Università di Genova

Francesco Bellotti

Associate Professor in Electronic Engineering

EDUCATION AND TRAINING

2001
Ph. D. In Electrical Engineering
Università degli Studi di Genova - Genova - IT

1997
MSc Degree in Electronic Engineering
110/110 e lode
Università degli Studi di Genova - Genova - IT

1991
Diploma di Maturità Classica
60/60
Liceo Classico Lorenzo Costa - La Spezia - IT

PROFESSIONAL HISTORY

2018 - to-date
Associate Professor
Dep.t of Electrical, Electronics, Telecommunications and Naval Architecture (DITEN)
Università degli Studi di Genova

2005 - 2018
Assistant Professor
Dep.t of Biophysical and Electronic Engineering (DIBE)
Dep.t of Electrical, Electronic, Telecommunications and Naval Architecture (DITEN)
Università degli Studi di Genova

ACADEMIC APPOINTMENTS

2025 – to-date
Coordinator of the Electronic Engineering MSc programme
Università degli Studi di Genova

2022 - 205
Delegate for Internationalization of the DITEN Department
Dep.t of Electrical, Electronics, Telecommunications and Naval Architecture (DITEN) -
Università degli Studi di Genova

2015 – to-date
Member of the Faculty Committee of the PHD programme in "Joint Doctorate In Interactive and Cognitive Environments (JD ICE)"
Università degli Studi di Genova, Queen Mary University London, Universidad Carlos III de Madrid

2010 – 2015
Member of the Faculty Committee of the PHD programme in "Erasmus Mundus Joint Doctorate in Interactive and Cognitive Environments (EMJD ICE)"
Università degli Studi di Genova, Queen Mary University London, Alpen-Adria Universitaet Klagenfurt, Universitat Politecnica de Catalunya

2011 – 2013
Member of the Faculty Committee of the PHD programme in "Computational Intelligence"
Università degli Studi di Genova

2009 – 2011
Member of the Faculty Committee of the PHD programme in "Scienze e Ingegneria dello Spazio"
Università degli Studi di Genova

EXPERIENCE

SCIENTIFIC RESPONSIBILITY FOR RESEARCH PROJECTS ACCEPTED FOR FUNDING ON THE BASIS OF COMPETITIVE CALLS INVOLVING PEER REVIEW

July 2021 – November 2025
Scientific responsible for University of Genova of the Hi-Drive (Addressing challenges toward the deployment of higher automation) is a H2020 project (GA: 101006664).
Work-package leader of WP 2.6, "CAD Machine Learning", within SP2 (Enablers), the sub-project dedicated to the development of advanced electronic systems for automated driving function systems
Università degli Studi di Genova

RESEARCH PROJECTS ACCEPTED FOR FUNDING ON THE BASIS OF COMPETITIVE CALLS INVOLVING PEER REVIEW

2002 – to-date
WP leader in research projects accepted for funding on the basis of competitive calls involving peer review
- Member of the committees for the Scientific Area and for the Pedagogical Area in the cooperation contract "Technical Assistance Services to the UEM Support Programme for Academic Reform, Technological Innovation and Scientific Research" between University of Genova, Italy, and University of Eduardo Modlane, Maputo, Mozambique (2023-2027).
- Games4Nature, Erasmus+ (2020-1-PT01-KA201-078789), digital games for nature awareness, 2020-2022, organization of multiplier events, as president of the Serious Games Society.
- L3Pilot (Piloting Automated Driving on European Roads), H2020 (G.A. 723051 - ART-02-2016), piloting L3 automotive automation, 2017-2021, responsible for the Consolidated Database sharing performance indicator data from all the piloted vehicles.
- Fabric, FeAsiBility analysis and development of on-Road chargIng solutions for future electric vehiCles (FP7-SST-2013-RTD-1 605405), Development of ICT solutions to support dynamic charging of FEVs, 2014-2018.

