

Fecha del CVA

21/11/2025

## Parte A. DATOS PERSONALES

Nombre	Laura		
Apellidos	Malinverni		
Sexo	Mujer	Fecha de Nacimiento	17/04/1986
DNI/NIE/Pasaporte	X9539508M		
URL Web	http://www.lauramalinverni.org/		
Dirección Email	laura.malinverni@ub.edu		
Open Researcher and Contributor ID (ORCID)	0000-0001-9851-5894		

### A.1. Situación profesional actual

Puesto	Profesor Lector		
Fecha inicio	2021		
Organismo / Institución	Universitat de Barcelona		
Departamento / Centro	Departamento de Artes Visuales y Diseño / Facultad de Bellas Artes		
País	España	Teléfono	622596884
Palabras clave			

### A.2. Situación profesional anterior (incluye interrupciones en la carrera investigadora - indicar meses totales, según texto convocatoria-)

Periodo	Puesto / Institución / País
2015 - 2017	Associate Professor / Universitat Pompeu Fabra
2016 - 2017	Post-Doctoral Researcher / Universitat Pompeu Fabra
2012 - 2012	Researcher / Telefonica, S.A.

### A.3. Formación académica

Grado/Master/Tesis	Universidad / País	Año
PhD in Information and Communication Technologies	Universitat Pompeu Fabra / España	2016
Cognitive System and Interactive Media	Universitat Pompeu Fabra / España	2009
Bellas Artes	Accademia di Belle Arti di Bologna / Italia	2008

## Parte C. LISTADO DE APORTACIONES MÁS RELEVANTES

### C.1. Publicaciones más importantes en libros y revistas con “peer review” y conferencias

AC: Autor de correspondencia; (nº x / nº y): posición firma solicitante / total autores. Si aplica, indique el número de citaciones

- Artículo científico.** Schaper, M. M.; , Segura, E. M.; Malinverni, L.; Pares, N.(/4). 2023. Think-4-EmCoDe framework: Highlighting key qualities in embodied co-design techniques for children. International Journal of Human-Computer Studies.
- Artículo científico.** Rubegni, E.; Landoni, M.; Malinverni, L.; Jaccheri, L.(/4). 2022. Raising Awareness of Stereotyping Through Collaborative Digital Storytelling: Design for Change with and for Children. International Journal of Human-Computer Studies. <https://doi.org/10.1016/j.ijhcs.2021.102727>
- Artículo científico.** Malinverni, Laura; Valero, Cristina; Schaper, Marie Monique; de la Cruz, Isabel. (/4). 2021. Educational Robotics as a boundary object: Towards a research agenda. International Journal of Child-Computer Interaction. <https://doi.org/10.1016/j.ijcci.2021.100305>

