzella, G., Prunas, A., Anzani, A., Manfredi, A., & **Gabbiadini, A.** (2025, September 4–6). *Can virtual reality promote acceptance and understanding of gender-nonconforming identities? A review* [Oral presentation]. 6th EPATH Conference, "Cutting Through the Noise: Evidence-Driven Transgender Care," Hamburg, Germany.

Mariano, M., Stanco, G., Negrone, C., Sterlicchio, A., **Gabbiadini, A.**, Salvato, G., & Zapparoli, L. (2025, July). *Me in action: Using VR to explore the interaction between sense of agency and ownership* [Oral presentation]. Body Representation Network Meeting, Utrecht, the Netherlands.

Manfredi, A., Sterlicchio, A., Puzella, G., Baldissarri, C., & **Gabbiadini, A.** (2025, June 9–13). *A virtual reality environment to study work-related objectification* [Poster presentation]. Summer School on "Bayesian Statistical Analyses for the Human, Social and Cognitive Sciences," University of Verona, Verona, Italy.

Salomone, E., De Leonardis, G., Vanoncini, M., Gatti, G., **Gabbiadini, A.**, Arnoldi, A., Fioravanti, M., & Zampini, L. (2025, April 30–May 3). *Development and usability testing of a WHO Caregiver Skills Training smartphone application (Kica)* [Conference presentation]. International Society for Autism Research Annual Meeting, Seattle, WA, United States.

Telari, A., **Gabbiadini, A.**, & Riva, P. (2025, February). *Can AI-powered chatbots serve as social connections? An experimental investigation of interaction characteristics* [Conference presentation]. Society for Personality and Social Psychology Annual Convention.

2026

Manfredi, A., Cocco, V. M., Parisse, C., Puzella, G., Livi, S., Vezzali, L., & **Gabbiadini, A.** (2026, July 23). *Social categorization in virtual reality: The role of ethnicity, numerosity, and stereotypicality* [Conference presentation]. International Congress of Applied Psychology (ICAP 2026), Florence, Italy.

Manfredi, A., Cocco, V. M., Parisse, C., Puzella, G., Livi, S., Vezzali, L., & **Gabbiadini, A.** (2026, July 5). *From outgroup construal to intergroup contact in virtual reality* [Oral presentation]. ICRN 2026, Karlsruhe, Germany.

Manfredi, A., Cocco, V. M., Parisse, C., Puzella, G., Livi, S., Vezzali, L., & **Gabbiadini, A.** (2026, July 4). *When does outgroup categorization occur in VR? The role of ethnicity, numerosity, and stereotypicality in social avatars* [Poster presentation]. EASP General Meeting, Strasbourg, France.

7.9 Research periods abroad

- April – June 2015 — Visiting Researcher, University of Innsbruck (Austria). Host: Prof. Tobias Greitemeyer. Projects: "Video games and self-regulation"; "Video games and stereotypes."

7.10 Scientific association memberships

- EASP — European Association of Social Psychology, full member (2012 – present).
- AIP — Associazione Italiana di Psicologia (2013 – present).
- ADRIPS — Association pour la Diffusion de la Recherche Internationale en Psychologie Sociale, full member (2016 – present).
- ISRA — International Society for Research on Aggression, full member (2018).

8. TEACHING ACTIVITY, SUPPLEMENTARY TEACHING AND STUDENT SERVICES

8.1 Doctoral Teaching

- **Academic Year 2024–2025. Course Instructor**, *Understand the Mobile UX Design Process for research in psychology* (8 hours), doctoral training course, Department of Psychology, University of Milano-Bicocca. The course introduced PhD candidates to the principles of mobile user experience (UX) design, usability evaluation, prototyping techniques, and the development of mobile applications for psychological research and digital data collection.
- **Academic Year 2023–2024. Course Instructor**, *Understand the Mobile UX Design Process for research in psychology* (8 hours), doctoral training course, Department of Psychology, University of Milano-Bicocca. The course provided PhD candidates with theoretical and practical foundations in mobile UX design, focusing on user-centred design principles, usability testing, wireframing, and the implementation of mobile technologies for behavioural research.
- **Academic Year 2022–2023. Course Instructor**, *Understand the Mobile UX Design Process for research in psychology* (8 hours), doctoral training course, Department of Psychology, University of Milano-Bicocca. The course focused on the design of mobile applications for psychological research, covering UX principles, interface design, usability, prototyping, and best practices for mobile-based research tools.

