

CURRICULUM VITAE PESCARIN SOFIA

Dati personali

NAME	SOFIA PESCARIN
ORGANISATION	CNR ISPC
RESEARCHER UNIQUE IDENTIFIER	orcid: 0000-0002-9529-708 scopus: 34979375000 Google Scholar: H-index 20, i10-index 36 WoS: H-Index 6 ; Scopus: H-Index 9

1. Short presentation

Sofia Pescarin is research director at CNR ISPC (Istituto di Scienze del Patrimonio Culturale), in Florence, where she is chairing the team of the Digital Heritage Innovation Lab (DHiLab). She has a degree in Humanities (Topography of Ancient Italy), a master in Exhibition Design and PhD in History and Computing. She has been researcher from 2000 to 2019 at CNR ITABC (Istituto di Tecnologie Applicate ai Beni Culturali) where she has co-chaired the Virtual Heritage Lab (VHlab). From 2008 she has been coordinator (responsabile di commessa) of the research line "Virtual Heritage".

She has been professor in "Multimodal Design" (LM 12 - ICAR 13 - 9cfu) at the University of Ferrara in the Master "Innovation Design" until 2020, and she is currently professor of "Interaction Media Design" (INF 01) at the Master "Digital Humanities and Digital Knowledge" of the University of Bologna (she has been tutoring 16 master degrees until 2000). Since 2023 she is part of the board of the national PhD "Heritage Science" and she is following 2 PhD students and tutor. Since 2017 she is Chief Editor of the Journal Elsevier "Digital Application in Archaeology and Cultural Heritage" (DAACH).

Currently she is the scientific coordinator of the EU project PERCEIVE (Perceptive Enhanced Realities of Colored collections through AI and Virtual Experiences).

Regarding her past scientific activities, she has been the technical coordinator of the project "virtual museum of the Scrovegni Chapel" Padova (2003). She has obtained the e-content award with the open source web3d project "Virtual Rome". Between 2008 and 2017, she has been the scientific director of "Archeovirtual", exhibition of interactive projects applied to Cultural Heritage, within the Mediterranean Expo BMTA in Paestum. She has also chaired the national summer school of "Virtual Archaeology", supported by CNR and University of Padova, until 2017. Between 2011 and 2014 she has been the scientific coordinator of the FP7 Network of Excellence V-MUST.NET, dedicated to Virtual Museums. During V-MUST, she has been curating the international exhibition "Keys To Rome" (Le chiavi di Roma) in 2014, organised parallelly in 4 museums (Museo dei Fori Imperiali - Roma, APM- Amsterdam, City Hall in Sarajevo and Biblioteca Alexandrina). She has coordinated the Italian research unit of the H2020 REVEAL project, dedicated to Videogames and Game Based Learning, during which she has worked at the game design of "A Night in the Forum" (Una notte nel Foro) for

Playstation VR. She has also worked in other EU projects, such as EPOCH, 3d-ICONS, ARIADNE, SHOCC, E-RIHS and recently SPICE. Beyond the PERCEIVE project, she is currently involved as: Work Package leader of PNRR CHANGES – Spoke 4 project (Virtual technologies for museums and art collections); Task Leader of PNRR H2IOSC (Task 7.9 – Virtual Museum prototyping platform); Scientific Coordinator of the BRANCACCI POV project. She is currently also involved in E-RIHS (Digilab) and ECCHOES projects.

She has written more than 100 scientific papers and has published the books: "Roma. Guida alla città eterna" Whitestar (1997), "Reconstructing ancient landscape" (Ed. Archaeolingua, 2009), "ARCHEOFOSS" (Archeologia e Calcolatori: 2010), 2013 Digital Heritage Congress Expo Vol 3 (ed. CNR 2013), "Keys to Rome: Roman culture, virtual museums" (ed. CNR, 2014), editing the special issues: "Digital Heritage Interactive Applications" (2019), and "Digital Heritage Science and Infrastructures", "Videogames, Ricerca, Patrimonio culturale" (ed. open access Franco Angeli 2020) and in press "Chromatic Visions" (Springer ed.).

Her research interests include Virtual Museums, Museography, Digital Heritage, Serious Games, Interactive Media design applied to Cultural Heritage.