- 4 **Artículo científico.** Estalayo, P.; Miño-Puigcercós, R.; Malinverni, L.; Rivera-Vargas, P.(/4). 2021. El reto de la inclusión social, más allá de la escuela: Tensiones y carencias de las políticas de integración de niñas y niños migrantes en España. Education Policy Analysis Archives=Archivos Analíticos de Políticas Educativas. 29-67, pp.1-24. <https://doi.org/10.14507/epaa.29.6258>
- 5 **Artículo científico.** Malinverni, L.; Schaper, M. M.; Valero, C.(/3). 2020. Relating to materials in digital fabrication: Transform materials to transform yourself. International Journal of Child-Computer Interaction.
- 6 **Artículo científico.** Malinverni, L.; Schaper, M.-M.; Valero, C.(/3). 2020. Relating to materials in digital fabrication: Transform materials to transform yourself. International Journal of Child-Computer Interaction. <https://doi.org/10.1016/j.ijcci.2020.100166>
- 7 **Artículo científico.** Schaper, M.; Iversen, O., Malinverni, L., Pares, N.(/2). 2019. FUBImethod: Strategies to engage children in the co-design of Full-Body interactive experiences. International Journal of Human-Computer Studies.
- 8 **Artículo científico.** Mairena, M.; Mora-Guiard, J.; Malinverni, L.; Padillo, V.; Valero, L.; Hervás, A.; Pares, N.(/7). 2019. A full-body interactive videogame used as a tool to foster social initiation conducts in children with Autism Spectrum Disorders. Research in Autism Spectrum Disorders.
- 9 **Artículo científico.** Malinverni, L.; Schaper, M.; Pares, N.(1/3). 2019. Multimodal methodological approach for participatory design of Full-Body Interaction Learning Environments. Qualitative Research. <https://doi.org/10.1177/1468794118773299>
- 10 **Artículo científico.** Malinverni, L.; Schaper, M.(/2). 2018. An Experience-Centered Framework for Designing Non-Task-Oriented Embodied Interaction Environments. Multimodal Technologies and Interaction. <https://doi.org/10.3390/mti2020022>
- 11 **Artículo científico.** Schaper, M.-M.; Santos, M.; Malinverni, L.; Zerbini Berro, J.; Pares, N.(3/5). 2018. Learning about the Past through Situatedness, Embodied Exploration and Digital Augmentation of Cultural Heritage sites. International Journal of Human-Computer Studies. <https://doi.org/10.1016/j.ijhcs.2018.01.003>
- 12 **Artículo científico.** Malinverni, L.; Pares, N.(/2). 2016. An Autoethnographic Approach to Guide Situated Ethical Decisions in Participatory Design with Teenagers. Interacting with Computers. 29-3, pp.403-415.
- 13 **Artículo científico.** Malinverni, L.; Schaper M.; Pares, N.(/3). 2016. An evaluation-driven design approach to develop learning environments based on full-body interaction. Educational Technology Research and Development.
- 14 **Artículo científico.** Malinverni, L.; Mora-Guiard, J.; Pares, N.(/3). 2016. Towards Methods for Evaluating and Communicating Participatory Design: A Multimodal Approach. International Journal of Human-Computer Studies.
- 15 **Artículo científico.** Malinverni, L.; Mora-Guiard, J.; Padillo, V.; Valero, L.; Hervás, A.; Pares, N.(/6). 2016. An inclusive design approach for developing video games for children with Autism Spectrum Disorder. Computers in Human Behavior.
- 16 **Artículo científico.** Malinverni, L.; Pares, N.(/2). 2014. Learning of Abstract Concepts through Embodied Interaction: a 10 years systematic review of Full Body Interaction Learning Environments. Educational Technology & Society.
- 17 **Capítulo de libro.** Pires Ana; Neto Isabel; Brulé Emily; Malinverni Laura; Metatla O; Hourcade JP. (/6). 2022. Co-Designing with Mixed-Ability Groups of Children to Promote Inclusive Education. Interaction Design and Children. ACM New York, NY, USA.
- 18 **Capítulo de libro.** Rubegni Elisa; Laura Malinverni; Jason Yip. (/3). 2022. 'Don't let the robots walk our dogs, but it's ok for them to do our homework': children's perceptions, fears, and hopes in social robots. Interaction Design and Children. ACM New York, NY, USA.
- 19 **Capítulo de libro.** Estalayo-Bielsa, P.; Malinverni, L.; Lozano-Mulet, P.; Sancho-Gil, J. M.; Stuardo-Concha, M.(/5). 2021. Six Cases of Technology-Mediated Approaches for the Integration of Migrant Children in Spain. B. Gornik, M. Sedmak, F. Hernández-Hernández, F., & J. M. Sancho-Gil (Eds.), Migrant Children's Integration and Education in Europe. Approaches, Methodologies and Policies. Octaedro. ISBN 9788418615375.

