

# MARIA MENENDEZ-BLANCO

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## Research interests

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I am an interaction design researcher with a background in computer engineering. My research focuses on **interaction design for societal engagement**. I am interested in how digital technologies can enable, or hinder, democratic forms of participation. In my research, I attempt at designing democratic processes through digital platforms, interactive artefacts, and public events. My research agenda aims at developing a methodology for societal engagement in interaction design.

## Education

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- 2013 - 2017 **PhD in Computer Science Double Degree at University of Trento and EIT Digital**
- Thesis: *'Processes in the formation of publics: a design case study on dyslexia'*
  - Supervisor: Prof. Antonella De Angeli (Free University of Bozen-Bolzano, Italy). Six-month visiting research stay with Prof. Pernille Bjørn (University of Copenhagen, Denmark). Thesis committee: Anna Seravalli (Malmö University, Sweden), Christopher Le Dantec (Georgia Institute of Technology, USA), and Vincenzo D'andrea (University of Trento, Italy).
  - In my PhD thesis, I investigated **how interaction design can enable democratic forms of participation**. My thesis is a methodological contribution for interaction design to enable people concerned about an issue relevant in society to gather together and act on it.
  - Double Degree PhD on Innovation and Entrepreneurship by the European Institute of Technology ([EIT Digital](#))
- 2008 - 2010 **Professional Doctorate in Engineering (PDEng) in User-System Interaction at Eindhoven University of Technology**
- Two-year funded programme on interaction design (ca. 10 % acceptance rate). The [User System Interaction \(USI\)](#) programme combines education on topics such as research methods, design, and evaluation with collaborations with industry and the public government.
  - Thesis: 'Design of guidelines for self-assessment support for adult academic distance learning' (Hons.)
  - Supervisor: Prof. Gerrit van der Veer (Vrije Universiteit Amsterdam, The Netherlands).
- 2000 - 2007 **MSc and BSc in Computer Engineering at Complutense University of Madrid**
- Thesis: 'Artificial Intelligence applied to mobile objects' (Hons.)
  - One-year Erasmus scholarship at Eindhoven University of Technology (The Netherlands).

## Research activity

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- 2020 - present **Assistant Professor at the Computer Science Department of the Free University of Bozen/Bolzano – IT**  
Research on processes of representation and sustainability. Teaching and supervising responsibilities.

## Previous Appointments

- 2017 - 2020 **Post-doctoral researcher at the Computer Science Department of the University of Copenhagen – DK**  
Researcher and operational manager of [FemTech.dk](#) and co-manager of the [UCPH makerspace](#). Teaching and supervising responsibilities. Visiting researcher at the [MediaLab Prado](#) in Madrid from January to July 2019.
- 2013 - 2017 **PhD researcher at the University of Trento and EIT Digital – IT**  
Research on methods for public engagement. Researcher in [spazioD](#) and Smart Campus. Co-organizer of the European Dyslexia Week. Training in innovation and entrepreneurship. Teaching and supervising responsibilities.

- 2011 - 2013 **Associate researcher at University of Trento – IT**  
Crowdsourcing for Human Computation. Researcher and Work package manager at [CUBRIK](#), an EU project funded under the Seventh Framework (FP7).
- 2010 - 2011 **Assistant researcher at Delft University of Technology – NL**  
Crowdsourcing for multimedia retrieval. Researcher within the network of excellence for [Peer-to-Peer Media \(PetaMedia\)](#).
- 2008 - 2010 **Professional Doctorate researcher at Eindhoven University of Technology – NL**  
User researcher and interaction designer in collaboration with companies such as Philips and Nokia as part of the post-master programme in [User System Interaction \(USI\)](#).
- 2007 - 2008 **Business Process developer at TCP Sistemas e Ingenieria – ES**