Professional activities

[2023-today]

Research Director (Dirigente di Ricerca) – CNR ISPC Florence

[2021-2023]

Senior Researcher (Primo Ricercatore) - CNR ISPC Florence

[2022-today]

Membro del collegio di dottorato nazionale Heritage Science

Supervisore dottorato nazionale Heritage Science | Curriculum 9

Università la Sapienza di Roma / Università Suor Orsola Benincasa di Napoli

[2020-21, 21-22, 23-24]

Professor (a contratto) of "Interaction Media Design", International Master in "Digital Humanities and Digital Knowledge" at the university of Bologna (INF 01): 6 credits

[2018-19, 2019-20]

Professor of "Multimodal Design" within the International Master in "Innovation Design" at the University of Ferrara (ICAR 13): 9 credits

[2018-19, 2019-20]

Professor (a contratto) of "Intangible Artifacts, Cultural Heritage and Multimedia", International Master in "Digital Humanities and Digital Knowledge" at the university of Bologna (INF 01): 6 credits

[2011-2021]

Researcher (Permanent Position) (Ricercatore Tempo Indeterminato) - CNR ITABC Rome

[2007-2011]

Researcher (temporary position) (Ricercatore Tempo Determinato art. 23 at CNR ITABC (Istituto per le Tecnologie Applicate ai Beni Culturali) From 03/12/2007 to 28/02/2011

[2002-2007]

Research Fellow (Assegnista di Ricerca) - CNR ITABC Rome

[2002-2003]

CNR research grant (Borsa di Studio) on 3d landscapes - CNR ITABC Rome

Project Coordinator, Principal Investigator

- **2023-2026: PERCEIVE** (101061157) Perceptive Enhanced Realities of Colored collections through artificial Intelligence and Virtual Experiences
- **2020-2024: BRANCACCI VR** and **BRANCACCI POV** (Comune di Firenze)
- **2017: Divo Nerone: Museo Virtuale della Terrazza Barberini** 2017
- **2014: Keys to Rome, Le chiavi di Roma:** mostra interattiva
- **2010:Aquae Patavinae VR:** Il caso di Montegrotto Terme nel quadro del Termalismo romano
- **2010-2015: V-MUST.NET (Virtual Museum Transnational Network).** N.o.E. FP7-6-2009. Grant agreement ID: 270404
- 2005: Modulo di Commessa CNR INT.P08.001.005 - **Turismo: sistema produttivo aperto**
- 2003: Commessa CNR PC.P04.003.003 **Virtual Heritage**

Chairing activities: Scientific Events and Exhibition

- Chair – **Digital Heritage International Congress & Expo 2025** – Siena Sept. 2025
- Chair- **Eurographics Workshop: GCH 2023** – Lecce September 2023
- Chair - workshop **Videogamelab 2020 - Unvirtual Realities** . Cinecittà 5 nov. 2020
- Chair - workshop **Videogamelab 2018 - Videogames ricerca patrimonio culturale** - Roma, Cinecittà, VideoGameLab - 4.5.2018
- Exhibition Chair **DigitalHeritage 2015 international congress** - “DigitalHeritage2015 international congress” - Granada Sett. 2015
- Co-Chair **DigitalHeritage 2013 International Congress** - “DigitalHeritage 2013 International Congress” - Marsiglia - 28 ottobre – 1 novembre 2013
- Co-Chair **drones in archaeology and cultural heritage** - international school - Siena - 17-27 settembre 2013
- Chair International **Virtual Heritage School v-must** - Bologna (in collaborazione con CINECA), Pisa (in collaborazione con CNR ISTI), Paestum (in collaborazione con ICCROM) - sett.2011 (Bologna), giu 2012 (Pisa), nov 2012 (paestum, bmta)
- Co-Chair **ArcheoFOSS 2009** - “ArcheoFOSS: Open Source, Free Software e Open Format nei processi di ricerca archeologica” - Roma - 27-28 apr. 2009
- Chair **Scuola Nazionale di Archeologia Virtuale** - Roma, Ca' Tron, Monselice, Pisa - 07.2009 (Ca' Tron), 07.2010 (Monselice), 07.2013 (Pisa)
- Co-Chair **Scuola di Alta Formazione Tecnologie Digitali Applicate ai Beni Culturali** - Roma - 15-26 settembre, 17-28 novembre 2008