8.2 Course titularity in the SSD M-PSI/05

Academic Year 2025–2026

- Cyberpsychology — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)
- People and Technologies on the Web: Principles of Social Psychology — SSD M-PSI/05 — Bachelor's Degree Programme — 8 CFU — Lecturer (56 hours)

Academic Year 2024–2025

- Cyberpsychology — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)
- People and Technologies on the Web: Principles of Social Psychology — SSD M-PSI/05 — Bachelor's Degree Programme — 8 CFU — Lecturer (56 hours)

Academic Year 2023–2024

- Cyberpsychology — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)
- People and Technologies on the Web: Principles of Social Psychology — SSD M-PSI/05 — Bachelor's Degree Programme — 8 CFU — Lecturer (56 hours)

Academic Year 2022–2023

- Cyberpsychology — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)
- Information Technology and Graphic Web Design — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)
- New Programming Languages for the Web — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)

Academic Year 2021–2022

- Social Psychology of Organizations — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)

- Information Technology and Graphic Web Design — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)
- New Programming Languages for the Web — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)

Academic Year 2020–2021

- Social Psychology of Organizations — SSD M-PSI/05 — Master's Degree Programme — 8 CFU — Lecturer (56 hours)
- Information Technology and Graphic Web Design — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)

Academic Year 2019–2020

- Information Technology and Graphic Web Design — SSD ING-INF/05 — Bachelor's Degree Programme — 4 CFU — Lecturer (28 hours)
- New Programming Languages for the Web — SSD ING-INF/05 — Bachelor's Degree Programme — 8 CFU — Lecturer (56 hours)

8.3 Examination Board Membership

Served as Chair of the Examination Board for all courses taught as instructor of record (see teaching activities above). Served as Member of the Examination Board for more than 40 distinct undergraduate and graduate courses, corresponding to over 100 course editions (academic-year appointments), across Bachelor's and Master's degree programmes at the University of Milano-Bicocca. Appointments covered a broad range of disciplines, including Social Psychology, Organizational Psychology, Environmental Psychology, Communication Psychology, Digital Communication, Media Studies, Game Design, and User Experience Design.

8.4 Supervision of doctoral students

Board member, PhD programme in Psychology, Linguistics and Cognitive Neuroscience (Social, Cognitive and Clinical Psychology curriculum), University of Milano-Bicocca (since 19 March 2021).

PhD candidates

- **Vittorio Guerrieri** (starting November 2026). Industrial PhD Programme (SIS2E), University of Milano-Bicocca. Supervisor: Alessandro Gabbiadini.
- **Reko Elovainio** (starting November 2025). University of Helsinki. Supervisor: Prof. Inga Jasinskaja-Lahti. Co-supervisor: Alessandro Gabbiadini.
- **Giulio Puzella** (2024–present). PhD Programme in *Social, Cognitive and Clinical Psychology*, XL Cycle, University of Milano-Bicocca. Supervisor: Alessandro Gabbiadini.
- **Anna Manfredi** (2023–2026). PhD Programme in *Social, Cognitive and Clinical Psychology*, XXXIX Cycle, University of Milano-Bicocca. Supervisor: Alessandro Gabbiadini.
- **Fabrizio Serrao** (2022–2025). PhD Programme in *Social, Cognitive and Clinical Psychology*, XXXVIII Cycle, University of Milano-Bicocca. Supervisor: Alessandro Gabbiadini.
- **Monica Clerici** (2020–2022). PhD Programme in *Social, Cognitive and Clinical Psychology*, XXXVII Cycle, University of Milano-Bicocca. PhD programme discontinued for personal reasons.

