



Simone Mora, PhD

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🐦 @simum

My goal is to empower people to invent innovative Internet of Things (IoT) ecologies to serve human's needs and desires. I develop methods and tools for collaborative ideation and rapid prototyping of IoT ecologies. I investigate how to apply IoT tech for smart sustainable cities and lifelong learning experiences.

Design science lies at the core of my research approach. I use human-centric methods to understand problems and opportunities for specific domains. I establish a creative dialogue among different stakeholders to elicit requirements and lead design explorations. I turn ideas into prototypes of hybrid artefacts and environments developing code and electronics, often augmenting and hacking everyday things. I evaluate results with quantitative and qualitative methods.

I speak English (fluent), Italian (mothertongue) and Norwegian (intermediate).



2015 - NOW

Work history

Postdoctoral Fellow

Dept. of Computer Science, Norwegian University of Science and Technology (NTNU)

Inventor and lead researcher of Tiles - a toolbox to accelerate ideation and prototyping of IoT products
<http://tilestoolkit.io>

Inventor and lead researcher of Anyboard - a prototyping platform for making hybrid game experiences
<http://anyboardgames.co>

Researcher at Bank of Things - an exploration of how the IoT can improve future banking experiences
<http://bankofthings.io>

Associated researcher of Socratic - a knowledge-based platform to support the social innovation lifecycle -
<http://socratic.eu>

Supervision of graduate students in the field of tangible interfaces, IoT and HCI

Lecturer in courses on prototyping interactive media and collaboration technologies



2015

Education

Ph.D. in Computer Science

Norwegian University of Science and Technology (NTNU)

I investigated how to leverage sensing-based interaction, augmented reality and wearables to support experience-based training of crisis workers.

Inventor and lead researcher of CroMAR - a mobile augmented reality platform to support situated reflection and learning for crisis manager - <http://research.idi.ntnu.no/CroMAR>

Inventor and lead researcher of WATCHiT - a sensor-based wristband computer for data collection on a crisis scene - <http://research.idi.ntnu.no/WATCHiT>

Associate Researcher at EU Project MIRROR - Design of technology tools for supporting reflection and learning in the workplace

2014

Guest Researcher at SENSEable City Lab, MIT - Co-design and construction of "DriveWave" installation
<http://senseable.mit.edu/wave>

2013

Guest Researcher at Centre for Human Computer Interaction Design, City London University - Design and implementation of gamified experiences for supporting creative problem solving

2009

MSc in Computer Engineering | Università degli studi di Bergamo, Italy

I learned software engineering and security, signal theory and digital electronics design

2006

BSc in Industrial Engineering | Università degli studi di Bergamo, Italy

I learned math, physics, economy, project and risk management



Selected publications (full list at <http://simonemora.com/research/publications>)

- S. Mora | **Leveraging sensing-based interaction for supporting reflection at work: the case of crisis training** | Doctoral thesis at NTNU, 2015
- S.Mora, F. Gianni and M.Divitini | **Tiles: A Card-based Ideation Toolkit for the Internet of Things** | In proceedings of the Designing Interactive Systems Conference (DIS), 2017
- S.Mora, F. Gianni and M.Divitini | **RaploT Toolkit: Rapid Prototyping of Collaborative Internet of Things Applications** | In proceedings of the International Conference on Collaboration Technologies and Systems (CTS), 2016. *Outstanding Paper Award*
- S. Mora, A. Boron, & M. Divitini | **CroMAR: Mobile augmented reality for supporting reflection on crowd management** | International Journal of Mobile Human Computer Interaction, 2012
- S. Mora, I. Di Loreto and M. Divitini | **From interactive surfaces to interactive game pieces in hybrid board games** | Journal of Ambient Intelligence and Smart Environments, 2016
- S. Mora, T. Fagerbekk, M. Monnier, E. Schroeder and M. Divitini | **Anyboard: a Platform for Hybrid Board Games** | In proceedings of the International Conference on Entertainment Computing (ICEC), 2016.
- L. Muller, M. Divitini, S. Mora, V. Rivera-Pelayo & W. Stork | **Context Becomes Content: Sensor Data for Computer Supported Reflective Learning** | IEEE Transactions on Learning Technologies, 2015
- S. Mora and M. Divitini | **WATCHiT: a modular and wearable tool for data collection in crisis management and training** | In Proceedings of the European Conference on Ambient Intelligence (AMI), 2014
- S. Mora and M. Divitini | **Supporting debriefing with sensor data: A reflective approach to crisis training** | In proceedings of Information Systems for Crisis Response and Management in Mediterranean countries conference (ISCRAM-MED), 2014



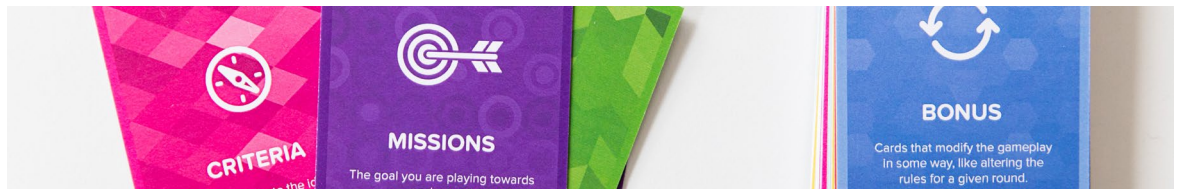
Innovation Grants & Awards

- Design Driven Innovation Programme | 250kNOK (~32.000USD)** -for design of “Future banking and the Internet of Things”, together with Nice AS, Sparebank SMN, Evry AS
- NTNU Discovery forprosjekt | 150kNOK (~20.000USD)** - for commercialisation of “TILES: a toolkit for rapid prototyping of interactive objects”

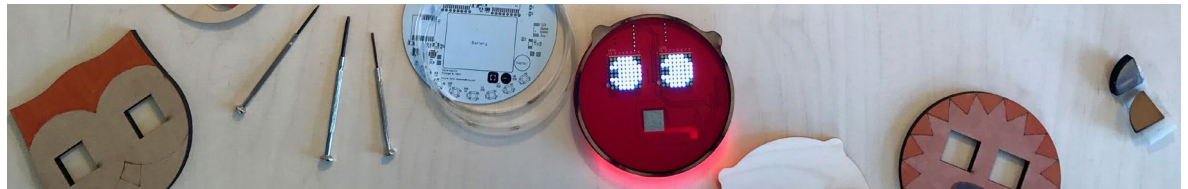


Selected Projects

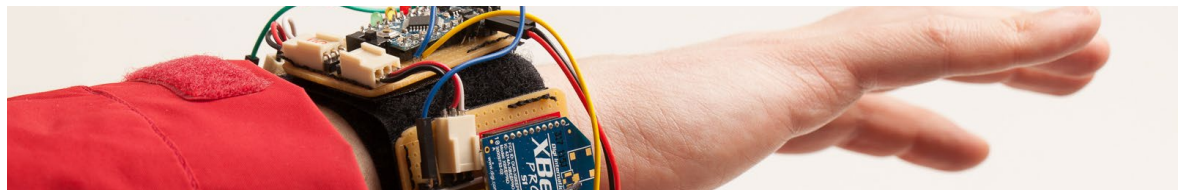
TILES IOT CARDS
TILESTOOLKIT.IO



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