Referee, Reviewer and Evaluator

- Project Reviewer of EU project H2020 GIFT - 2018-2019

- Project Reviewer of EU project H2020 VIMM - 2017-2019
- Expert in the working group of the Ministry of Cultural Heritage for the preparation of the strategic document on innovation in museums- 2019
- Invited Participant to EU (CNET G2) “ICT and cultural heritage “ Loxembourg - 2016
- Evaluator – on national SIR projects for the ministry of research MIUR – 2015
- Evaluator – of EU proposals within H2020 ICT for (REA) – 2006

Awards

- Best Paper Award at the conference XRSalento 2022. With the full paper “Factors in the cognitive-emotional impact of educational environmental narrative videogames” (S. Pescarin, D. S.M. Pandiani) <http://www.xrsalento.it/awards/>
- ADI DESIGN INDEX 2014
- BMTA 2009 Award for Archeovirtual: assigned by Borsa Mediterranea del Turismo Archeologico - 2009
- E-Learning Award Virtual Rome: E-Content Award in the category E-Learning with the project Virtual Rome – 2008
- E-Content Award 2009 with the project Virtual Museum of Via Flaminia Antica - Museo Virtuale della Flaminia – 2008

Keynote and invited lectures

- Keynote speaker IEEE VR 2025 – Saint Malo’
- Keynote speaker UNTOLD conference Barcellona: “Rewinding Virtuality” (06-09 June 2022)
- Keynote speaker GARR conference Palermo May 2022
- Keynote speaker High-level Horizon 2020 conference - High-level Horizon 2020 conference of The European Year of Cultural Heritage Innovation & Cultural Heritage - Data Bruxelles, 20.03.2018, Royal Museum of Art and History
- Plenary Lecture X Congresso Nazionale AIAR - Applicazioni digitali e musei: stato dell'arte e prospettive future - febbraio 2018, Torino
- Keynote COARCH 17 - Representing and Comparing Spatial and Temporal Data in Virtual Heritage Applications - Aquila 4 Sett. 2017
- Invited Talk - convegno Flaminia Landscape and Archaeology - pianificazione alla valorizzazione del patrimonio diffuso: co-design e musei virtuali - 23-25/06/2016
- Keynote Speaker del convegno “AVR 2015” - Virtual Museums Interacting and Augmenting Cultural Heritage: an European Perspective - 31-08-2015
- Invited Speaker al V Congresso Museum Training (MUSEUMS: INNOVATION AND NEW TRENDS) - 2015
- Invited talk Conference “Museums – Places of Authenticity?” - 2016
- Invited speaker Heritage Values Workshop - 2015
- Invited speaker at Troy Paradox symposium - 2013

- Invited Speaker al Colloquium Non-destructive approaches to complex archaeological sites in Europe - 2013
- Invited Speaker al International Colloquium Dies Traiani - 2013
- Invited Speaker al Parlamento Europeo a Brussels per “ICT& ART connect” - 26-27 April 2012
- Invited Speaker workshop “Modern Identities: European Revivals” - 2012
- invited speaker presso l'ambasciata italiana a Bruxelles CULTURAL HERITAGE AND TOURISM - 2012
- Invited Speaker II Meeting Internazionale ARQUEOLOGICA 2.0 2010 . 2010
- Lectio alla Jaotong University (Xian, Cina) - 12.6.2009
- Invited speaker Digital Art Week 2010 - 26 July 2010, Xian

Projects and Research Products

Projects

- **European Cloud for Heritage OpEn Science (ECHOES) project**, led by CNRS (Centre national de la recherche scientifique)
- **PERCEIVE** (101061157) Perceptive Enhanced Realities of Colored collections through artificial Intelligence and Virtual Experiences, selected in the Call: HORIZON-CL2-2021-HERITAGE-01-04 (2023-2026) - Scientific Coordinator
- **Progetto PNRR M1C3-3/Musei Aperti - Museo di Ugento** (Sistema di fruizione aumentata ed immersiva a favore dell'incremento dell'accessibilità fisica e cognitiva delle sale e dei reperti museali del Museo Civico di Archeologia e Paleontologia - Città di Ugento)
- **ERIHS European research infrastructure for heritage science – DIGILAB activities** (HORIZON-INFRA-2021-DEV-02, Grant Agreement n.101079148)
- **PNRR CHANGES** (2023-2026) – Spoke 4 (Virtual Technologies for museum and art collections), coordinator of WP3
- **PNRR H2IOSC** (2024-2026) – coordinator of Task 7.9 – Prototyping Virtual Exhibitions
- **BRANCACCI VR** and **BRANCACCI POV** (Comune di Firenze) – Coordinator (2021-22)
- **SPICE Social Cohesion, Participation, and Inclusion through Cultural Engagement.** H2020 <https://spice-h2020.eu/> - CNR ISPC reference team member
- **SSHOC Social Sciences & Humanities Open Cloud** (Gennaio 2019 – in corso). Responsabile di unità operativa. EU H2020-EU.1.4.1.1. RIA - Research and Innovation action. <https://cordis.europa.eu/project/id/823782/news>
- **ERIHS-PP The European Research Infrastructure for Heritage Science Preparatory Phase**, EU H2020-INFRADEV-2016-2, CSA. Team Member 2018-2019
- **A NIGHT IN THE FORUM (Una notte nel foro) Serious Game for Sony Playstation VR** (2019) produced by VR-TRON, co-designed by CNR ITABC, final prototype of the REVEAL EU project. Coordinator