- 20 **Capítulo de libro.** Schaper, M.; Malinverni, L.; Valero, C. (/3). 2020. Robot Presidents: Who should rule the world? Teaching Critical Thinking in AI through Reflections upon Food Traditions. Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society. ACM New York, NY, USA.
- 21 **Capítulo de libro.** Charisi, V.; Malinverni, L.; Rubegni, E.; Schaper, M. (/4). 2020. Empowering Children's Critical Reflections on AI, Robotics and Other Intelligent Technologies. Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society. ACM.
- 22 **Capítulo de libro.** Charisi, V.; Malinverni, L.; Schaper, M.; Rubegni, E. (/4). 2020. Creating opportunities for children's critical reflections on AI, robotics and other intelligent technologies. ACM New York, NY, USA.
- 23 **Capítulo de libro.** Malinverni, L.; Valero, C. (/2). 2020. What is a robot? an artistic approach to understand children's imaginaries about robots. Proceedings of the Interaction Design and Children Conference. ACM New York, NY, USA.
- 24 **Capítulo de libro.** Malinverni, L.; Valero, C.; Schaper, M.; Pares, N. (/4). 2018. A conceptual framework to compare two paradigms of augmented and mixed reality experiences. Proceedings of the 17th ACM Conference on Interaction Design and Children. ACM New York, NY, USA.
- 25 **Capítulo de libro.** Mora Guiard, J.; Malinverni, L.; Pares, N. (/3). 2014. Narrative-based elicitation: orchestrating contributions from experts and children. CHI'14 Extended Abstracts on Human Factors in Computing Systems. ACM New York, NY, USA.
- 26 **Capítulo de libro.** Villafuerte, L.; Malinverni, L. (/2). 2014. Redefinition of requirements in the design and development of the project mapocci: from digital art to HCI research. CHI'14 Extended Abstracts on Human Factors in Computing Systems. ACM New York, NY, USA.
- 27 **Libro o monografía científica.** Malinverni, L.; Valero, C.; Schaper, M.M.; Garcia, I. (/6). 2022. Entre máquinas inteligentes. Flamboyant. ISBN 9788418304255.
- 28 **Actas de congresos.** Spiel, K.; Malinverni, L.; Good, J.; Frauenberger, C. (/4). 2017. Participatory Evaluation with Autistic. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems. ACM New York, NY, USA.
- 29 **Actas de congresos.** Malinverni, L.; Maya, J.; Schaper, M.; Pares, N. (/4). 2017. The World-as-Support: Embodied Exploration, Understanding and Meaning-Making of the Augmented World. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems. ACM New York, NY, USA.
- 30 **Actas de congresos.** Malinverni, L.; Pares, N. (/2). 2017. Learning from Failures in Designing and Evaluating Full-Body Interaction Learning Environments. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems. ACM New York, NY, USA.
- 31 **Actas de congresos.** Schaper, M.; Santos, M.; Malinverni, L.; Pares, N. (/4). 2017. Towards the Design of a Virtual Heritage Experience based on the World-as-Support Interaction Paradigm. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems. ACM New York, NY, USA.
- 32 **Actas de congresos.** Malinverni, L.; Ackermann, E.; Pares, N. (/3). 2016. Experience as an Object to Think with: from Sensing-in-action to Making-Sense of action in Full-Body Interaction Learning Environments. Proceedings of the TEI'16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction. ACM New York, NY, USA.
- 33 **Actas de congresos.** Malinverni, L.; Pares, N. (/2). 2016. The medium matters: the impact of full-body interaction on the socio-affective aspects of collaboration. Proceedings of the 14th International Conference on Interaction Design and Children. ACM New York, NY, USA.
- 34 **Actas de congresos.** Schaper, M.M.; Malinverni, L.; Pares, N. (/3). 2016. Sketching through the body: Child-generated gestures in Full-Body Interaction Design. Proceedings of the 14th International Conference on Interaction Design and Children. ACM New York, NY, USA.
- 35 **Actas de congresos.** Schaper, M.M.; Malinverni, L.; Pares, N. (/3). 2014. Participatory design methods to define educational goals for full-body interaction. Proceedings of the 11th Conference on Advances in Computer Entertainment Technology. ACM New York, NY, USA.

- 36 **Actas de congresos.** Malinverni, L.; Pares, N. Malinverni, L.; Mora-Guiard, J.; Padillo, V.; Mairena, M.A.; Hervás, A.; Pares, N.(/9). 2014. Participatory design strategies to enhance the creative contribution of children with special needs. Proceedings of the 13th International Conference on Interaction Design and Children. ACM New York, NY, USA.
- 37 **Actas de congresos.** Malinverni, L.; Silva, B.; Pares, N.(/3). 2012. Impact of embodied interaction on learning processes: design and analysis of an educational application based on physical activity. Proceedings of the 11th International Conference on Interaction Design and Children. ACM New York, NY, USA.