- Research Projects
- FemTech (2017 – ongoing):** Co-investigator and manager. FemTech is an internal project at the Computer Science department at the University of Copenhagen that seeks to create spaces for people to explore their interests in computing, with an emphasis on gender. As part of the project I have organised of events and workshops and managed the project’s finances. The project has been featured on the media and it has won the department’s dissemination award in 2018.
  - UCPH Makerspace (2017 – 2020):** Co-investigator and manager. The project seeks to create welcoming spaces for Computer Science students through events, hands-on activities, and collaboration. To that purpose, since 2017 I have worked on setting up a makerspace at the University of Copenhagen. I manage the community through different social media, organise events, apply for grants, and manage the project’s finances.
  - Città Educante (2014 – 2017):** Co-investigator and lecturer. MIUR funded project (€ 500,000). The project aimed at developing and implementing new models of social integration starting from the education system. The Education component aimed at setting up a Master Course to teach foundational skills in Community Design and Development. My role as co-investigator included the development of methods for public design; my role as a lecturer entail designing and teaching the module on Community Development and Engagement.
  - GARCIA (2014 – 2017):** Co-investigator. EU funded project. GARCIA was a project concerned with the implementation of actions in European Universities and research centres to promote a gender culture and combat stereotypes and discriminations. My role as co-investigator included data gathering and community engagement activities such as workshops and services design.
  - Smart Campus (2013 – 2015):** Co-investigator. Project funded by Trento Rise (€ 380.000). The project aimed at developing campus services with and for the students. The campus was considered a small instance of the city, where the methodological and technical outcomes could be applied. My role as co-investigator included data gathering, data analysis using a mixed methods approach, community engagement activities, and case-based teaching.
  - CUBRIK (2011 – 2014):** Co-investigator and Work Package leader. European Project Financed Under the "FP7-ICT" Programme. The project concerned the topic of human-enhanced time-aware multimedia search. I was the leader work package on “Crowdsourcing and Human Computation”. My role as co-investigator included the design and implementation of crowdsourcing tasks for multimedia retrieval and analysis.
  - PetaMedia (2008 – 2011):** Co-investigator. European Project Financed Under the "FP7-ICT" Programme. The project sought to improve user access to networked multimedia. My role as co-investigator included the development of user-centric approaches to multimedia analysis and retrieval.

- Awards
- 2018** - FemTech.dk won the DIKU dissemination award at the University of Copenhagen (2018), which included a 4,000 euros prize.
  - 2015** - Our start-up resulting of a three-month training on Business Modelling and Development obtained the 2nd position at the Start-up Lab competition in Trento.
  - 2012** - In addition, our paper “UX\_Mate: from facial expressions to UX evaluation” on obtained the Best paper nominee at DIS (2012)
  - 2010** - and our design project on “Behand: augmented virtuality gestural interaction for mobile phones” was the winner of the student design competition at MobileHCI (2010).

Scholarships  
and grants

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- 2018** - Six-month personal grant for Business Development Experience. Granted amount: ca. 27,000 euros by the European Institute of Technology (EIT Digital).
- 2018** - Resources Grant (2018). “Creating a Physical Prototyping Library” (2018). Granted amount: ca. 4,000 euros by the Centre for Communication and Computing of the University of Copenhagen.
- 2016** - Six-month personal grant to support geo-mobility for international research. Granted amount: ca. 10,000 euros by EIT Digital
- 2016** - Student grant to attend a two-week Summer School on Health and Wellbeing in London. All expenses covered by EIT Digital.
- 2016** - Student grant to participate to the Participatory Design Conference in Aarhus, Denmark. Accommodation and conference registration covered by Aarhus University.
- 2015** - Three-year PhD grant at the University of Trento. Granted amount: ca. 40,000 euros

Exhibition and  
event  
organisation

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My research seeks to foster democratic processes on the basis of digital platforms, interactive artefacts, and public events. Therefore, I have worked extensively in **designing and implementing events and artefacts**. Most of the exhibitions and events listed below have required several months of designing and planning and have been developed in collaboration with researchers, practitioners, and students.