- **REVEAL (Realising Education through Virtual Environments and Augmented Locations) (2017-2019).** Responsabile scientifico, WP leader. H2020-ICT-2016-1 INDUSTRIAL LEADERSHIP - ICT-24-2016 - Gaming and gamification, Grant agreement ID: 732599
- **Nero Divine and the Virtual Museum of Barberini on the Palatine in Rome (Divo Nerone: Museo Virtuale della Terrazza Barberini) (2017-2018).** Scientific Coordinator of the project.
- **KATUN: Valorising the Montenegrin Katuns through sustainable development of agriculture and tourism (2015 - 2016).** CNR ITABC unit coordinator
- **ARIADNE (Advanced research infrastructures for archaeological dataset networking in Europe) .** EU FP7-INFRASTRUCTURES. Dal 2013 al 2017. unit coordinator CNR ITABC
- Scienze per la DIPLOMAzia MAE DGCS & CNR. gen-giu 2014. Participant and teacher
- **KEYS TO ROME (Le chiavi di Roma). Archaeological and technological Exhibition** on Roman culture, held in parallel in the Imperial Forum Museum in Rome, Allard Pierson Museum in Amsterdam, City Hall In Sarajevo, Bibliotheca Alexandrina in Alexandria Egypt. Digital Curator (2014)
- **V-MUST.NET (Virtual Museum Transnational Network).** N.o.E. FP7-6-2009. Grant agreement ID: 270404. dal 2011 al 2015. Responsabile di Progetto (Scientific Coordinator)
- **3D-ICONS (3D Digitisation of Icons of European Architectural and Archaeological Heritage).** Eu CIP-ICT-PSP-2011-5, PB - Pilot Type B. Grant Agreement 297194. 2012-2015. unit coordinator CNR ITABC
- Campus Attività – ATTRATTORI CULTURALI E TECNOLOGIE INFORMATICHE PER LA VALORIZZAZIONE INTERATTIVA E IL TURISMO INNOVATIVO, 2012-2015. Team Member of D.2.1.4
- **PRIN 2008: Ricostruzioni di contesti termali romani in relazione con il paesaggio archeologico. Il caso di Montegrotto Terme.** 2010-2012
- **Museo Virtuale delle Tombe della Dinastia Western Han (West Han Dynasty Virtual Museum) 2008-2010.** unit coordinator CNR ITABC of the archaeological mission in China (Xian)
- **Aquae Patavinae VR: Il caso di Montegrotto Terme nel quadro del Termalismo romano.** dal 2009 al 2011. Project coordinator
- **Casal De Pazzi. Museo Archeologico del Suburbio:** U.O. 2 (Multimediale Ludico-Culturale). 2009-2011. unit coordinator CNR ITABC
- “Teramo una città vestita di virtuale” project. Team member 2009-2010.
- “Matera città Narrata”. Team member 2009-2012
- **Virtual Heritage School - Scuola Nazionale di Archeologia Virtuale.** Chair. 2009-2013
- **Archeovirtual.** 2008-2017. Chair
- **Arcus: Museo Virtuale della Via Flaminia Antica** 2007 – 2008
- Progetto INTERADRIA (Ca’ Tron) 2007-2008

