

nationality Italian

## work experience

January 2016 – present

role **Research Associate**

institution **University of Cambridge**, Computer Laboratory (UK)

summary Research and development for **Isaac Physics**

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

## education

April 2012 – December 2015 (examined)

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

#### 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](http://appsto.re/i6S564b)
- **Aranaboo**, casual game for children  
commissioned and published by Diego Corsi – [appsto.re/i6SR4Jm](http://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](http://appsto.re/i6SR4JJ)

## Sintetik – [www.sintetik.it](http://www.sintetik.it)

- **Da grande voglio fare l'astronauta**, interactive children book  
story and graphics by Fausto Montanari – [on.be.net/1FE26u2](http://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](http://appsto.re/i6SG3fj)  
I worked on backend development and client-server communication.

## Reale Corte Armonica – [www.realecortearmonica.it](http://www.realecortearmonica.it)

## Roberto Zarpellon – [www.robtozarpellon.it](http://www.robtozarpellon.it)

programming	<a href="http://www.github.com/Morpheu5">www.github.com/Morpheu5</a>
research	<a href="http://www.andreafranceschini.org">www.andreafranceschini.org</a>
music	<a href="http://soundcloud.com/ilmoppe">soundcloud.com/ilmoppe</a>
video	<a href="http://www.youtube.com/user/therealmorpheu5">www.youtube.com/user/therealmorpheu5</a>
other skills	<a href="http://www.morpheu5.net">www.morpheu5.net</a>

publications

refereed papers A. Franceschini, R. Laney, C. Dobbyn (2016), Sketching music: making music through exploring art. In *Proceedings of Sempre: Music, Education, Technology*, London, UK

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

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