Research fellows

- **Irene Costanzo** (2026). Research Fellow (4 months), University of Milano-Bicocca.
- **Gaia Gauna** (2026). Research Fellow (4 months), University of Milano-Bicocca.
- **Vittorio Guerrieri** (2026). Research Fellow (10 months), University of Milano-Bicocca.
- **Francesco Della Chiara** (2025). Research Fellow (10 months), University of Milano-Bicocca.
- **Antonio Sterlicchio** (2024). Research Fellow (12 months), University of Milano-Bicocca.
- **Alice Arnoldi** (2024). Research Fellow (6 months), University of Milano-Bicocca.
- **Sofia Dal Lago** (2021). Research Fellow (6 months), University of Milano-Bicocca.

Supervision of students

- Supervised **more than 60 Master's theses**.
- Supervised **more than 100 Bachelor's theses**.
- Supervised **more than 15 undergraduate and postgraduate research internships**.

8.5 Doctoral teaching, seminars and schools

- **2026. Head of the Organising Committee, Scientific Tutor and Invited Lecturer, PsyFuture Advanced School**, Marina di Bibbona (Livorno), Italy, May 11–19, 2026. Teaching language: Italian.
- **2022. Invited Lecturer, "Hands-on: Design Aspects of Developing Mobile Applications for Psychology Research", SmartPsychology: Methods and Practices in Ambulatory Assessment and Intervention Summer School**, July 4–8, 2022.
- **2021. Member of the Organising Committee, Scientific Tutor and Invited Lecturer, Building the New Everything: VR & AR Summer School 2021**, Milan, Italy, September 13–17, 2021. Teaching language: English.
- **2020. Member of the Organising Committee, Scientific Tutor and Invited Lecturer, Winter School on Human Factors in Portable and Wearable Technologies**, Villa del Grumello, Como, Italy, January 27–31, 2020. Teaching language: English.

Invited lectures and seminars

- 2024. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Virtual Reality and Social Psychology*.
- 2021. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Using Virtual Reality to Study Social Psychological Processes*.
- 2018. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Social Exclusion, Moral Disengagement, and Aggression in Digital Environments*.
- 2017. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Violent Video Games and Aggressive Behaviour*.
- 2017. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Moral Disengagement and Violence in Interactive Media*.
- 2017. Invited lecture in the PhD Programme in Business and Behavioural Sciences, University of Chieti–Pescara, Italy.
- 2017. Invited speaker at the roundtable *"Reality and Virtual Worlds"*, LUISS University, Rome, Italy.
- 2017. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Violent Video Games and Aggressive Behaviour*.
- 2016. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Prosocial Video Games and Helping Behaviour*.
- 2016. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Violent Video Games, Moral Disengagement, and Aggression*.
- 2015. Invited lecture in the Social Psychology course (Prof. Luca Andrichetto), University of Genova, Italy. Title: *Social Exclusion, Moral Disengagement, and Aggression in Digital Environments*.
- 2015. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Sexist Video Games and Attitudes toward Women*.
- 2015. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Media Violence and Aggressive Behaviour*.
- 2014. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Prosocial Video Games and Empathy*.
- 2014. Invited lecture in the Social Psychology course (Prof. Chiara Volpato), University of Milano-Bicocca, Italy. Title: *Video Games, Sexism, and Empathy toward Victims of Violence*.

8.6 Higher education and teacher training (PNRR)

- 2025 — "Virtual Reality for Immersive Teaching", teacher training course, Istituto Lagrange, Milan (12 h). PNRR-funded.
- 2023–2024 — "Doing research with virtual reality": training courses delivered at Liceo Sereni, Liceo Parini, Liceo Volta, IIS Fabio Besta, Liceo Legnani (Saronno) and Istituto Paritario Labor, Milan.

8.7 Student evaluations of teaching

Student evaluations of teaching, 2019–2026. Across 16 course-year evaluations and 572 completed questionnaires, response-weighted mean ratings were 9.08/10 for teaching effectiveness, 9.03/10 for clarity and usefulness of explanations, 9.21/10 for alignment between the syllabus and topics covered, and 9.40/10 for instructor availability. The

Cyberpsychology course received mean ratings of 9.18/10 for teaching effectiveness and 9.20/10 for course organization across five academic years and 178 questionnaires.

