Andrea Franceschini

nationality	Italian

education

April 2012 – Examined on 10 December 2015

degree — **PhD** in Computing (Sound and Music Computing, HCI)

institution — **The Open University (UK)**

thesis title — Learning to use melodic similarity and contrast for narrative using a Digital Tabletop Musical Interface

summary — Working with musicians and educators, I developed and studied a tangible user interface for music education, as well as educational activities for around it. The evaluation was conducted using a blend of qualitative and quantitative methods, including interviews, open-ended questionnaires, video recordings, as well as descriptive statistics, and an information theoretical approach to the analysis of some of the musical artefacts.

supervisors — Dr Robin Laney, Mr Chris Dobbyn

December 2006 – June 2010

degree — **Laurea Magistrale** (MSc) in Computer Science and Engineering

institution — **Università degli Studi di Padova (Italy)**

thesis title — A practical approach to Music Theory on the Reactable

summary — A primarily theoretical curriculum, complemented with courses relevant to the digital arts, such as Sound and Music Computing, 3D Data Processing, and Image Processing.

advisor — Prof. Giovanni De Poli

October 2008 – March 2009

Erasmus, MSc research and development on the Reactable

institution — **Universitat Pompeu Fabra**, Music Technology Group, (Spain)

summary — I was tasked with developing a proposal for improving the Reactable's approach to tonal music.

supervisor — Sergi Jordà

October 2002 – December 2006

degree — **Laurea** (BSc) in Computer Science and Engineering

institution — **Università degli Studi di Padova (Italy)**

thesis title — Schematizzazione di uno scheduler ciclico statico per applicazioni embedded in ambiente Windows CE

summary — Foundation curriculum of Computer Science, Faculty of Engineering. For my final year project, I developed a way to trick Windows CE's scheduler to comply with hard real-time requirements.

advisor — Dr Michele Moro

work experience

2006 – present

role — **Freelance interaction designer and software developer** (iOS, web)

activities — **Web sites**, mostly for the classical music industry

iOS applications, mostly small- to mid-sized projects such as exhibition guides, citizen engagement, interactive books for children, and casual games

some clients — **Sintetik**, **Kina** (see last page)

some technologies — Drupal, CakePHP, Ruby on Rails, iOS SDK

teaching experience		
		October 2011 – November 2011
	school	**Istituto di Istruzione Superiore di Lonigo**
	role	**Full-time supply teacher** (A035, Electrical Engineering and Applications)
		October 2002 – June 2010
	role	**Private tutor** (mathematics, computer science, electronics, electrical engineering) for High School and University students

courses and certifications		
		October 2015 – present
	course	**Machine Learning**
	institution	Coursera (Stanford University)
		October 2015
	course	**Learn to Code for Data Analysis**
	institution	FutureLearn (The Open University)

professional qualifications		
		February 2011
	certificate	**Authorisation to practice as Information Engineer** (equivalent to Chartered Engineer)
	institution	**Ordine degli Ingegneri della Provincia di Vicenza, Italy**

skills	research	**user research**	ethnographies, surveys, focus groups…
		UX	prototyping, iterative design, behaviour design and analysis, graphical and tangible user interfaces…
	programming	**experienced**	C, C++ (C++11, Qt), Objective C, Processing, Pure Data, HTML, PHP, Ruby
		familiar	SuperCollider, JavaScript, XML, SQL, x86 and ARM assembly
		learning	R, Julia, Swift
	organisation	some experience in managing small groups	
	artistic	**experienced drummer** (studio and live, teaching), basics of guitar, and piano	
		familiar with **audio recording and mastering** techniques	
		basics of **composition and songwriting** (classical, pop, experimental)	
		author of **comic strips and illustrations** (paper, pencil, Adobe Photoshop and Illustrator)	
		film and digital photographer, experienced in digital processing, acquainted with chemical film processing and printing	

other languages	English	**fluent** (speaking, reading, writing)
	Spanish	**fluent** (reading, writing), **intermediate** (speaking)
	German	**learning**

References

selected clients and works

Freelance and own work
- **Circular Bells**, musical toy – appsto.re/i6S564b
- **Aranaboo**, casual game for children
  commissioned and published by Diego Corsi – appsto.re/i6SR4Jm
  End-to-end development. The game uses face detection as a major gameplay element.
- **Crusade Bleeding Score Calculator**, medical specialist utility
  1800+ units sold until November 2015 – appsto.re/i6SR4JJ

Sintetik – www.sintetik.it
- **Da grande voglio fare l'astronauta**, interactive children book
  story and graphics by Fausto Montanari – on.be.net/1FE26u2
  I developed the app for iPad, but the client never published it.
- **Vinitaly**, catalogue and guide
  published by Verona Fiere – appsto.re/i6SG3fJ
  I worked on backend development and client-server communication.

Reale Corte Armonica – www.realecortearmonica.it
Roberto Zarpellon – www.robertozarpellon.it

programming www.github.com/Morpheu5
research www.andreafranceschini.org
music soundcloud.com/ilmoppe
video www.youtube.com/user/therealmorpheu5
other skills www.morpheu5.net

publications

refereed papers

A. Franceschini, R. Laney, C. Dobbyn (2014) Learning musical contour on a tabletop.
In *Proceedings of the joint ICMC-SMC 2014*, Athens, Greece.

A. Franceschini (2010) Towards a practical approach to music theory on the Reactable.
In *Proceedings of SMC 2010*, Barcelona, Spain.

posters

A. Franceschini, R. Laney, C. Dobbyn (2014) Sketching Music.
ICMC-SMC 2014, Athens, Greece

A. Franceschini, R. Laney, C. Dobbyn (2013) A study of contour in music using
digital tabletop musical instruments. *DMRN+8*, London, UK.

magazine articles

Series of tutorials on Drupal, covering configuration, templating, and module development.
In *Linux&C*, 73, 74, 75. Piscopo Editore.

Series of tutorials on Inkscape, covering basic and advanced vector graphic techniques.
In *Linux&C*, 65, 67. Piscopo Editore.

talks

Qualitative Data Analysis. Workshop, ESSD-HCI seminar series
March 2015, The Open University, UK

Music lessons on a tabletop. Invited seminar, 26 September 2014
Experimental Music Lab, Università di Trento, Italy