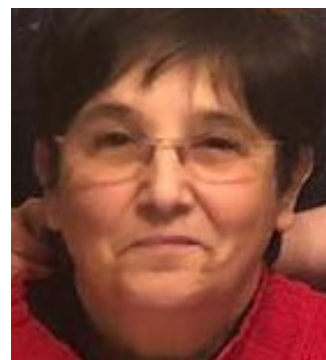


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Education

- 2016 📖 **PhD Information Engineering** University of Padova (Italy).
Thesis title: *Interactive Spaces: Models for Reality-based Music Applications.*
- 2012 📖 **MsC Music Technology** Music Conservatory "G. Verdi", Como (Italy)
Thesis title: *Disembodied voices: a Kinect virtual choir conductor.*
- 1988 📖 **Diploma of High Perfection in Composition** St. Cecilia National Academy, Rome (Italy).
- 1986 📖 **Diploma of New Teaching of Composition** Music Conservatory "G. Verdi", Milan (Italy).
- 1984 📖 **Diploma of Harpsichord** Music Conservatory "G. Verdi", Milan (Italy).
- 1979 📖 **Diploma of Piano** Music Conservatory "L. Marenzio", Brescia (Italy).
- 1977 📖 **Scientific High School Diploma** "E. Fermi" High School, Salò (Italy).




Other Training Activities

- 2017 📖 **Erasmus Plus Residency** Aarlborg University Copenhagen (Denmark).
- 2012 📖 **SMC Summer School**, Copenhagen (Denmark)
- 2011 📖 **SMC Summer School** Padova (Italy).
- 📖 **Sounding popables** SAMPL, Padova (Italy).
- 📖 **Second Nature** Music Conservatory "C. Pollini", Padova (Italy).
- 2010 📖 **DiY Do Interact Yourself-M. Banzi** Lugano (Suisse).
- 📖 **Body Hack/Daito Manabe** Lugano (Suisse).
- 📖 **Supercollider workshops** Berlin (Germany).
- 📖 **SMC Summer School** Barcellona (Spain).
- 1985 📖 **School of Harpsichord, Ton Koopman** Music Conservatory "J.P. Sweelinck", Amsterdam (Netherlands).
- 1981 – 1983 📖 **Summer Course of Composition, Franco Donatoni** Accademia Chigiana, Siena (Italy).

Teaching

- 2019 – 📖 **Project Manager** Music Conservatory "L. Marenzio", Brescia (Italy). Master in "Technologies for Music Education", Dept. of Music Education.
- 1992 – 📖 **Tenured teacher** Music Conservatory "L. Marenzio", Brescia (Italy). Vocal and piano score reading, Dept. of Music Education.

Teaching (continued)

- 1991 – 1992  **Substitute teacher** Music Conservatory of Bozen (Italy). Harmony and Counterpoint.
- 1990 – 1991  **Substitute teacher** Istituto Pareggiato "J. Peri", Reggio Emilia (Italy). Harmony and Counterpoint.
- 1989 – 1990  **Substitute teacher** Music Conservatory "G. Verdi", Como (Italy). Harmony and Counterpoint.

Publications

Books

- 1 M. Mandanici, S. Spagnol, L. A. Ludovico, A. Baratè, and F. Avanzini, *Digital Music Education - From Research to Practice*. Springer, 2023.