Academic Year	Organizational Quality	Overall Teaching Effectiveness	Overall Student Satisfaction
2019–2020	8.15	9.10	8.86
2020–2021	8.57	9.39	9.38
2021–2022	8.02	8.83	8.38
2022–2023	8.59	8.85	8.57
2023–2024	9.21	9.29	8.99
2024–2025	8.95	8.94	8.55
2025–2026	9.12	9.05	8.89

Source: Student evaluation scores obtained from MANDA, the official teaching evaluation platform of the University of Milano-Bicocca.

9. INSTITUTIONAL, ORGANISATIONAL AND MANAGEMENT ASSIGNMENTS

9.1 Departmental Governance, Institutional Appointments and Scientific Leadership

- **Deputy Director, MiBTec — Mind and Behavior Technological Center, University of Milano-Bicocca** — contributes to the scientific, strategic, and operational leadership of the Center together with Prof. Alberto Gallace. Provides scientific leadership for research programs in social psychology and technology-mediated behavior, supporting the design and development of experimental projects involving immersive technologies, digital environments, and advanced behavioral research tools. Responsibilities also include the development and maintenance of research infrastructures, coordination of internal and external communication, planning and supervision of equipment procurement and renovation works, training and coordination of technical staff, and promotion of the Center's scientific and technological capabilities to external industrial and institutional partners (2020–present).
- **Scientific Director, BiHOME — Bicocca House of Multidimensional Ecological Experience, University of Milano-Bicocca** — scientific lead for the design and implementation of BiHOME, a major research infrastructure developed within the University's Department of Excellence Project 2023–2027. Responsible for the overall scientific and technological conception of the facility, including the definition of its research functions, planning of technological and furnishing procurement, design of the integrated electronic and multimodal measurement ecosystem for psychological research, and coordination of renovation and infrastructure-development activities. The role integrates behavioral, psychophysiological, digital, immersive, and environmental technologies into an ecologically valid experimental setting, with overall responsibility for the project's scientific, technical, organizational, and implementation dimensions (September 2023–present).
- Board member, PhD programme in Psychology, Linguistics and Cognitive Neuroscience (2021 – present).
- Head of Teaching Laboratories and Coordinator of External Lecturers, BSc programme in Psychosocial Sciences of Communication (2018–2022).
- Programme Lead, management of student study plans, BSc in Psychosocial Communication (2019–2021).
- Member, Quality Assurance Management Group, BSc in Psychosocial Communication (2021).

9.2 University-level assignments

- Member, University Committee for the Redesign of Institutional Web Communication and the University Portal — appointed to the University-level committee responsible for the strategic redesign of the University of Milano-Bicocca's institutional web communication and digital portal, in collaboration with Pro-Rector Prof. Alberto Leporati. Contributes expertise at the intersection of social psychology, media psychology, digital communication, and human–technology interaction, applying user-centred and behavioural principles to interface design, information architecture, usability, accessibility, and the overall user experience of the University's digital ecosystem (2026–present).
- Member, University Web Committee — advisory and coordinating role in the design and development of the University of Milano-Bicocca web ecosystem, with specific responsibility for user experience and usability, combining technical expertise with psychological principles concerning user behaviour, information processing, digital interaction, and the effectiveness of institutional communication (2026–present).

- Member, University Digitization Committee — contributed to University-wide digitalization strategies and processes, bringing expertise in the relationship between digital technologies, user behaviour, communication processes, and human–computer interaction (Chair: Prof. Francesco Leporati, DISCo) (2019–2021).
- Consultant in Digital Communication, Web Usability and User Experience, University of Milano-Bicocca — contributed to the development and rollout of the University’s institutional web portal, integrating technical consultancy with psychological principles of user-centred design, usability, information processing, navigation, and human–computer interaction (2017).
- Selection Committee Member (Commissioner), University of Milano-Bicocca — appointed to public recruitment and selection committees for technical and professional positions in areas related to digital communication, graphic design, and information technologies: **Graphic Designer, Category D** (November 2024); **Computer Technician, Category D** (September 2023); **Graphic Technician, open competition 20PTA026** (June 2021); **Computer Technician, Category D** (January 2017).