- **Computer Support Collaborative Work Summer School (August 2019) in Como (IT)** – Five-day school where PhD students delve into the foundations of CSCW and engage with hands-on activities. I co-organised the design day together with Prof. Antonella De Angeli (University of Bolzano/Bozen, IT) and Dr. Mads Høbye (Roskilde University, DK) where the students were introduced to conceptual design and prototyping.
- **GRACE: Broadening participation to computing (October 2017, January 2018, October 2019) in Copenhagen (DK), Florida (USA), and Nice (FR)** – Design and implementation of an interactive installation about Grace M. Hopper which combined history, technology, and crafts. In 2017, the installation was showcased at the Maker Faire in Copenhagen (Denmark), an event that gathers more than 2000 people over three days, and at the ACM International Conference on Supporting Group Work 2018 (GROUP) in Florida (USA), and at the ACM Multimedia Conference 2019 (ACMM).
- **KU MakerWeek (March 2016 and 2017) in Copenhagen (DK)** - One-week design event aimed to develop practical skills on physical prototyping for concept development. This event has been organised as part of the MSc in Computer Science and MA in Communication and IT in 2016 and 2017 with more than 150 students.
- **Education as a Common Good Winter School (December 2017) in Trento (IT)** – Three-day workshop where HCI, design, and architecture students from the Universities of Trento, Bolzano, and Innsbruck explored how to apply the ideas of Commons to Education through lectures and hands-on activities. I gave a presentation and organised the Conceptual Design and Prototyping hands-on activities.
- **DIKU Teaching Day (November 2017) in Copenhagen (DK)** - One-day event designed to explore the potential of physical prototyping for computer science. Most of the participants were teachers and faculty members at the Computer Science department of the University of Copenhagen. During the event, microcontrollers, sensors and actuators were used to think about different ways of teaching computer science through physical prototyping.
- **FemTech.dk workshops (March 2018 and April 2017) in Copenhagen (DK)** – Two-day events about computing, design, and physical prototyping. A total of 50 young women from different high-schools in Copenhagen participated in the events. The participants created two interactive artefacts (Cyberbear and Cryptosphere) that use microcontrollers, e-textiles, sensors, and actuators. Both artefacts were specifically designed for the workshops.
- **Settimana Europea della Dislessia (October 2016) in various locations in Trentino and MUSE (IT)** - One-week event on dyslexia as a different way of learning. The event lasted seven days which included full-day activities at five schools in different areas in Trentino and a two-day event at the MUSE in Trento and in total gathered more than 1500 people. In addition, I designed the “Alternative lenses”, which was one of the interactive

artefacts used at the event in the MUSE and organised a hands-on workshop at the MUSE FabLab. Furthermore, I have worked on the sustainability of the event in the following years.

- **Interactive Experiences (May 2016) in Trento (IT)** - Design and curation of the first edition of the Interactive Experiences track at COOP conference. One-week design venue for performing interactive experiences that represent, reflect upon and instantiate the theme “Making Together”. The event combined artistic experiments, digital artefacts and interactive installations that emphasized making and collective action and were displayed in Trento in 2016.
- **Designing for Dyslexia Winter School (December 2016) in Trento (IT)** - Three-day workshop on “Teaching Interdisciplinary and Collaborative Thinking about Design” with Master students on Human-Computer Interaction, architecture, and Design. Throughout lectures and hands-on activities, designed in collaboration with the London-based designer Jim Rokos, groups of students designed physical prototypes that challenged the narrative of dyslexia as a disorder, proposing alternatives that showed dyslexia as a different way of learning.

## Didactic activity

My teaching approach combines theory with **case-based teaching and hands-on activities**, such as prototyping interactive prototypes and digital platforms. Practical activities are often realised in collaboration with private and public organizations. In addition to providing extensive supervision, I organise feedback sessions among students for **peer-support** and **public exhibitions** to showcase their outcomes and prototypes.

Lecturer:

- **Human-Centred Computing** (2020) at the Computational Data Science MSc (Free University of Bozen-Bolzano).
- **Interaction Design** (2017, 2018, 2020) at the Communication and IT BA (University of Copenhagen). Facultative one-semester course with 80 students and two teaching assistants (200 teaching hours). This task included the design of the practical assignments and evaluation criteria. For the practical assignments, I set up a collaboration with the Statens Museum for Kunst (SMK), the Danish National Gallery in Copenhagen.
- **Critical Design** (2016) at the Human-Computer Interaction MSc (University of Trento). Module on critical design with 20 students (40 teaching hours). This task included the design of the syllabus and evaluation criteria. The module included theoretical and hands-on lectures. To showcase the final prototypes, I set up a public exhibition at the university.
- **Community Development and Engagement** (2015) at the Post-Master SCODEM (University of Trento). Module with 15 students (25 teaching hours). This task included the design of the syllabus. The module included theoretical and hands-on lectures.