International and National Journals

- 1 M. Mandanici, G. Bergamino, and S. Valente, "The i-ork project: A technological approach to inclusive music making and therapy," *Frontiers in Education*, vol. 10, p. 1552302, 2025.
- 2 M. Mandanici, "Progetti per l'innovazione digitale nella didattica della musica," *Nuova Secondaria Ricerca*, 2024.
- 3 M. Mandanici, "Prospettive di ricerca e innovazione didattica nei conservatori di musica," *IOO1. Rivista italiana di Umanesimo Tecnologico*, vol. 4, pp. 24–31, 2023.
- 4 M. Mandanici and S. Spagnol, "Integrating computational thinking with the curriculum of future professional musicians," *IEEE Transactions on Education*, 2023.
- 5 O. Marini, S. Valente, and M. Mandanici, "Harmonic touch, una soluzione digitale per la didattica della musica," *Bricks*, vol. 2, 2022.
- 6 S. Delle Monache, M. Mandanici, S. Alessandretti, and R. Di Filippo, "Personæ: Users' evaluation of a music technology education project," *Journal of Music, Technology & Education*, vol. 14, no. 2-3, pp. 231–248, 2021.
- 7 M. Mandanici, R. Di Filippo, and S. Delle Monache, "The discovery of interactive spaces: Learning by design in high school music technology classes," *Technology, Knowledge and Learning*, vol. 26, no. 4, pp. 1131–1151, 2021.  DOI: <https://doi.org/10.1007/s10758-020-09464-4>.
- 8 M. Mandanici, F. Altieri, A. Rodà, and S. Canazza, "Inclusive sound and music serious games in a large-scale responsive environment," *British Journal of Educational Technology*, vol. 49, no. 4, pp. 620–635, 2018.  DOI: <https://doi.org/10.1111/bjet.12630>.
- 9 M. Mandanici, A. Rodà, and M. Ricca, "The task of walking straight as an interactive serious game for blind children," *EAI Endorsed Transactions on Serious Games*, vol. 5, no. 16, 2018.  DOI: <https://doi.org/10.4108/eai.13-7-2018.155165>.
- 10 M. Mandanici, A. Rodà, and S. Canazza, "Bodily interactions in motion-based music applications," *Human Technology*, vol. 13, no. 1, 2017.  DOI: <https://doi.org/10.17011/ht/urn.201705272519>.
- 11 M. Mandanici, A. Rodà, and S. Canazza, "The harmonic walk: An interactive physical environment to learn tonal melody accompaniment," *Advances in Multimedia*, vol. 2016, 2016.  DOI: <https://doi.org/10.1155/2016/4027164>.

Conference Proceedings

- 1 M. Mandanici, "L'integrazione tecnologica nella didattica della musica," in *Atti ANDA Modena*, ANDA, (2024).

- 2 M. Botti, M. Castelnovo, O. Marini, S. Valente, and M. Mandanici, "Move: Un ambiente multimodale interattivo per l'apprendimento," in *Corpi Fisici | Physical Bodies, Atti del XXIII Colloquio di Informatica Musicale*, L. Gabrielli, Ed., AIMI - Associazione Informatica Musicale Italiana, DADI - Dip. Arti e Design Industriale. Università IUAV di Venezia, 2023, pp. 148–155.
- 3 M. Mandanici and S. Delle Monache, "Technology integration for the 21st century musician," in *Corpi Fisici | Physical Bodies, Atti del XXIII Colloquio di Informatica Musicale*, L. Gabrielli, Ed., AIMI - Associazione Informatica Musicale Italiana, DADI - Dip. Arti e Design Industriale. Università IUAV di Venezia, 2023, pp. 140–147.
- 4 M. Mandanici and S. Spagnol, "A music programming course for undergraduate music conservatory students: Evaluation and lessons learnt," in *Proceedings of the 15th International Conference on Computer Supported Education, CSEDU 2023, Volume 1, Prague - Czech Republic, April 21-23, 2023*, J. Jovanovic, I. Chounta, J. Uhomobhi, and B. M. McLaren, Eds., SCITEPRESS, 2023, pp. 387–396.  DOI: 10.5220/0012056900003470.
- 5 M. Mandanici, S. Spagnol, F. Avanzini, A. Baratè, and L. A. Ludovico, "Una tassonomia multidimensionale delle applicazioni per l'educazione musicale," in *Corpi Fisici | Physical Bodies, Atti del XXIII Colloquio di Informatica Musicale*, L. Gabrielli, Ed., AIMI - Associazione Informatica Musicale Italiana, DADI - Dip. Arti e Design Industriale. Università IUAV di Venezia, 2023, pp. 132–139.
- 6 F. Avanzini, A. Baratè, M. Cottini, L. A. Ludovico, and M. Mandanici, "Learning tonal harmony through augmented reality: Bridging the gap between music embodiment and digital experiences," in *International Conference on Computer-Human Interaction Research and Applications*, Springer, 2022, pp. 54–73.
- 7 M. Mandanici, "La formazione digitale del musicista," in *Atti Didattica*, AICA, 2022, pp. 32–41.
- 8 M. Mandanici, "Fostering computational thinking in undergraduated music conservatory students.," in *CSEDU (1)*, 2022, pp. 449–457.  DOI: <https://doi.org/10.5220/0011134600003182>.
- 9 F. Avanzini, A. Baratè, L. A. Ludovico, and M. Marcella, "Songs in music education: Design and early experimentation of a web tool for the recognition of harmonic changes," in *International Conference on Computer Supported Education*, SCITEPRESS, 2021, pp. 709–720.
- 10 F. Avanzini, A. Baratè, C. Mauro, L. A. Ludovico, and M. Mandanici, "Developing music harmony awareness in young students through an augmented reality approach," in *CHIRA International Conference on Computer-Human Interaction Research and Applications*, Science and Technology Publications (SCITEPRESS), 2020, pp. 56–63.
- 11 F. Avanzini, A. Barate, L. Ludovico, and M. Mandanici, "Metrics for the automatic assessment of music harmony awareness in children," in *Sound & Music Computing Conference*, SMC, 2019, pp. 372–379.
- 12 M. Mandanici, L. Ludovico, F. Avanzini, and A. Barate, "Learning tonal harmony through bodily interactions and gamification," in *Music Educators and Researchers of Young Children*, Ghent University, 2019, pp. 237–246.
- 13 M. Mandanici, "Sounding spaces for ubiquitous music creation," in *Proceedings of the 14th Proc. Symposium on Computer Music Multidisciplinary Research*, 2019, pp. 675–684.
- 14 M. Mandanici, C. Erkut, R. Paisa, and S. Serafin, "Movement patterns in the harmonic walk interactive environment," in *14th International Symposium on Computer Music Multidisciplinary Research*, 2019, p. 765.
- 15 M. Mandanici, L. Ludovico, F. Avanzini, et al., "A computer-based approach to teach tonal harmony to young students," in *International Conference on Computer Supported Education*, SCITEPRESS, 2019, pp. 271–279.  DOI: <https://doi.org/10.5220/0007700402710279>.
- 16 M. Mandanici, "Tecnologie per la didattica musicale," in *First Meeting ESCOM-Italy. Abstract Book*, 2018, pp. 48–50.