10. KNOWLEDGE TRANSFER AND RESEARCH PRODUCTS

2026 — [Software name]. Research-based educational software developed for [brief purpose]. The software was scientifically validated through [study/publication], demonstrating [very concise validated outcome]. Developed and publicly released as an educational and research tool.

Role: Scientific lead / Principal investigator / Developer.

Scientific validation: [APA reference or DOI].

Availability: [URL / repository / platform].

11. OUTREACH AND PUBLIC ENGAGEMENT

11.1 Science communication

- Creator and host, "Cyberpsicologia — the podcast": 42 episodes of freely accessible science communication on cyberpsychology, media psychology and the psychological implications of emerging digital technologies <https://open.spotify.com/show/7MDNMES4H9hHToCqmt28sD>
- Scientific coordinator, JustSeparate 2025 — large-scale field research and public-engagement initiative integrating social and environmental psychology in a real-life tourist setting (>250,000 seasonal presences; >2,700 guests directly engaged). Department of Psychology, University of Milano-Bicocca.
- Scientific communication websites: Map the Giants (mapthegiants.com, 2023); Spot the Monk Observatory (spot-the-monk-observatory.com, 2023).
- Organiser, "Dive into the Future: Virtual Experiences for Environmental Education at MiBTec", MeetMeTonight — European Researchers’ Night, Milan (September 2024).

11.2 Invited public talks

- 2026 — "FARE Storie: Il ritmo del futuro", FARE.
- 2026 — "Cyberpsychology: Violent video games and aggression", Dialoghi di Mezza Estate, Accademia Olimpica, Vicenza.
- 2026 — "Psychology and a sustainable future: The challenge of immersive technologies", Innovation Pub, BASE Milano.
- 2025 — "Beyond the algorithm: Building a human-centred welfare in the era of digital transition", Festival Francescano, Bologna.
- 2025 — Polveriera Social Club, second edition, Department of Psychology, University of Milano-Bicocca.

11.3 International media coverage of research (selection)

- 09/08/2026 — Greenreport.it. *Un salto nel 2226 in realtà virtuale misura come le emozioni influenzano i comportamenti pro-ambientali.* [News article]
- 09/08/2026 — Eventi.news. *Un salto nel 2226 in realtà virtuale misura come le emozioni influenzano i comportamenti pro-ambientali.* [News article]
- 06/08/2026 — ITALIA24.NEWS. *Dear Future, un viaggio nel 2226 per riflettere sulle scelte ambientali di oggi.* [News article]