Teaching Assistant and support:

- **Concept development and Innovation** (2017, 2018) at the Communication & IT MA and Computer Science MSc (University of Copenhagen). Technical support on 3D printing and microcontroller programming (40 hours)
- **Computer Supported Collaborative Work** (2011, 2012) at the Computer Science MSc (University of Trento). Practical assignments
- **Human Computer Interaction** (2011, 2012, 2013) at the Computer Science BSc (University of Trento). Hands-on workshops

Thesis main supervisor:

- Mads Malling Petersen and Mads Christiansen (2020). Gamification and bully prevention: Lessons from designing a digital gamified anti-bullying course for Danish primary school pupils. BA Communication and IT. University of Copenhagen
- Sara Kepinska Melescho (2020). ICTs, challenges and women in the developing world. BA Communication and IT. University of Copenhagen
- Nicoline W. Nymand-Andersen and Helena Sylvester-Arvedsen (2020). An investigation of Smart Energy with a focus on case: Nordhavn. BA Communication and IT. University of Copenhagen
- Kristoffer Dannefer Rasmussen (2018). Reworking Commons - Opening Production in Ungdomshuset. MA Communication and IT. University of Copenhagen
- Christoffer Belhage (2018). Open-Design IoT-Concept to Facilitate Gender Diversity in Computer Science. MSc Computer Science
- Simone Nielsen, Amelia Nielsen, Katrine Holm Andersen (2017). Online representations of motherhood. BA Communication and IT. University of Copenhagen

- Emily Ovdal Bork and Katrine Johanna Rudbeck Mølgaard (2017). Education and Technology: A Qualitative Research of the cultural institution of Copenhagen Zoo and its guests. BA Communication and IT. University of Copenhagen
- Nanna Flensberg, Gustav Hvid Lindecrona, and Fie Sohn Højlund (2017). Parental Participation in Dataveillance of Minors. BA Communication and IT. University of Copenhagen
- Malene Agnete Bardram (2017). Implementation of SAP Payroll in Novo Nordisk. BA Communication and IT. University of Copenhagen

Thesis co-supervisor:

- Matteo Gabburo (2015). UCD e Studio di usabilita su un applicazione di gestione economica personale per un utenza over 70. BSc in Computer Science. University of Trento
- Andrea Brun (2015). UCD di una applicazione per la gestione economica dal punto di vista di soggetti minori di 20 anni. BSc in Computer Science. University of Trento
- Sajan Raj Ojha (2014). Exploiting Gamification for Geographical Entity Matching. MSc in Human-Computer Interaction. University of Trento
- Andrea Romagnoli (2013). The Role of Aesthetics in Website Development. BSc in Computer Science. University of Trento
- Israt Jahan Farzana (2013). User evaluation of Entity Search. MSc in Computer Science. University of Trento
- Omar Saad Almousa (2012). Cross-cultural Analysis of Academic Social Networks. MSc in Computer Science. University of Trento

## Presentations

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Keynotes:

- **FemTech: Broadening Participation to Computing** (2019) Invited keynote at ACM Multimedia 2019 in Nice (France) (ca. 400 attendees)

Conference presentations:

- **Fostering Cooperative Activism through Critical Design** (2017) at the Conference on Computer Supported Cooperative Work and Social Computing” (CSCW) in Portland, Oregon, USA
- **‘Matters of concern’ as Design Opportunities** (2016) at the 12th International Conference on the Design of Cooperative Systems (COOP) in Trento, Italy.
- **Exploring the virtual space of academia** (2012) at the 10th International Conference on the Design of Cooperative Systems (COOP) in Marseille, France.

Workshop and seminar presentations:

- **Methods for Public Design** (2015) at the “Infrastructuring for the Common Good” at the Seminar on Information Systems (ALPIS) in Carisolo, Italy.
- **Making Publics: hints for Recursivity** (2014) at the “Ting: Making publics through provocation, conflict and appropriation” workshop at the Participatory Design Conference (PDC) in Aarhus, Denmark.
- **Design for public engagement** (2014) at the “MakingPlaces” workshop at the Nordic Conference on Human-Computer Interaction (NordiCHI) in Helsinki, Finland.
- **Socio-technical infrastructuring for participation** (2014) at the “Cooperative Technologies in Democratic Processes” workshop at the International Conference on the Design of Cooperative Systems (COOP) in Nice, France.
- **Smart Campus: A case study of Digital Social Innovation** (2013) at the Participatory IT Summer School (Summer PIT) in Aarhus, Denmark.
- **Near2me: Implementation and User-Centric Evaluation** (2011) at the PetaMedia Network of Excellence seminar in Prague, Czech Republic

Invited Presentations:

- **Artificial Intelligence and People – Examples of Discrimination** (2020) invited presentation at the IAQOS ([Intelligenza di Quartiere Open Source](#)) Campus in Bolzano (Italy)

