



● WORK EXPERIENCE

UNIVERSITÀ DEGLI STUDI DI GENOVA

ADJUNCT PROFESSOR – 15/09/2025 – CURRENT

Adjunct Professor at the University of Genoa for the academic year 2025/26, teaching the following courses:

- Operating Systems (code 114616), Faculty of Computer Engineering
- Digital Communication – Mod. 2 – Game Design and Production of Multimodal and Immersive Content (code 108326), Faculty of Media, Communication and Society

ITS-ICT ACCADEMIA DIGITALE LIGURIA – GENOVA, ITALY

TEACHER – 09/04/2025 – 16/06/2025

Lecturer for the courses “M 1.22 Frontend Development Tools (HTML, CSS, JS)” and “M 1.25 Game Design and Game Production” as part of the “Game Developer” course - cycle 14.2.

UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY

ADJUNCT PROFESSOR – 18/11/2024 – CURRENT

Adjunct professor for the courses “Technologies and Languages for Digital Humanities - Web Languages and Data Representation” (code 111830) and “Digital Communication - Mod. 2 - Game Design and Production of Multimodal and Immersive Content” (code 108326) for the 2024/25 academic year at the Faculty of “Media, Communication, and Society” of the University of Genoa.

UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY

RESEARCH FELLOW – 05/11/2024 – CURRENT

Research fellow for the project “PhoenAIX: Development of algorithms and solutions based on Generative-AI models for the regeneration and updating of digital teaching materials in the STEM field” at the University of Genoa - DIBRIS.

UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY

TEACHING TUTOR – 07/11/2024 – 30/04/2025

Teaching tutor for the A_ING_14SV project, supporting students in the Master's Degree Course in Digital Humanities - Communication and New Media at the University of Genoa in the in-depth study of IT-related subjects (45 hours).

UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY

TEACHING TUTOR – 12/09/2023 – 09/05/2024

Teaching tutor for the A_ING_18SV project, supporting students in the Master's Degree Course in Digital Humanities - Communication and New Media at the University of Genoa in the in-depth study of IT-related subjects (50 hours).

UNIVERSITÀ DEGLI STUDI DI GENOVA – SAVONA (SV), ITALY

TEACHING TUTOR – 16/09/2022 – 11/05/2023

Teaching tutor for the A_ING_18SV project, supporting students in the Master's Degree Course in Digital Humanities - Communication and New Media at the University of Genoa in the in-depth study of IT-related subjects (30 hours).

UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY

TEACHING TUTOR – 14/04/2023 – 10/05/2023

Teaching tutor for the A_ING_18SV project, supporting students in the Master's Degree Course in Digital Humanities - Communication and New Media at the University of Genoa in the in-depth study of IT-related subjects (30 hours).

UNIVERSITÀ DEGLI STUDI DI GENOVA – SAVONA (SV), ITALY

TEACHING TUTOR – 26/05/2022 – 15/02/2023

Teaching tutor for project A_SDF_09 for the course “Digital Communication” taught by Professor Gianni Vercelli as part of the three-year degree course “Media, Communication, and Society” (66 hours).

 **UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE)**

RESEARCH ASSISTANT – 15/10/2021 – 19/02/2022

Creation of guided exercises for teaching Unreal Engine 4 within the Virtual Reality for Robotics course (code 104737) of the Master's Degree in Robotics Engineering (code LMG 10635).

 **ISFORCOOP - AGENZIA DI FORMAZIONE – SAVONA (SV), ITALY**

TEACHER – 22/11/2021 – 26/01/2022

Expert consultant for Project Work included in the “Course for Technicians for the promotion of tourism products and services with a focus on local resources, opportunities, and events.”

 **UNIVERSITÀ DEGLI STUDI DI GENOVA – GENOVA (GE), ITALY**

RESEARCH FELLOW – 01/02/2021 – 30/10/2021

Research grant related to the program “Designing an Education Smart Living Lab for the construction of accessible and inclusive Mixed/Extended Reality scenarios.”

 **UNIVERSITÀ DEGLI STUDI DI GENOVA – SAVONA (SV), ITALY**

EXTERNAL COLLABORATOR – 31/01/2020 – 30/06/2020

Implementation of the project related to the program “Implementation of a project for the Unreal game engine and related asset and interaction libraries for the construction of accessible and inclusive Mixed/Extended Reality scenarios.”

 **PARROCCHIA DEI SANTI GIOVANNI BATTISTA E ANDREA – SAVONA (SV), ITALY**

CONTENT CREATOR – 01/12/2018 – 15/03/2019

Creation of 3D models depicting the apse, the central vault, and the main works of art in the Church of St. Andrew the Apostle in Piazza Consoli, Savona (SV). Photogrammetric survey of the artistic heritage. Development of QR codes to promote the religious site.

 **DATA CONSULT SRL – VADO LIGURE (SV), ITALY**

SOFTWARE ENGINEER – 03/01/2019 – 28/02/2019

Installation of the connector developed by SAP srl for electronic invoicing and customer support in internal procedures on the IX Arxivar platform.