- 17 M. Mandanici, F. Altieri, N. Pretto, M. Munaro, S. Canazza, and E. Menegatti, "The "good or bad?" game: Stimulating listening skills through playful engagement," in *Proceedings of the 4th EAI International Conference on Smart Objects and Technologies for Social Good*, 2018, pp. 177–182.  DOI: <https://doi.org/10.1145/3284869.3284917>.
- 18 M. Lionello, M. Mandanici, S. Canazza, and E. Micheloni, "Interactive soundscapes: Developing a physical space augmented through dynamic sound rendering and granular synthesis," in *Proceedings of the 14th Sound and Music Computing Conference*, 2017.
- 19 M. Mandanici, A. Rodà, S. Canazza, and G. Cavagnoli, "Following the cuckoo sound: A responsive floor to train blind children to avoid veering," in *International Conference on Smart Objects and Technologies for Social Good*, Springer, 2017, pp. 11–20.
- 20 E. Micheloni, M. Mandanici, A. Roda, and S. Canazza, "Interactive painting sonification using a sensor-equipped runway," in *Proceedings of the 14th International Conference on Sound and Music Computing (SMC-17), Thessaloniki, Greece*, 2017, pp. 25–30.
- 21 F. Altieri, M. Mandanici, S. Canazza, A. Rodà, E. Menegatti, and M. Munaro, "'good or bad?' potenziare l'ascolto attivo mediante spazi interattivi," in *XXI Colloquio di Informatica Musicale*, 2016.
- 22 M. Mandanici, F. Altieri, A. Rodà, and S. Canazza, "Listen, move, learn: Full body interactions in a music learning floor camera space," in *MET16 - Music, Education, Technology Proceedings*, 2016, pp. 59–62.
- 23 M. Mandanici, "Interactive spaces. models and algorithms for reality-based music applications," in *Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces ITS '15 (Doctoral Colloquium)*, 2015.  DOI: <https://doi.org/10.1145/2817721.2820986>.
- 24 M. Mandanici, A. Roda, and S. Canazza, "A conceptual framework for motion based music applications," in *2015 IEEE 2nd VR workshop on sonic interactions for virtual environments (SIVE)*, IEEE, 2015, pp. 1–5.  DOI: <https://doi.org/10.1109/sive.2015.7361285>.
- 25 M. Mandanici, A. Roda, S. Canazza, and F. Altieri, "The "harmonic walk" and enactive knowledge: An assessment report," in *Proceedings of the 12th International Conference in Sound and Music Computing, SMC*, 2015, pp. 221–227.
- 26 M. Mandanici and S. Canazza, "The" hand composer": Gesture-driven music composition machines," in *Proc. of 13th Intl. Conf. on Intelligent Autonomous Systems*, 2014, pp. 15–192 014.
- 27 M. Mandanici, A. Roda, and S. Canazza, "The "harmonic walk": An interactive educational environment to discover musical chords," in *ICMC*, 2014.
- 28 M. Samory, M. Mandanici, S. Canazza, and E. Peserico, "The counterpoint game: Rules, constraints and computational spaces," Ann Arbor, MI: Michigan Publishing, University of Michigan Library, 2014.
- 29 M. Mandanici, "La micropolifonia ligetiana come modello di composizione algoritmica," in *XIX Colloquio di Informatica Musicale*, 2012.
- 30 M. Mandanici and S. Sapir, "Disembodied voices: A kinect virtual choir conductor," in *Proceedings of the 9th Sound and Music Computing Conference*, 2012, pp. 271–276.