- **A designerly reading of “Race after Technology”** (2020) invited presentation at the PhD Journal Club of the Department of Computer Science (DIKU) at the University of Copenhagen and organised by the Confronting Data Co-Lab ([www.confrontingdata.dk](http://www.confrontingdata.dk))
- **Sustainability of Civic Technologies** (2019) invited presentation at the Human-Computer Interaction MSc of the University of Trento (Italy)
- **FemTech.dk: Making Interactive Technologies** (2018) invited presentation at the book launch event “Kvinde kend din kode” (“Women know your code”) at the IT University of Copenhagen (ITU)
- **FemTech.dk: Making Interactive Technologies** (2018) invited presentation at Dansk Industri (DI)

Guest lectures:

- **Infrastructure and Community Building** (2018) as part of the course on Computer Supported Collaborative Work at the Communication & IT MA (University of Copenhagen)
- **Critical Design** (2018, 2017) as part of the course on Concept Development and Innovation at the Communication & IT MA (University of Copenhagen)
- **Conceptual Design and Prototyping** (2017) at the Winter School on “Education as a Common Good” (University of Trento)
- **Crowdsourcing and Human Computation** (2014) as part of the course on Computer Supported Collaborative Work at the Computer Science MSc (University of Trento)

Scientific Boards  
and Conference  
Organization

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**Conference chair:**

- 2022 - on-going:** Publication co-chair at GROUP with Juliana França (Federal University of Rio de Janeiro, Brazil)
- 2021 - on-going:** Interactive Experiences co-chair at CHIItaly
- 2020 -** Demo and Poster co-chair at GROUP with Shion Guha (Marquette University, USA)
- 2016 -** Interactive Experiences co-chair at COOP with Jonas Fritsch (IT University of Copenhagen, Denmark)
- 2013 -** Posters and Demos co-chair at CHIItaly with Vincenzo D’Andrea (University of Trento, Italy)

**Scientific Committee member:**

- 2018 - on-going:** Associated Chair of the ACM Conference on Human Factors in Computing Systems (CHI), the top conference in Human Computer Interaction
- 2018 - on-going:** Program Committee member of the Participatory Design Conference (PDC)
- 2019 -** Program Committee of the ACM International Conference on Supporting Group Work (GROUP)
- 2015 -** Program Committee of the 11<sup>th</sup> Seminar on Information Systems (ALPIS)
- 2014 -** Program Committee of the International Working Conference on Advanced Visual Interfaces (AVI)
- 2013 -** Program Committee of the International ACM Workshop on Crowdsourcing for Multimedia (CrowdMM)

**Journal editor:**

- 2018 -** Co-editor the Special Issue on “Makerspaces, culture and design” at the Nordic Journal for Information Science and Cultural Communication.

**Journal reviewer**

Since 2012 I often review for the International Journal of Human Computer Studies (IJHCS), the Journal of Collaborative Computing and Work Practices (JCSCW). I have also reviewed for other journals such as Co-Design Journal, Digital Creativity Journal, and the Journal of Peer Production.

**Conference reviewer:**

- 2011 - 2018:** ACM Conference on Human Factors in Computing Systems (CHI), where I have received four times a recognition for an outstanding review.

**2013 - on-going:** ACM conference on Designing Interactive Systems (DIS), where I have one recognition for an outstanding review.

**2015 - on-going:** ACM Conference on Computer Supported Collaborative Work and Social Computing (CSCW)

Furthermore, I have reviewed more than one paper for the following conferences: COOP, C&T, Interact, BritishHCI, PDC, NordiCHI, ECSCW, CHIItaly, Desform.

## Innovation and Entrepreneurship

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- Double Degree PhD by the European Institute of Technology (EIT Digital) on **Innovation and Entrepreneurship**. EIT Digital is an independent EU body created by the European Union in 2008 to strengthen Europe's ability to innovate. The joint programme provides formal and practical training.
- **Formal training** on Opportunity Recognition (16 hours), Business Modelling and Development (100 hours), and Business Growth (80 hours) by researchers and practitioners from start-ups and enterprises.
- Six-month Business Development Experience (BDExp) at [MediaLab Prado](#), which is Madrid's city council citizen laboratory for experimenting with new technologies. During this period, I investigated the sustainability of **civic technologies for citizen participation** from an innovation and entrepreneurship perspective. To this purpose I collaborated with researchers, civil servants, and politicians. During this period, I have worked as **research consultant** for Komons.org, a social enterprise that uses digital methods to address issues of public interest such as environmental sustainability, online harassment, and immigration.