 **UNIVERSITÀ DEGLI STUDI DI GENOVA – SAVONA (SV), ITALY**

TEACHING TUTOR – 21/11/2017 – 28/06/2018

Teaching tutor for the DIS_SDF_SV project. The lessons were related to the course “Fundamentals of Computer Science” held as part of the three-year degree course in “Communication Sciences” at the University of Genoa (75 hours).

 **UNIVERSITÀ DEGLI STUDI DI GENOVA – SAVONA (SV), ITALY**

TEACHING TUTOR – 07/09/2017 – 13/12/2017

Teaching tutor for project A_SDF_07 for the course “Digital Communication” taught by Professor Gianni Vercelli as part of the three-year degree course “Communication Sciences” (38 hours).

● **PUBLICATIONS**

2025

[Facilitating Learning Through Role Inversion: The Flipped Role Methodology with AI Integration](#)

Zolezzi, D., Martini, L., & Vercelli, G. V. (2025, March). Facilitating Learning Through Role Inversion: The Flipped Role Methodology with AI Integration. In *2025 IEEE Integrated STEM Education Conference (ISEC)* (pp. 1-8). IEEE.

2025

[Educational Metaverse: teaching within immersive environments](#)

Zolezzi, D., Rossi, M., Vercelli, G. V., & Iacono, S. 4. Educational Metaverse: teaching within immersive environments. *Visuality*, 43.

2025

Virtual Reality and Conversational Agents for Cultural Heritage Engagement

Lorenzoni, G., Iacono, S., Martini, L., Zolezzi, D., & Vercelli, G. V. (2025, June). Virtual Reality and Conversational Agents for Cultural Heritage Engagement. In *Conference Proceedings. The Future of Education 2025*.

2025

The Timeless Chamber: A Virtual Reality Escape Room Enhancing Educational Experiences

Zolezzi, D., Martini, L., Iacono, S., & Vercelli, G. V. (2025). The Timeless Chamber: A Virtual Reality Escape Room Enhancing Educational Experiences. In *Conference Proceedings. New Perspectives in Science Education 2025*.

2025

Unlocking Cultural Heritage: The Gamified Digitisation Project of SMA-UniGe

La Tessa, L., Coccoli, M., Schiaparelli, S., Zolezzi, D. (2025). Unlocking Cultural Heritage: The Gamified Digitisation Project of SMA-UniGe. In: Brooks, E., Edstrand, E., Møller, A.K., Bjørner, T. (eds) Design, Learning, and Innovation. DLI 2024. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 604. Springer, Cham. https://doi.org/10.1007/978-3-031-85663-1_5

2024

Advancing Persistent Character Generation: Comparative Analysis of Fine-Tuning Techniques for Diffusion Models

Martini, L., Iacono, S., Zolezzi, D., & Vercelli, G. V. (2024). Advancing Persistent Character Generation: Comparative Analysis of Fine-Tuning Techniques for Diffusion Models. *AI*, 5(4), 1779-1792.

2024

"Alice in Codeland": A Gamified Approach to Web Programming Education

Zolezzi, D., Iacono, S., & Vercelli, G. (2024). "Alice in Codeland": A gamified approach to web programming education. In 2024 IEEE Gaming, Entertainment, and Media Conference (GEM) (pp. 1-3). Turin, Italy. <https://doi.org/10.1109/GEM61861.2024.10585436>

2024

Building Consistent Characters through Open-Source Generative AI

Martini, L., La Tessa, L., & Zolezzi, D. (2024). Building Consistent Characters through Open-Source Generative AI. *International Journal of Emerging Technologies in Learning (ijET)*, 19(8), 82-89.

2024

Ceci N'Est Pas Une Publication: The Art of AI-Generated Research Papers

Zolezzi, D. (2024). Ceci N'Est Pas Une Publication: The Art of AI-Generated Research Papers. *International Journal of Emerging Technologies in Learning*, 19(5).

2024

Comunicazione Digitale XR: Assessing the impact of extended reality technologies on learning

Zolezzi, D., Iacono, S., Martini, L., & Vercelli, G. V. (2024). Comunicazione Digitale XR: Assessing the impact of extended reality technologies on learning. *Computers & Education: X Reality*, 5, 100077.

2024

Star Words Re-Generated: Gamification and GenAI for Effective Training

Zolezzi, D., Iacono, S., & Vercelli, G. (2024). Star Words Re-Generated: Gamification and GenAI for Effective Training. *International Journal of Emerging Technologies in Learning*, 19(4).

2024

The CorrSiCa Project: enhancing and “querying” the Canioni family correspondence

Pasciuto, T., Anastasi, S., Zolezzi, D., Acacia, S., D'Ippolito, G., Storace, C., & Tolaini, M. (2024). The CorrSiCa Project: Enhancing and “Querying” the Canioni Family Correspondence. In "Me. Te. Digitali. Mediterraneo in rete tra testi e contesti, Proceedings del XIII Convegno Annuale AIUCD 2024" (pp. 303-309).