- **Virtual Rome.** 2006-2008. Chair and unit coordinator
- **Tools and methods for the reconstruction of ancient landscape: Bologna territory (Strumenti e metodi di ricostruzione del paesaggio antico e tecniche di modellazione procedurale. Il territorio di Bologna).** dal 2004 al 2010. Scientific coordinator
- “Distretto Archeologico della Provincia di Salerno” 2004 -2006
- Project INTAS “Geoarchaeological researches in Southern Kazakhstan” 2004 – 2005
- **Appia Antica Project - RESEARCH CONTRACT** for the development of a 2d and 3d database for the Archaeological Park of Appia Antica. 2003-2007
- **The Aksum Project (Ethiopia):** GIS, Remote Sensing Applications and Virtual Reality- 2000-2001
- **Wiegand Multimedia Room of the Scrovegni Chapel.** Comune di Padova – Archè Srl. dal 2000 al 2003. Technical coordinator
- **Progetto NuME (Nuovo Museo Elettronico della Città di Bologna) - 1997-2000**

Research Products: Exhibitions Virtual Museums Multimedia

- Serious Game: **Ozan 1982** (Progetto Museo di Ugento – 2024-25)
- Web3d: **BrancacciPOV** – prototype 1 (<http://brancaccipov.cnr.it/>)
- Web3d: **Aldrovandi virtual exhibition** – assessment prototype (CHANGES project)
- **Multimedia (Videogame): A Night in the Forum – Una notte nel Foro (2019).** "Environmental narrative videogame" for PlayStation® VR; Authors: Sofia Pescarin, Daniele Ferdani, Bruno Fanini, Enzo d'Annibale, Ivana Cerato, Augusto Palombini, Leonardo Rescic, Maria Chiara Piccioli, Fabiana Carboni, Ingo Mesche, Keith Mifsud, Andrew Hamilton, Paolo Vigliarolo, Lucrezia Ungaro
- **Exhibition: Digital Heritage Expo (2015).** Exhibition of digital interactive projects set up during the world conference DigitalHeritage (Granada, 28 - 1 Oct. 2015). Chair: S. Pescarin, <http://www.itabc.cnr.it/progetti/digital-heritage-expo-2015>
- **Multimedia (Infrastructure): Ariadne Landscape Service (2015).** Cloud service for the 3d reconstruction of the landscape starting from GIS data, developed within ARIADNE project. Activity coordinator, Chief Developer B. Fanini. Link <http://landscape.ariadne-infrastructure.eu/>
- **Exhibition: Keys TO Rome - Le chiavi di Roma. La città di Augusto (2014).** Link: <http://keys2rome.eu/ita/>
- **Multimedia, software: Admotum (2014).** Activity coordinator. Chief Developer B. Fanini.
- **Multimedia (videogame): Apa Game (2014).** On line game based on the open source software Blender game engine, test case of V-MUST.NET. Activity coordinator
- **Multimedia: Holobox (2014).** Prototype of holographic interactive case for the exhibition Keys to Rome. Activity Coordinator (chief developer: E. D'Annibale)