## Languages

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**Spanish:** Native speaker

**English:** Proficiency level written and spoken (C1)

**Italian:** Proficiency level written and spoken (C1)

**German:** Upper intermediate level written and spoken (B2)

## Publications (h-index Scholar = 12 h-index Scopus = 9)

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### **Journal papers:**

- *Menendez-Blanco, M., Bjørn P. (2019). Makerspaces on Social Media: Shaping Access to Open Design. *Human-Computer Interaction*, 1-36. (JCR Impact factor: 3.36)*
- *Teli, M., De Angeli, A., & Menendez-Blanco, M. (2018). The positioning cards: on affect, public design, and the common. *AI & SOCIETY*, 33(1), 125-132.*
- *Menendez-Blanco, M., De Angeli, A., and Teli, M. (2017). Biography of a Design Project through the Lens of a Facebook Page. *Computer Supported Cooperative Work (JCSCW)* 26.1-2: 71-96. (JCR Impact factor: 1.479)*
- *Teli, M., Bordin, S., Menendez-Blanco, M., Orabona, G., and De Angeli, A. (2015). Public design of digital commons in urban places: A case study. In the *International Journal of Human-Computer Studies*. (JCR Impact factor: 2.006)*

### **Conference papers:**

- *Menendez-Blanco, M., Bjørn, P., and De Angeli, A. (2017). "Fostering Cooperative Activism through Critical Design." In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW)*. ACM.*
- *Menendez-Blanco, M., De Angeli, A. (2016). "Matters of concern" as Design Opportunities. In *12<sup>th</sup> International Conference on the Design of Cooperative Systems (COOP)*. Springer.*
- *De Angeli, A., Bordin, S., and Menendez-Blanco, M. (2014). Infrastructuring participatory development in information technology. In *Proceedings of the 13th Participatory Design Conference: Research Papers-Volume 1* (pp. 11-20). ACM.*
- *Ionescu, B., Popescu, A., Müller, H., Menendez Blanco, M., & Radu, A. L. (2014). Benchmarking result diversification in social image retrieval. In *2014 IEEE International Conference on Image Processing (ICIP)* (pp. 3072-3076). IEEE.*

- Ionescu, B., Radu, A. L., *Menendez-Blanco, M.*, Müller, H., Popescu, A., & Loni, B. (2014). Div400: a social image retrieval result diversification dataset. In Proceedings of the 5th ACM Multimedia Systems Conference (pp. 29-34). ACM.
- Conotter, V., Dang-Nguyen, D. T., Boato, G., *Menendez-Blanco, M.*, & Larson, M. (2014). Assessing the impact of image manipulation on users' perceptions of deception. In Human Vision and Electronic Imaging XIX (Vol. 9014, p. 90140Y). International Society for Optics and Photonics.
- Radu, A. L., Ionescu, B., *Menendez-Blanco, M.*, Stöttinger, J., Giunchiglia, F., & De Angeli, A. (2014). A hybrid machine-crowd approach to photo retrieval result diversification. In International Conference on Multimedia Modelling (pp. 25-36). Springer.
- Loni, B., *Menendez-Blanco, M.*, Georgescu, M., Galli, L., Massari, C., Altingovde, I. S., & Larson, M. (2013). Fashion-focused creative commons social dataset. In Proceedings of the 4th ACM Multimedia Systems Conference (pp. 72-77). ACM.
- Chenu-Abente, R., *Menéndez-Blanco, M.*, Giunchiglia, F., & De Angeli, A. (2012). An entity-based platform for the integration of social and scientific services. In 8th International Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCom) (pp. 165-174). IEEE.
- Staiano, J., *Menéndez-Blanco, M.*, Battocchi, A., De Angeli, A., & Sebe, N. (2012). UX\_Mate: from facial expressions to UX evaluation. In Proceedings of the Designing Interactive Systems Conference (pp. 741-750). ACM.
- *Menendez-Blanco, M.*, De Angeli, A., & Menestrina, Z. (2012). Exploring the virtual space of academia. In From research to practice in the design of cooperative systems: Results and open challenges (pp. 49-63). Springer, London.
- Caballero, M. L., Chang, T. R., *Menéndez-Blanco, M.*, & Occhialini, V. (2010). Behand: augmented virtuality gestural interaction for mobile phones. In Proceedings of the 12th international conference on Human computer interaction with mobile devices and services (pp. 451-454). ACM.