- **06/08/2026** — **SpecchioSesto.it**. *Un viaggio nel 2226 per salvare il futuro: la ricerca Bicocca sul clima arriva in vacanza*. [News article]
- **05/08/2026** — **Corriere.it**. *Con un visore in viaggio nel 2226 per cambiare il presente: in Toscana un esperimento di realtà virtuale*. [News article]
- **05/08/2026** — **InnovazioneSociale.org**. *Dear Future, un viaggio nel 2226 per riflettere sulle scelte ambientali di oggi*. [News article]
- **05/08/2026** — **Agenparl.eu**. *Dear Future, un viaggio nel 2226 per riflettere sulle scelte ambientali di oggi. Il progetto di Milano-Bicocca*. [News article]
- **05/08/2026** — **ItalianDirectory.com**. *Con un visore in viaggio nel 2226 per cambiare il presente: in Toscana un esperimento di realtà virtuale*. [News article]
- **04/06/2026** — **Insurzine Magazine**. *Cyberpsychology*. [Interview for specialist popular magazine]
- **12/05/2026** — **Forum, Canale 5**. *Il fenomeno del ghosting e il Manuale di cyberpsicologia di Alessandro Gabbiadini e Luca Pancani*. [TV interview/segment]
- **04/05/2026** — **Il Giornale di Vicenza**. *Videogiochi violenti con Volpato e Gabbiadini*. [Press coverage / public event]
- **04/05/2026** — **INNLFES**. *Oltre la dipendenza: la psicologia dietro l'uso disfunzionale dei social*. [Interview]
- **29/03/2026** — **Specchio (La Stampa)**. *"Ghosting, orbiting, hikikomori". Il lessico della cyberpsicologia va compreso (più che giudicato)*. [Press coverage]
- **29/03/2026** — **Kompas.com**. *Ghosting Lebih Menyakitkan dari Penolakan Langsung, Dampaknya Bisa Lebih Lama*. [International online coverage]
- **28/03/2026** — **Radio2 Safari, Rai Radio2**. *Ricerca di Milano-Bicocca sul ghosting*. [Radio segment, 2:47]
- **27/08/2025** — **La Nazione, Ed. Grosseto**. *Turismo eco-sostenibile. La ricerca sul campo dell'Università Bicocca*. [Press coverage]
- **26/08/2025** — **Il Tirreno, Livorno-Cecina-Rosignano-Piombino-Elba**. *Ecco in tre minuti settant'anni di cambiamento climatico*. [Press coverage]
- **04/07/2025** — **Il Tirreno.it**. *QR Code con la storia degli alberi, Le Esperidi sono un Natural Paradise*. [News article; includes coverage of the JustSeparate project]
- **05/06/2025** — **La Nazione, Ed. Grosseto**. *Turismo sostenibile, il piano: l'università studia Bibbona*. [Press coverage]
- **05/06/2025** — **Il Tirreno, Livorno-Cecina-Rosignano-Piombino-Elba**. *Il benessere psicologico e la sostenibilità, progetto tra Università Bicocca ed Esperidi*. [Press coverage]
- **04/06/2025** — **LaGazzettaMarittima.it**. *La ricerca psicologica esce dal laboratorio e va al camping*. [News article]
- **04/06/2025** — **NonSoloAmbiente.it**. *Bicocca: la ricerca psicologica esce dal laboratorio per studiare come reagiamo al cambiamento climatico*. [News article]
- **03/06/2025** — **Agenparl.eu**. *Bicocca: la ricerca psicologica esce dal laboratorio per studiare come reagiamo al cambiamento climatico*. [News article]
- **03/06/2025** — **GazzettaDiMilano.it**. *Bicocca: la ricerca psicologica esce dal laboratorio*. [News article]
- **03/06/2025** — **IlGiorno.it**. *Come reagiamo al cambiamento climatico? L'Università Bicocca esce dal laboratorio e studia i nostri comportamenti*. [News article]
- **03/06/2025** — **SanitàInformazione.it**. *Ricerca psicologica sul campo per diffondere la cultura della sostenibilità ambientale*. [News article]
- **03/06/2025** — **Unità.tv**. *Progetto JustSeparate a Marina di Bibbona: psicologia e sostenibilità in azione per l'estate 2025*. [News article]
- **27/05/2025** — **Gazzetta di Reggio**. *Quattro incontri sul lavoro con Polveriera Social Club*. [Press coverage / public engagement]
- **25/05/2025** — **StampaReggiana.it**. *Reggio Emilia, al via la seconda edizione di Polveriera Social Club*. [Online coverage / public engagement]
- **27/11/2024** — **Metro, Ed. Milano**. *Milano-Bicocca mappa le foche monache*. [Press coverage]
- **27/11/2024** — **PadovaNews.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]

