

# FRANCA GARZOTTO

## Publications

1. 2012 (Journal Paper)  
*Paolo Cremonesi, Franca Garzotto, Roberto Turrin (2012). Investigating the Persuasion Potential of Recommender Systems from a Quality Perspective: an Empirical Study. ACM TRANSACTIONS ON INTERACTIVE INTELLIGENT SYSTEMS, vol. 2, p. 1-41, ISSN: 2160-6455, doi: 10.1145/2209310.2209314*
2. 2012 (Conference Paper)  
*Paolo Cremonesi, Francesco Epifania, Franca Garzotto (2012). User profiling vs. accuracy in recommender system user experience. In: International Working Conference on Advanced Visual Interfaces - AVI '12. Capri, p. 717-720, ACM, ISBN: 9781450312875, doi: 10.1145/2254556.2254692*
3. 2012 (Conference Paper)  
*Franca Garzotto, Matteo Valoriani (2012). "Don't touch the oven"Proceedings of the International Working Conference on Advanced Visual Interfaces - AVI '12. In: -. Proceedings of the International Working Conference on Advanced Visual Interfaces - AVI '12. Capri, p. 721-724, ISBN: 9781450312875, doi: 10.1145/2254556.2254693*
4. 2012 (Conference Paper)  
*Paolo Cremonesi, Franca Garzotto, Roberto Turrin (2012). User effort vs. accuracy in rating-based elicitation. In: Proceedings of the sixth ACM conference on Recommender systems - RecSys '12. p. 27-34 , ACM, ISBN: 9781450312707, Dublin, doi : 10.1145/2365952.2365963*
5. 2012 (Journal Paper)  
*F. Garzotto, M. Bordogna (2012). Paper-based Multimedia Interaction and Disabled Children: From Experience to Learning-for-All. INTERNATIONAL JOURNAL OF ARTS AND TECHNOLOGY, vol. 5, p. 126-150 , ISSN: 1754-8853, doi: 10.1504/IJART. 2012.046271*
6. 2012 (Conference Paper)  
*P. Cremonesi, A. Donatucci, F. Garzotto, R. Turrin (2012). Decision-Making in Recommender Systems: The Role of User's Goals and Bounded Resources. In: RecSys 2012 Workshop on Human Decision Making in Recommender Systems (Decisions@ RecSys' 12). p. 1-8, Dublin*
7. 2011 (Conference Paper)  
*P. Cremonesi, F. Garzotto, S. Negro, A.V. Papadopoulos, R. Turrin (2011). Looking for "Good" Recommendations: A Comparative Evaluation of Recommender Systems. In: Proceeding INTERACT'11 Proceedings of the 13th IFIP TC 13 international conference on Human-computer interaction - Volume Part III . p. 152-168, Springer-Verlag Berlin, Heidelberg, Lisbon, Portugal, doi: 10.1007/978-3-642-23765-2\_11*
8. 2011 (Conference Paper)  
*P. Cremonesi, F. Garzotto, S. Negro, A.V. Papadopoulos, R. Turrin (2011). Comparative evaluation of recommender system quality. In: CHI EA '11 Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems. CHI EA '11 Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems, p. 1927-1932, doi: 10.1145/1979742.1979896*
9. 2011 (Journal Paper)  
*F. Garzotto (2011). Enterprise Frameworks for Data Intensive Web Applications: an End-User Development Model Based Approach. JOURNAL OF WEB ENGINEERING, vol. 10, p. 87-108, ISSN: 1540-9589*
10. 2011 (Conference Paper)  
*F. Garzotto, R. Gonella (2011). An open-ended tangible environment for disabled children's learning. In: IDC 2011 - Proceedings of the 10th International Conference on Interaction Design and Children.*

- p. 52-61, ACM, ISBN: 9781450307512, Ann Arbor (USA), June 2011, doi: 10.1145/1999030.1999037
11. 2011 (Conference Paper)  
F. Garzotto, R. Gonella (2011). *Children's co-design and inclusive education*. In: -. *Proceedings of the 10 th International Conference on Interaction Design and Children*. Ann Arbor (USA), June, p. 260-263, ACM, ISBN : 9781450307512, doi: 10.1145/1999030.1999077
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GARZOTTO F (2010). *E-Learning Design from a "Quality of Experience" Perspective*. In: Aimilia Tzanavari, Nicolas Tsapatsoulis (Eds.). *Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience*. p. 94-113, ISBN: 1605669407, doi: 10.4018/978-1-60566-940-3.ch005
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F. Garzotto, Herrero E., Salgueiro F. (2010). *One Tool-Many Paradigms: Creativity and Regularity in Youngsters' Hyperstories*. In: -. *Proceeding ICIDS'10 Proceedings of the Third joint conference on Interactive digital storytelling*. Edinburgh, UK, November 1st - 3rd 2010, p. 44-49, Springer-Verlag Berlin, Heidelberg, ISBN: 3642166377, doi: 10.1007/978-3-642-16638-9\_8
  15. 2010 (Conference Paper)  
Garzotto F., Bordogna M. (2010). *Paper-based multimedia interaction as learning tool for disabled children*. In: *International Conference on Interaction Design and Children (IDC 2010)*. Barcelona, Spain, June 9-12, 2010, p. 79-89, ISBN: 9781605589510, doi: 10.1145/1810543.1810553
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Di Blas N., Garzotto F., Poggi C. (2009). *Web Engineering at the frontiers of the Web 2.0: Design Patterns for online 3D Multiuser Spaces*. *WORLD WIDE WEB JOURNAL*, vol. 12, p. 345-379, ISSN: 1085-2301, doi: 10.1007/s11280-009-0065-5
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Bolchini D., Yang T., Garzotto F. (2009). *Evaluating the Communication Impact of Branded Websites A Value-Based Framework*. In: *ACM International Conference on Design of Communication (SIGDOC 2009)*. p. 73-80, Bloomington, IN, USA, October 5-7, 2009
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- GARZOTTO F (a cura di) (2009). *Proceedings of IDC 2009 – The Eight International Conference on Interaction Design and Children*. p. 1-347, ISBN: 978-1-60558-395-2
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  30. 2008 (Conference Paper)  
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GARZOTTO F, A. TORREBRUNO (2008). *Supporting Tangible Interaction for Museum Edutainment*. In: *ED-MEDIA 2008 - World Conference on Educational Multimedia, Hypermedia & Telecommunication 2008* . Vienna, AUSTRIA, JUNE 2008, p. 1593-1608
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D. Bolchini, N. Di Blas, F. Garzotto, P. Paolini, A. Torrebruno (2007). *Simple, Fast, Cheap: Success Factors for Interactive Multimedia Tools*. *PSYCHOLOGY*, vol. 5, p. 253-269, ISSN: 1720-7525
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