- **Multimedia: Virtual Rome 2.0 (2006-2014).** Virtual Museum on line on the archaeological landscape of Rome during the 2nd AD, V-MUST.NET case study. Activity coordinator
- **Exhibition: Archeovirtual (2008-2018).** Scientific Director. Within the MEditerranean Expo of Archaeological Tourism (BMTA) in Paestum - Italy. Link <http://www.archeovirtual.it>
- **Multimedia: Behind Livia's Villa: Livia web3d (2013).** Museo virtuale on line per utenti esperti e dedicato alla villa di Livia a Prima Porta (Roma). Caso di studio di V-MUST.NET, basato su WebGL (X3Dom). Coordinatore: S. Pescarin. Responsabile sviluppatore: H. Graf. Autori: Guido Lucci Baldassari, Emanuel Demetrescu; Yvonne Jung. Link: <http://www.v-must.net/virtual-museums/vm/livias-villa-web3d-2014>
- **Prodotto multimediale (Museo Virtuale): Imago Bononiae (2013).** Serious game interattivo 3d dedicato all'esplorazione della città di Bologna in epoca romana. Responsabile sviluppatore: Bruno Fanini. Autori: Daniele Ferdani, Sofia Pescarin. Link: http://www.v-must.net/sites/default/files/DH2013E_LR.pdf
- **Mostra: Digital Heritage 2013 Expo (2013).** Mostra di progetti digitali dedicati al patrimonio organizzata nell'ambito di Digital Heritage World Congress (Marsiglia 28.10.2013 - 1.11.2013). Coordinatore: S. Pescarin. Autori: D. Ferdani, A. Palombini, A. Cerato, B. Fanini., E. Demetrescu, E. d'Annibale, A. Pagano, A. Adami, G. Lucci Baldassari. Link: <http://www.digitalheritage2013.org/expo/>
- **Prodotto multimediale: Aquae Patavinae VR (2012)** .Progetto di archeologia virtuale open-source dedicato al paesaggio e siti archeologici di Montegrotto Terme. Coordinatore: S. Pescarin, Autori: Bruno Fanini, Daniele Ferdani, Augusto Palombini, Ivana Cerato. Link: <https://www.youtube.com/watch?v=cq3K3WYtqb4>
- **Prodotto Multimediale (Video e Installazione interattiva): Pleistostation (2012)** serious game per il Museo Pleistocenico di Casal De Pazzi (2012). Coordinatore: S. Pescarin. Autori: Augusto Palombini, Marco di Ioia. Link: <https://www.youtube.com/watch?v=vGMUohOgW1g>
- **Prodotto Multimediale (Video in CG stereo): Apa alla scoperta di Bologna (2011).** S. Pescarin, D. Ferdani, E. Demetrescu. Link: <http://www.v-must.net/virtual-museums/vm/apa-genus-bononiae-museum-2011>
- **Mostra: Teramo una città vestita di Virtuale (2010).** 6 Mostre permanenti - Museo Virtuale diffuso realizzate per il comune di Teramo nell'ambito di un progetto Arcus. Eva Pietroni, Marco Di Ioia, Stefano Borghini, Raffaele Carlani, Augusto Palombini, Sofia Pescarin, Ivana Cerato, Claudio Rufa. Link: <https://vimeo.com/156170235>
- **Prodotto Multimediale (Video): Chang'an Landscape reconstructed (2010).** Sofia Pescarin, Belen Jimenez, Sara Zanni
- **Prodotto Multimediale (Video): Life and Power in imperial Rome (2009).** Video per la mostra "L'eredità dell'Impero Romano" 18 settembre 2009 a Tokyo (Museo Nazionale d'Arte Occidentale). Roberto Scopigno, Francesco Gabellone, Sofia Pescarin. Link: <https://www.youtube.com/watch?v=TgJ79HeHfvg>

- **Prodotto Multimediale (web3d): Virtual Rome (2008).** VR webGIS dedicato all'esplorazione interattiva in 3d del paesaggio antico di Roma in collaborazione con il Cineca (www.virtualrome.it). E-Content Award. Autori: Pescarin S., Pietroni E., Forte M. Link: <http://www.itabc.cnr.it/progetti/virtual-rome-2-0>
- **Software: osg4web (2008).** Sistema CMS costituito da un plugin autoinstallante che si integra nei Browser web (Mozilla Firefox e MS Internet Explorer). Responsabile sviluppatore: Luigi Calori. Autori: Carlo Camporesi; Bruno Fanini; Sofia Pescarin
- **On Site Interactive Exhibit: Virtual Museum of Ancient Via Flaminia (Museo Virtuale della Via Flaminia Antica) (2008).**: <http://www.v-must.net/virtual-museums/vm/virtual-museum-ancient-flaminia-2008> Team Member
- **Multimedia (DVD): Distretto archeologico della Provincia di Salerno** Interactive DVD Team Member
- **Multimedia (Interactive application): Paesaggio archeologico interattivo di Ca' Tron-INTERADRIA (2006):** Team Member
- **Exhibit and DVD: Immaginare Roma Antica (2005).** Exhibit installed at Imperial Forum Museum in Rome (15.9-15.11.2005) co-organised by CNR ITABC, Luiss University and Federculture. Team Member Link: <https://www.cnr.it/it/evento/11152/immaginare-roma-antica-expo-mondiale-di-archeologia-virtuale>
- **Multimedia (3d WebGIS): WebGIS and web site for "Distretto Culturale della Valle dell'Esaro" (2005).** Team Member
- **Multimedia (applicazione desktop VR): Il museo narrativo del parco archeologico dell'Appia Antica (2005):** VR on site application in stereoscopy developed for the exhibition "immaginare Roma Antica". Team Member. Link: <https://www.youtube.com/watch?v=FRLhuzDRBSA>
- **Multimedia: Delta del Po virtual landscape museum (2005).** VR interactive application for the exploration of the modern and historical landscape of Po River in Italy (CINECA). Team Member.
- **Multimedia: Virtual Museum of the Scrovegni Chapel (2003).** Desktop VR application for the Wiegand Multimedia Room. Team Member Link: <http://www.itabc.cnr.it/progetti/museo-virtuale-della-cappella-degli-scrovegni>
- **Exhibition: Wiegand Multimedia Room of the Scrovegni Chapel (2003).** Direzione tecnica della mostra permanente digitale sulla cappella degli Scrovegni di Giotto, presso Museo Civico degli Eremitani. Pescarin S., Bacilieri D. (Archè srl)