Book Chapters

- 1 D. Keller, M. Mandanici, and M. Messina, "Ubimus strategies for colocated and remote educational activities: Harmonic walk and live patching," in *The Routledge Companion to Creativities in Music Education*, Routledge, 2022, pp. 441–456.
- 2 M. Mandanici, "The role of gameful elements, bodily interactions, and musical features in fostering engagement and learning in musical serious games," in *Handbook of Research on the Influence and Effectiveness of Gamification in Education*, IGI Global, 2022, pp. 383–404.

- 3 F. Avanzini, A. Baratè, L. A. Ludovico, and M. Mandanici, "A multidimensional taxonomy of digital learning materials for music education," in *Pedagogies of Digital Learning in Higher Education*, Routledge, 2020, pp. 88–103.
- 4 F. Avanzini, A. Baratè, L. A. Ludovico, and M. Mandanici, "A web platform to foster and assess tonal harmony awareness," in *Computer Supported Education: 11th International Conference, CSEDU 2019*, Springer Nature, 2020, p. 398.
- 5 M. Mandanici and A. Rodà, "Large-scale interactive environments for mobility training and experience sharing of blind children," in *Technological Trends in Improved Mobility of the Visually Impaired*, Springer, 2020, pp. 301–318.
- 6 M. Mandanici, "Tecnologie per la didattica musicale/technologies for music education," in *Primo Meeting / First Meeting ESCOM-Italy. Abstract Book*, 2018, pp. 48–50.

Tesi







- 1 M. Mandanici, "Interactive spaces: Model for motion-based music applications," Ph.D. dissertation, Università degli studi di Padova, 2016.
- 2 M. Mandanici, "Disembodied voices," M.S. thesis, 2012.

Scientific and Academic Assignments

Scientific Assignments

- 2025  **Chair of the Special Track** on Accessible Digital Music, EAI ArtsIT Conference, Dubai.
- 2024  **Co-founder of ADMN**, Accessible Digital Music Network.
- 2023  **Scientific Committee at large** ESCOM, European Society for the Cognitive Sciences Of Music.
- 2020 – 2024  **Scientific Committee Member** Ubiquitous Music Conference (Ubimus).
- 2023  **Scientific Committee** Multilayer Music Representation and Processing (Milano)
- 2020 – 2023  **Scientific Committee Member** Computer Supported Music Education (CSME).
- 2019 – 2021  **Scientific Committee Member** Sound and Music Computing Conference.
- 2014 – 2023  **Scientific and Musical Committee Member** Colloqui di Informatica Musicale, Italy
- 2023 – 2025  **Revisore di Progetto** European Science Foundation (Luxembourg)
- 2023 