### C.3. Proyectos o líneas de investigación

- 1 **Proyecto.** 101132662, EXPLORING AND EDUCATING CULTURAL LITERACY THROUGH ART (EXPECT\_Art). Unió Europea. Castro Varela, Jose Aurelio. 01/01/2024-31/12/2026. 321.407,5 €.
- 2 **Proyecto.** 2021 SGR 00686, Esbrina. Subjectivitats, visualitats i entorns educatius contemporanis. Agència de Gestió d'Ajuts Universitaris i de Recerca (AGAUR). Alonso Cano, Cristina. 01/01/2022-30/06/2026. 60.000 €.
- 3 **Proyecto.** 101094217, Democracy meets arts: critical change labs for building democratic cultures through creative and narrativepractices (CRITICAL CHANGELAB). Unió Europea. Malinverni, Laura. 01/04/2023-31/03/2026. 252.250 €.
- 4 **Proyecto.** 2021-1-CY01-KA220-HED-000032127, Critical ARts Education for Sustainable Societies. Education, Audiovisual and Culture Executive Agency (EACEA). Castro Varela, Jose Aurelio. 28/02/2022-27/02/2025. 46.410 €.
- 5 **Proyecto.** 2021-1-CY01-KA220-HED-000, Critical ARts Education for Sustainable Societies (CARESS). European Union. Victoria Pavlou. (Universitat de Barcelona). 01/11/2021-01/03/2024. 254.529 €.
- 6 **Proyecto.** PID2019-108696RB-I00, Trayectorias de aprendizaje de jóvenes universitarios: concepciones, estrategias, tecnologías y contextos. Ministerio de Ciencia, Innovación y Universidades. Hernandez Hernandez, Fernando; CORREA GOROSPE, JOSE MIGUEL. 01/06/2020-31/12/2023. 35.090 €.
- 7 **Proyecto.** 822664, Migrant Children and Communities in a Transforming Europe (MiCREATE). Unió Europea. Hernandez Hernandez, Fernando. 01/01/2019-30/06/2022. 338.298,75 €.
- 8 **Proyecto.** IJC2018-036641-I, Contracte del Programa Juan de la Cierva-Incorporació 2018. Ministerio de Ciencia e Innovación (MICINN); Ministerio de Economía y Competitividad. Malinverni, Laura. 01/05/2020-14/09/2021. 93.000 €.
- 9 **Proyecto.** Todo es un Robot: Hacia nuevas miradas en la robótica educativa. Fundación para la Innovación COTEC, Programa de Innovación Abierta. Laura Malinverni. 01/06/2018-31/12/2019. 10.000 €.
- 10 **Proyecto.** FJCI-2016-31225, Subvenció per a la contractació d'investigadors dins del Programa Juan de la Cierva-Formació 2016. Ministerio de Ciencia e Innovación (MICINN); Ministerio de Economía y Competitividad. Malinverni, Laura. 01/01/2018-31/12/2019. 50.000 €.
- 11 **Proyecto.** Framework de diseño dirigido por la evaluación para entornos de aprendizaje basados en la interacción de cuerpo entero. Ministerio de Economía y Competitividad. Narcis Pares. 01/05/2015-31/12/2017. 114.580 €.
- 12 **Proyecto.** IN-AUTIS-TIC: Social Integration of Children with Autism through ICT. Recercaixa. Narcis Pares. 01/02/2014-31/01/2016.
- 13 **Proyecto.** M4All : Motion-based adaptable playful learning experiences for children with motor and mental disabilities. EU, FP7. Franca Garzotto. (Universitat Pompeu Fabra). 01/12/2012-31/12/2014.
- 14 **Proyecto.** 2017SGR1248, Esbrina Subjectivitats, visualitats i entorns educatius contemporanis. Agència de Gestió d'Ajuts Universitaris i de Recerca (AGAUR). Cristina Alonso Cano. Desde 01/01/2017.