**Book chapters:**

- Teli, M., & *Menendez-Blanco, M.* (2018). Design initiatives in public spaces: Eight interpretative lenses. In Participatory Design Theory (pp. 71-86). Routledge.
- *Menendez-Blanco, M.*, van der Veer, G. C., Benvenuti, L., & Kirschner, P. A. (2014). Design guidelines for self-assessment support for adult academic distance learning. In Adult and Continuing Education: Concepts, Methodologies, Tools, and Applications (pp. 625-654). IGI Global.
- Larson, M., Melenhorst, M., *Menéndez-Blanco, M.*, & Xu, P. (2014). Using crowdsourcing to capture complexity in human interpretations of multimedia content. In Fusion in Computer Vision (pp. 229-269). Springer, Cham.

**Workshops organisation:**

- Hansen, N. B., Klerks, G., *Menendez Blanco, M.*, Maye, L., Strohmayer, A., de Waal, M., & Schouten, B. (2020). Making Civic Initiatives Last: Ecosystems, Technologies, Approaches and Challenges. In Companion Publication of the 2020 ACM Designing Interactive Systems Conference (pp. 433-436).

**Workshops and demos papers:**

- *Menendez-Blanco, M.*, Bjørn P., Holten Møller, N., Bruun, J., Dybkjær H. and Lorentzen, K. (2018). GRACE: Broadening Narratives of Computing through History, Craft and Technology. In Proceedings of the 20th ACM international conference on Supporting group work. ACM.
- Tonolli L., Teli M., *Menendez-Blanco M.* (2016) Making Publics: hints for Recursivity. In "Ting: Making publics through provocation, conflict and appropriation" workshop at the Participatory Design Conference (PDC).
- *Menendez-Blanco M.*, Bordin S., De Angeli A. (2014) Design for public engagement. In MakingPlaces workshop at the Nordic Conference on Human-Computer Interaction (NordCHI).
- Melenhorst, M., *Menendez Blanco, M.*, & Larson, M. (2014). A crowdsourcing procedure for the discovery of non-obvious attributes of social images. In Proceedings of the 2014 International ACM Workshop on Crowdsourcing for Multimedia (pp. 45-48). ACM.
- De Angeli, A., Bordin, S., & *Menendez-Blanco, M.* (2014). Reflections Over a Socio-technical Infrastructuring Effort. In CoPDA@ AVI (pp. 28-32).



- Bordin, S., *Menendez-Blanco, M.*, & De Angeli, A. (2014). ViaggiaTrento: an application for collaborative sustainable mobility. *ICST Trans. Ambient Systems*, 1(4), e5.
- Ionescu, B., *Menéndez-Blanco, M.*, Müller, H., & Popescu, A. (2013). Retrieving diverse social images at MediaEval 2013: Objectives, dataset and evaluation (Vol. 1043). *MediaEval Benchmarking Initiative for Multimedia Evaluation*.
- Radu, A. L., Stöttinger, J., Ionescu, B., *Menéndez-Blanco, M.*, & Giunchiglia, F. (2012). Representativeness and diversity in photos via crowd-sourced media analysis. In *International Workshop on Adaptive Multimedia Retrieval* (pp. 116-129). Springer, Cham.
- Radu, A. L., Stöttinger, J., Ionescu, B., *Menéndez-Blanco, M.*, & Giunchiglia, F. (2012, October). Representativeness and diversity in photos via crowd-sourced media analysis. In *International Workshop on Adaptive Multimedia Retrieval* (pp. 116-129). Springer, Cham.
- Kofler, C., Caballero, L., *Menendez-Blanco, M.*, Occhialini, V., & Larson, M. (2011). Near2me: An authentic and personalized social media-based recommender for travel destinations. In *Proceedings of the 3rd ACM SIGMM international workshop on Social media* (pp. 47-52). ACM.
- *Menendez-Blanco, M.*, De Angeli, A., & Teli, M. (2010). *Public design: Tools, Techniques and Processes*.

**Articles related to my work published on the news:**

- Zambach S., *Menendez-Blanco M.*, Dybdal M. How do we promote gender equity in computing? (2019). *Science Nordic*. Retrieved from <https://scienordic.com/computing-denmark-education/how-do-we-promote-gender-equity-in-computing/1555399> (last accessed Sep, 8<sup>th</sup> 2019)
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