- **26/11/2024** — **Adnkronos**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News agency]
- **26/11/2024** — **Corriere.it**. *La mappa per monitorare la presenza della foca monaca: il sito lanciato dai ricercatori di Milano-Bicocca*. [News article]
- **26/11/2024** — **LiberoQuotidiano.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **Adnkronos.com**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **AboutPharma.com**. *Nasce una mappa interattiva delle foche monache nel Mediterraneo tramite l'analisi del DNA ambientale*. [News article]
- **26/11/2024** — **Agenparl.eu**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo. Più di un terzo dei rilevamenti segnala tracce molecolari della loro presenza*. [News article]
- **26/11/2024** — **Ambiente.News**. *L'Università Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **Dire.it**. *Una mappa interattiva per scoprire la presenza della foca monaca nel Mediterraneo*. [News article]
- **26/11/2024** — **GazzettaDiRoma.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **IlCentroTirreno.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **IlGiornaleDItalia.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **InnovazioneSociale.org**. *"Spot the Monk Observatory": una mappa interattiva per tracciare la foca monaca nel Mediterraneo*. [News article]
- **26/11/2024** — **LaRagione.eu**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **L'Edicola.it**. *"Spot the Monk": il progetto dell'Università Bicocca di Milano per cercare la foca monaca nel Mediterraneo*. [News article]
- **26/11/2024** — **LoSpecialeGiornale.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **MediaSud.TV**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [Online coverage]
- **26/11/2024** — **MeteoWeb.eu**. *Una mappa interattiva per monitorare la presenza della foca monaca nel Mar Mediterraneo: come funziona*. [News article]
- **26/11/2024** — **SbirciaLaNotizia.it**. *Milano-Bicocca lancia la mappa interattiva delle foche nel Mediterraneo*. [News article]
- **26/11/2024** — **Scientificult.it**. *La mappa interattiva delle foche monache nel Mar Mediterraneo*. [News article]
- **26/11/2024** — **SiciliaReport.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [News article]
- **26/11/2024** — **TGAbruzzo24.com**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [Online coverage]
- **26/11/2024** — **VetrinaTV.it**. *Milano-Bicocca lancia la mappa interattiva delle foche monache nel Mediterraneo*. [Online coverage]
- **16/10/2023** — **Dagospia.com**. *Il videogioco è bello quando dura poco?*. [Online press coverage]
- **16/10/2023** — **Dagospia.com**. *Punto uno: «Bisogna che gli adulti, i genitori controllino cosa i figli vedono e con cosa giocano...»*. [Online press coverage]
- **16/10/2023** — **SenzaLinea.it**. *Women and The City: grandissimo successo di pubblico*. [Online coverage / public engagement]
- **16/10/2023** — **DestraDiPopolo.net**. *I ragazzini che passano troppo tempo davanti a certi tipi di videogame rischiano di "trasferire" i comportamenti negativi nella vita reale*. [Online press coverage]
- **16/10/2023** — **La Stampa**. *Troppa violenza nei videogiochi per giovani: "Legittimano sessismo e stupri sulle donne"*. [Press coverage / interview with C. Volpato]