Scientific Publications

Volumes

- **Chromatic Visions: Exploring Colour in Art, Archaeology and Digital Realities** (2025), Barandoni, Clay, Papadopoulos, Pescarin, Sandu, eds.; Springer – In Print
- Sofia Pescarin ed. (2020). **VIDEOGAMES, RICERCA, PATRIMONIO CULTURALE**, Franco Angeli ed. 2020
- S. Kenderdine, S. Pescarin, M. Roussou eds. (2019). **Digital Heritage Interactive Applications**. Special Issue Elsevier DAACH

- E. Degli Innocenti, S. Pescarin, L. Pezzati eds. (2019). **Digital Heritage Science and Infrastructures**. Special Issue Elsevier DAACH
- Sofia Pescarin ed. (2014). **Keys To Rome. Roman Culture, Virtual Museums**, ed. CNR 2014
- Alonzo C. Addison, Livio De Luca, Gabriele Guidi, Sofia Pescarin eds (2013). **2013 Digital Heritage International Congress**, isbn 978-1-4799-3169-9, 2013
- Pescarin S., Clay A., De Luca L. ed.. **DigitalHeritage 2013 Expo. E-Catalogue of the 2013 Digital Heritage International Congress (DigitalHeritage 2013 Expo). Vol 3**, isbn 978-88-902028-1-0, 2013
- Cignoni P., Palombini A., Pescarin S. eds (2010). **ARCHEOFOSS. Open Source, Free Software e Open Format nei processi di ricerca archeologica**, Special Issue Archeologia e Calcolatori
- Pescarin, S. (2009). **RECONSTRUCTING ANCIENT LANDSCAPE**. Archaeolingua, Budapest (Ungheria), 2009
- Pescarin Sofia. **Roma. Guida ai siti archeologici della città eterna**, ed. Whitestar, Vercelli 2000 isbn 8880953788
- Pescarin Sofia, **Rome: Archaeological Guide to the Eternal City**, ed. Whitestar 2000 isbn 8880953095

Paper in scientific journals

- Veggi, M., & Pescarin, S. (2024). **Participatory Experiences as a New Way to Access Conservation Data in Museum Contexts**. *Mimesis Journal*, 13(2), 95-102.
- Genovese, G., Heibi, I., Peroni, S., & Pescarin, S. (2024). **Leveraging virtual technologies to enhance museums and art collections: insights from project CHANGES**. arXiv preprint arXiv:2412.05880.
- Pescarin, Sofia, Giuseppe Città, and Samuele Spotti. **"Authenticity in Interactive Experiences"**. *Heritage* 7.11 (2024): 6213-6242.
- Veggi, Manuele, and Sofia Pescarin. **Creative engagement and meaning creation: A first experimental protocol on interactive cultural experiences for conservation data**. In Elsevier DAACH (Digital Applications in Archaeology and Cultural Heritage) 32 (2024): e00321.
- Massidda, M., Bordignon, A., Fabbri, F., Nori, R., Piccardi, L., Travaglini, L., ... & Pescarin, S. (2024). **Towards an Experiment Planner for Cognitive Studies in Virtual Heritage Environments. A Pilot Study**. In *EUROGRAPHICS WORKSHOP ON GRAPHICS AND CULTURAL HERITAGE*.
- Balzani, R., Barzaghi, S., Bitelli, G., Bonifazi, F., Bordignon, A., Cipriani, L., ... & Vittuari, L. (2024). **Saving temporary exhibitions in virtual environments: The Digital Renaissance of Ulisse Aldrovandi—Acquisition and digitisation of cultural heritage objects**. In Elsevier DAACH (Digital Applications in Archaeology and Cultural Heritage), 32, e00309.
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