- EMC2, Embedded Multi-core systems for mixed-criticality applications in dynamic and changeable real-time environments. EU Artemis programme, responsible of tasks on system meta-modeling applying the ISO 26262 standard, 2014-2016
- NewTooKnow, New tools and approaches for a better integration of learning and experiencing knowledge, co-organizer, teacher, Erasmus Intensive Programme, 2013
- Crystal, CRitical sYSTem engineering AcceLeration. Task leader on modeling and simulation of a refrigeration system according to the ISO 26262 functional safety standard. EU Artemis programme, 2013-2015
- TEAM, Tomorrow's Elastic Adaptive Mobility, cooperative systems for low-carbon multi-modal mobility and transportation, (FP7-ICT-2011-8 318621, 2012-2016). WP leader of requirement engineering. Other tasks include: enhanced realtime navigation, development of in-vehicle HMI, development of a social serious game for safe and green driving.
- eSG, Stimulating entrepreneurship through Serious Games, (518742-LLP-1-2011-1-IT-ERASMUS-FEXI, EU Lifelong Learning programme, Erasmus, 2011-2013). Bellotti was deeply involved in the overall coordination and responsible for the design deployment and assessment of a short course on promotion of entrepreneurship at Higher Education level through serious games.
- GaLA (IST-2010 258169 Network of Excellence, 2010-2014). EU Network of Excellence on serious gaming, 31 partners. Bellotti was deeply involved in the overall coordination, and was leader of WP1: strategic coordination.
- Travel in Europe (EU Culture Programme 2006-1114/001-001, 2006-2009). Responsible for the design and development of an online platform for Cultural Heritage Serious Gaming. He was deeply involved in the overall direction and technical management.
- Vital Mind (FP7-ICT-2007-1-215387, 2008-2011). Responsible for the design of interactive Digital TV applications for cognitive training for elderly people.
- Games@Large (FP6-IST-1-038453-IP, 2006-2010). Responsible for the development of the testing methodology and deployment framework.
- ELU (FP6 - IST-4-027866, 2006-2008). Responsible for the design and development of the framework for the production and deployment of multimedia educational applications – on various fields, also including cultural heritage for tourism - on interactive Digital TV.
- SAFESPOT, Cooperative vehicles and road infrastructure for road safety, (FP6 - IST-4026963-IP, 2006-2010). Leader of the WP for the development of applications based on vehicle-infrastructure cooperation.
- AIDE, Adaptive Integrated Driver-vehicle InterfacE, (FP6 - IST-1-507674-IP, 2004-2008). Participated in the design and led the development of the safety scheduler for driver information and of the dynamically configurable dashboard for the FIAT and SEAT prototypes.
- ChiKho (Culture EU Programme, 2004-2005). Responsible for designing and implementing the online gaming application. The application aimed at promoting the cultural heritage through 2D games on digital representations of the digital heritage, targeting in particular the youngster as users.
- EDEL (FP5-IST-2001-34076, 2002-5). Led the implementation of a SVM-based pedestrian recognition system based on NIR night-vision sensors.
- COMUNICAR (FP5 IST-1999- 11595, 2000-4). Led the Genoa team for the design and development of the context-aware Driver Information Manager and vehicle configurable dashboard (Alfa and Volvo prototypes).
- E-Tour (FP5 IST-1999-20447, 2000-2002) project coordinated by UniGe – Prof. De Gloria. Aim: building multimedia mobile tour guides on hand-held computers for the cultural heritage. Bellotti assisted the coordination and was responsible for designing and implementing the mobile computing application.

Università degli Studi di Genova

Università di Genova

EDITORSHIP OR PARTICIPATION IN EDITORIAL BOARDS OF JOURNALS, PUBLISHING SERIES, ENCYCLOPAEDIAS AND TREATISES

March 2023 – to-date
Editor in Chief of the Int.l Journal of Serious Games
Serious Games Society publisher

January 2021 – to-date
Member of the editorial board of MDPI Sensors journal for the "Vehicular Sensing" section
MDPI

September 2019 – to-date
Member of the editorial board of MDPI Energies journal for the "Electric Vehicles" section
MDPI

September 2013 – to-date
Member of the editorial board of Advances in Human-Computer Interaction
Wiley

September 2012 – September 2018
Member of the editorial board of ACM Journal on Computing and Cultural Heritage
ACM

PRIZES AND ACCOLADES FOR SCIENTIFIC ACTIVITY, INCLUDING MEMBERSHIP OF ACADEMIES

2024 – to-date
Senior member of the IEEE

PARTICIPATION IN THE CREATION OF NEW BUSINESS ENTITIES (SPIN-OFFS), DEVELOPMENT, USE AND COMMERCIALISATION OF ACADEMIC PATENTS

2009
Co-creation of a spin-off
Wondertech s.r.l.

2018
Co-creation of a spin-off
Iuscapto s.r.l.s.

ORGANIZATION OF CONFERENCES

March 2012 – to-date
Co-founder of the Applications in Electronics Pervading Industry, Environment and Society (Applepies) conference.
Since 2013, the Applepies proceedings are published by Springer in the Lecture Notes in Electrical Engineering (LNEE) bookseries. https://applepies.unige.it
Università degli Studi di Genova

March 2012 – to-date
Co-founder of the Games and Learning Alliance (GALA) conference.
Since 2013, the Applepies proceedings are published by Springer in the Lecture Notes in Computer Science (LNCS) bookseries. https://conf.seriousgamessociety.org
Università degli Studi di Genova

September 2024
Program chair of the Applications in Electronics Pervading Industry, Environment and Society (Applepies) conference.
Università degli Studi di Genova

September 2023
General chair of the Applications in Electronics Pervading Industry, Environment and Society (Applepies) conference.
Università degli Studi di Genova

EVALUATOR

2025 – 2026
Member of the GEV for the Industrial and Information Engineering disciplinary Area
Evaluation of scientific products in VQR 2020-2024
ANVUR

OTHER EXPERIENCES

2018 – to-date
President
Serious Game Society

SCIENTIFIC PUBLICATIONS

1997 – to-date
Scopus: https://www.scopus.com/authid/detail.uri?authorId=55890888700
WoS: https://www.webofscience.com/wos/author/record/29153908
Scholar: https://scholar.google.com/citations?user=yMYFZKsAAAAJ&hl=it
Università degli Studi di Genova