2024

Virtual Reality in Cultural Heritage: A Setup for Balzi Rossi Museum

Iacono, S., Scaramuzzino, M., Martini, L., Panelli, C., Zolezzi, D., Perotti, M., Traverso, A., & Vercelli, G. V. (2024). Virtual Reality in Cultural Heritage: A Setup for Balzi Rossi Museum. *Applied Sciences*, 14(9), 3562.

2023

Breaking the Canvas: A Serious Game to challenge stereotypes in Visual Culture through Fine Arts

Anastasi, S., & Zolezzi, D. (2023). Breaking the Canvas: A Serious Game to challenge stereotypes in Visual Culture through Fine Arts. In *La Memoria Digitale. Forme del testo e organizzazione della conoscenza. Atti del XII Convegno Annuale AIUCD*. (pp. 315–321).

2023

Metaverse, A Year After: Evolution of XR Tools and Generative-AI

Iacono, S., Zolezzi, D., & Vercelli, G. (2023, October). Metaverse, A Year After: Evolution of XR Tools and Generative-AI. In *2023 IEEE International Conference on Metrology for eXtended Reality, Artificial Intelligence and Neural Engineering (MetroXRaine)* (pp. 34-39). IEEE.

2023

Star Words - Una Nuova Speranza: Gamification e Generative AI per una formazione efficace

Zolezzi, D., Iacono, S., & Vercelli, G. (2023). Star Words - Una Nuova Speranza: Gamification e Generative AI per una formazione efficace. In *Atti del MoodleMoot Italia 2023* (pp. 177-181). ISBN 978-88-907493-9-1.

2023

Teaching in the Metaverse: Recreating an Italian Level A1 Course in Meta Horizon Woorkrooms

Zolezzi, D., & Vercelli, G. V. (2023, June). Teaching in the Metaverse: Recreating an Italian Level A1 Course in Meta Horizon Woorkrooms. In *Conference Proceedings. The Future of Education 2023*.

2022

Online Peer Instruction on Moodle to Foster Students' Engagement at the Time of COVID-19 Pandemic

Vallarino, M., Iacono, S., Zolezzi, D., & Vercelli, G. V. (2022). Online Peer Instruction on Moodle to Foster Students' Engagement at the Time of COVID-19 Pandemic. *IEEE Transactions on Education*.

2022

XR Enhanced Learning: an A1 Level Gamified MOOC for Italian Learning

Zolezzi, D., Iacono, S., Rossi, M., & Vercelli, G. V. (2022, November). XR Enhanced Learning: an A1 Level Gamified MOOC for Italian Learning. In *Conference Proceedings. Innovation in Language Learning 2022*.

2021

Puzzle Battle 2.0: A Revisited Serious Game in VR During Pandemic's Period

Vercelli, G. V., Iacono, S., Vallarino, M., & Zolezzi, D. (2021). Puzzle battle 2.0: a revisited serious game in VR during pandemic's period. In *Games and Learning Alliance: 10th International Conference, GALA 2021, La Spezia, Italy, December 1–2, 2021, Proceedings 10* (pp. 252-257). Springer International Publishing.

Iacono, S., Zolezzi, D., & Vercelli, G. (2018). Virtual Reality Arcade Game in Game-Based Learning for Cultural Heritage. In *Augmented Reality, Virtual Reality, and Computer Graphics: 5th International Conference, AVR 2018, Otranto, Italy, June 24–27, 2018, Proceedings, Part II* 5 (pp. 383-391). Springer International Publishing.

Coccoli, M., Iacono, S., Vercelli, G., & Zolezzi, D. (2015). Gamification di un video-corso sulle competenze informatiche di base: da Gli Irrinunciabili a Star Words. In M. Rui, L. Messina, & T. Minerva (Eds.), *Teach Different! Proceedings della Multiconferenza EM&MITALIA2015* (pp. 287-291). Genova University Press. ISBN 978-88-97752-60-8.

● EDUCATION AND TRAINING

01/11/2021 – 29/05/2025

PHD IN DIGITAL HUMANITIES - XXXVII CYCLE

Università degli Studi di Genova

Final grade Excellent (cum laude) | Level in EQF EQF level 8 |

Thesis Education Strikes Back: Gamification, Generative AI, and XR as the New Force Shaping the Future of MOOCs

MASTER'S DEGREE IN DIGITAL HUMANITIES - COMMUNICATION AND NEW MEDIA (LM-92)

Università degli Studi di Genova

Final grade 110/110 con lode | Thesis Art and History of Gaming: an educational journey from pixels to VR

BACHELOR'S DEGREE IN COMMUNICATION SCIENCES (L-20)

Università degli Studi di Genova

Final grade 110/110 con lode | Thesis Gamification & Microsoft Office: A New Hope

● SKILLS

Game Design | Level Design | Narrative Design | Gamification | Generative Artificial Intelligence | Risoluzione Dei Problemi | Video Editing | Photo Editing | Elaboratore Testi | Pacchetto Office | Web Design | HTML | CSS | JavaScript | Creazione dei contenuti | Elaborazione informazioni

● LANGUAGE SKILLS

Mother tongue(s): ITALIANO

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
INGLESE	B2	B2	B2	B2	B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DRIVING LICENCE

Driving Licence: B

30/12/2032