Reviews

-  **Behavior & Information Technology, Computers in Human Behavior.**
- 2021 – 2023  **Mathematics and Computer Science (MCS).**
- 2022  **EAI ArtsIT.**
- 2019 – 2022  **Applied Sciences, International Journal of Environmental Research and Public Health, Multimodal Technologies and Interaction.**
- 2021  **Technology, Knowledge and Learning (Publons)**
- 2019 – 2021  **International Journal of Environmental Research and Public Health, Multimodal Technologies and Interaction.**


Scientific and Academic Assignments (continued)

- 2020  **Spatial User Interaction Conference.**
- 2019  **Journal of Digital Media and Interaction.**












Projects

- 2018  **The Discovery of Interactive Spaces.** National Operation Program (PON) within the framework of Fondo Sociale Europeo (FSE), identification code 10.2.2A-FdRPOC-LO-2018-187.





Acknowledgments

- 2017  **Best Paper Award** 3rd EAI International Conference on Smart Objects and Technologies for Social Good (Pisa, Italy 2017)

Selected Compositions

- 2012  **Waves** for French horn and live electronics. (Como Music Conservatory, 2011)
- 2011  **Corners** acousmatic composition. (Festival V Giornate, Milan, Italy 2011)
- 2009  **Il respiro....** theatrical event for choir, female voice and electronics. (S.Salvatore Church, Brescia, Italy 2009)
- 2007  **Così vibra** for soprano, actress, eight female voices and electronics. (Salone P. Da Cemmo, Brescia, Italy 2008)
- 2003  **Il canto rifratto** for vocal samples and electronics. (Zeppelin, Barcellona, Spain 2004)
- 2002  **Exaudi Domine** for soprano, cornet and organ. (Eglise St-Vincent, Montreaux, Suisse 2002)
- 2001  **Prince Joly** renaissance evocation for female voice, recorder, harp, organ and bells. (Pinacoteca Tosio Martinengo, Brescia, Italy 2001)
- 1999  **Voicing** for organ. (S. Giovanni Battista Church, Senigallia, Italy 2000)
- 1996  **Lettura** theatrical event for actor, eight male voices, soprano and electronics. (Teatro S. Chiara, Brescia, Italy 1997)
-  **Concerto Open Air** symbolic journey on various music. (Chiostro del Carmine, Brescia, Italy 1996)
- 1995  **Madrigale** for eight female voices, actress, percussion and electronics. (S. Salvatore church, Brescia, Italy 1995)
- 1982 – 1992 

Organization and artistic direction

- 2019 – 2023  **Giornata della Tecnologia Musicale, four editions,** Music Conservatory Brescia (Italy).
- 2021  **La ricerca nelle Istituzioni AFAM,** Music Conservatory Brescia in cooperation with Accademia S. Giulia (Brescia, Italy).
- 2020  **Didattica Musicale a Distanza,** Music Conservatory Brescia.
- 1992  **Musica Contemporanea 1992: Quali scenari per il futuro?** Nuovi Spazi Sonori. Brescia, Italy.

Organization and artistic direction (continued)

- 1993 **Omaggio a Camillo Togni.** Pennisi, Mandanici, Bussotti, Guarnieri, Clementi and Vador. Bologna (Italy).
- 1988 – 1992 **"Camillo Togni" International Composers Competition.** Nuovi Spazi Sonori, Brescia (Italy).
- 1989 – 1991 **Nuovi Spazi Sonori News.** Information bulletin.
- 1989 **La nuova musica fra compositori, esecutori e organizzatori: interrelazioni e responsabilità .** International Conference, Ridotto del Teatro Grande, Brescia (Italy).
- 1987 – 1991 **Incontri con la Nuova Musica.** Conference cycle. Nuovi Spazi Sonori, Brescia (Italy).
- 1988 **Courses of Composition and New instrumental techniques Corsi di Composizione e Nuove tecniche strumentali.** Auditorium, Celesti, Desenzano del Garda (Bs, Italy).
- 1987 – 1991 **Incontri con la Nuova Musica.** Conference cycle. Nuovi Spazi Sonori, Brescia, Italy.
- 1987 – 1988 **Settimana della Musica Contemporanea.** Auditorium A. Celesti, Desenzano del Garda (Bs, Italy).