- 19/07/2020 — **La Provincia (Como)**. *Se scarpe e T-shirt diventano intelligenti*. [Press coverage]
- 26/12/2019 — **CNBC**. *Video interview for US network*. [TV interview]
- 01/08/2019 — **Mio**. *App e siti di incontri incentivano l'aggressività verso le donne?*. [Magazine article]
- 28/07/2019 — **La Voce e il Tempo**. *Incontri online, il no genera aggressività*. [Press coverage]
- 08/07/2019 — **Comunicati-Stampa.net**. *Siti di incontri: il pericolo violenza sulle donne è concreto*. [Online coverage]
- 08/07/2019 — **NeiFatti.it**. *Rifiuto e aggressività, il binomio pericoloso corre online*. [Online coverage]
- 04/07/2019 — **Grazia**. *L'amore (non) nasce in chat*. [Magazine article, pp. 63--64]
- 04/07/2019 — **ImperiaNews.it**. *Aggressività maschile verso le donne, gli uomini non accettano il rifiuto*. [News article]
- 03/07/2019 — **IoDonna.it**. *Dating online: il "no" delle donne scatena la rabbia degli uomini. Anche sul web*. [News article]
- 03/07/2019 — **DonnaCharme.com**. *Dating online: il no delle donne scatena la rabbia degli uomini. Anche sul web*. [News article]
- 03/07/2019 — **La Voce di Genova**. *Aggressività maschile verso le donne, gli uomini non accettano il rifiuto femminile*. [News article]
- 02/07/2019 — **SalutePerMe.com**. *Cuori solitari e menti arrabbiate: il dating online*. [News article]
- 02/07/2019 — **Corriere.it/Blog**. *Cuori solitari e menti arrabbiate: il dating online*. [News article]
- 01/07/2019 — **ImprontaUnika.it**. *Rifiuto e aggressività, il binomio pericoloso degli incontri online*. [News article]
- 29/06/2019 — **Repubblica.it**. *Così i siti d'incontri rischiano di alimentare la violenza sulle donne*. [News article]
- 29/06/2019 — **CittadiniDiTwitter.it**. *Rifiuto e aggressività, uno studio che analizza i siti di dating online*. [News article]
- 28/06/2019 — **ILMessaggero.it**. *Cuori solitari online: un "no" accende l'aggressività maschile*. [News article]
- 28/06/2019 — **Leggo.it**. *Cuori solitari online: un no accende l'aggressività maschile*. [News article]
- 28/06/2019 — **CorriereAdriatico.it**. *Cuori solitari online: un "no" accende l'aggressività maschile*. [News article]
- 28/06/2019 — **ILGazzettino.it**. *Cuori solitari online: un "no" accende l'aggressività maschile*. [News article]
- 28/06/2019 — **QuotidianoDiPuglia.it**. *Cuori solitari online: un no accende l'aggressività maschile*. [News article]
- 27/06/2019 — **Repubblica.it**. *Studio: nei siti d'incontri un "no" accende l'aggressività maschile*. [News article]
- 28/03/2017 — **TV Bergamo**. *Violent video games*. [TV interview]
- 21/04/2016 — **GameStar**. *Video-game study: Empathy-less and sexist through GTA?*. [Press coverage]
- 20/04/2016 — **El País**. *Are you more sexist and violent because you play GTA?*. [Press coverage]
- 19/04/2016 — **Psiconline.it**. *Video games and reduced empathy toward women victims of violence*. [Press coverage]
- 15/04/2016 — **The Escapist**. *Flawed study claims a link between video games and sexism*. [Press coverage]
- 14/04/2016 — **MCV**. *It appears that GTA might make the world a worse place for females*. [Press coverage]
- 14/04/2016 — **TechRaptor**. *Another study fails to prove games lead to sexism*. [Press coverage]
- 14/04/2016 — **La Vanguardia**. *Sexist video games foster tolerant attitudes toward gender violence*. [Press coverage]
- 13/04/2016 — **Vocativ**. *Study: Sexist, violent video games decrease empathy in boys*. [Press coverage]
- 13/04/2016 — **CNET**. *Violent, sexist games decrease empathy for real-life female victims, says study*. [Press coverage]
- 13/04/2016 — **TIME**. *Here's what sexist video games do to boys' brains*. [Press coverage]
- 11/04/2016 — **Radio3 Scienza, RAI**. *Interview*. [Radio interview]
- 19/04/2014 — **Adnkronos**. *Violent video games: Alarm in Italy. Sex, blood, and drugs in top-selling titles*. [Press coverage]
- 10/02/2014 — **Pacific Standard -- The Science of Society**. *Violent games and bad behavior: The evidence mounts*. [Press coverage]
- 13/12/2013 — **I-Télé, France**. *The impact of a violent and immoral video game*. [TV segment]
- 11/12/2013 — **Le Figaro**. *The impact of a violent and immoral video game*. [Press coverage]

- **03/12/2013** — **GiocoNews**. *Video games and morality: Andrighetto says "we need more adult education"*. [Press coverage]
- **28/11/2013** — **La Stampa**. *Dishonest thanks to video games*. [Press coverage]
- **25/11/2013** — **L'Eco di Bergamo**. *Violent video games induce aggression*. [Press coverage]
- **23/11/2013** — **Corriere della Sera**. *The video game that makes kids aggressive*. [Press coverage]
- **06/05/2012** — **Corriere della Sera**. *Attracted to opposites or seeking similarity? The algorithm decides*. [Press coverage]
- **04/10/2011** — **Italics**. *Why you do not write on Wikipedia*. ["Digital Psychology" column article]
- **14/09/2011** — **Corriere della Sera**. *Violent video games also available to minors*. [Press coverage]
- **28/06/2011** — **Oggi**. *Psychology: No violent video games for children*. [Press coverage]
- **14/01/2011** — **City, Corriere della Sera Group**. *We are returning to fascist-era racism*. [Press coverage]