

PERSONAL INFORMATION



Salvatore Iaconesi

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📅 Date of birth 03/04/1973

WORK EXPERIENCE

Jan 2011–Present

CEO

Human Ecosystems Ltd

Founder and direction of the company.

BigData for cities, territories and communities.

Information visualization.

Data Analytics.

Research.

Sep 2004–Present

Founder and President

Art is Open Source

Transdisciplinary processes merging Arts, Design, Sciences and Technology.

Ubiquitous Technologies.

Anthropology and Sociology applied to arts/sciences.

Cultural processes, including events, exhibits, installations, community development, at international level.

Jun 2014–Present

General Director

Nefula

First Italian studio for Near Future Design.

Evolutionary analysis of markets, human behaviour, consumption patterns, state of the arts and technologies, as driven by technology.

Design Fiction, Speculative Design, Scenario Based Design, Strategic Design.

Transmedia Design and Storytelling.

Apr 2015–Present

Principal Investigator

Ubiquitous Commons

BigData

Privacy and Digital Rights

Digital Identities

Peer-to-peer technologies

Cyber Security

Jan 2014–Present

Strategic Advisor

multiple

Strategic and technology advisor for multiple companies and organizations

EDUCATION AND TRAINING

1992–2000 **BEng Robotic Engineering**
 Università di Roma, "La Sapienza", Rome (Italy)
 Artificial Intelligence
 Machine Learning
 Neural Networks
 Numeric Control
 Control Systems

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
French	B2	C1	A2	A2	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills Public Speaking
 Online and Social Media Communication
 Community management and strategic development

Organisational / managerial skills

- leadership (currently responsible for multiple teams of as many as 25 people)
- project management (currently managing 3 projects for a total of 4 million euros budget)
- data and evidence driven management and strategy, using business intelligence tools, BigData and predictive analysis techniques

Job-related skills

- communications design
- transmedia design
- strategic design
- complex process design
- transdisciplinary process design

Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital competences - Self-assessment grid

- Artificial Intelligence, Machine Learning, Natural Language Processing
- Transmedia Design, Interaction Design, Design Fiction

- Information Architecture, Multi-tier Systems, Distributed Systems, Peer-to-peer infrastructures
- Geographic Information Systems
- BigData
- Internet of Things
- Wearable Technologies
- Natural Interaction Systems
- Computer Vision
- Augmented Reality, Virtual Reality

ADDITIONAL INFORMATION

Honours and awards

- TED Fellow (2012)
- Eisenhower Fellow (2013)
- Yale World Fellow (2014)

Publications

- Books
 - S. Iaconesi, O. Persico (2016). "Digital Urban Acupuncture. Human Ecosystems and the Life of Cities in the Age of Communication, Information and Knowledge". Springer. ISBN 978-3-319-43403-2
 - S. Iaconesi, O. Persico (2016). "La Cura". Codice Edizioni. ISBN: 978-88-7578-584-0
 - S. Iaconesi, O. Persico (2011). "*Read/Write Reality*". FakePress Publishing. ISBN 9781105267482
 - "*REFF, RomaEuropa FakeFactory. La reinvenzione del reale attraverso pratiche di remix, mashup, reenactment*" C. Hendrickson, S. Iaconesi, O. Persico, F. Ruberti, L. Simeone, preface by Bruce Sterling, DeriveApprodi, FakePress, ISBN: 978-88-6548-012-0
 - "*Angel_F: diary of an artificial intelligence*" Salvatore Iaconesi, Oriana Persico, Derrick de Kerckhove, Massimo Canevacci, Antonio Caronia, Carlo Formenti, Luigi Pagliarini, ISBN: 9788876153426
- Book Chapters
 - S. Iaconesi, A. Delfanti (2016) "Open Source Cancer: Brain Scans and the Rituality of Biodigital Data Sharing" in "The Participatory Condition in the Digital Age", edited by Darin Barney, Gabriella Coleman, Christine Ross, Jonathan Sterne, and Tamar Tembeck, University of Minnesota Press. ISBN 978-0-8166-9771-7
 - S. Iaconesi, O. Persico (2016) "Neuralmente Vostrì". in L. De Biase, T. Pievani "Come Saremo", Codice Edizioni. ISBN: 978-88-7578-620-5
 - Iaconesi S. (2015) "Digital Arts as Commons" in "Patterns of Commoning" Bollier D. (ed.), Helfrich S. (ed). Commons Strategies Group.
 - Iaconesi, S.; Persico, O. (2015) "Il Terzo Infoscape. Dati, informazioni e saperi nella città e nuovi paradigmi di interazione urbana" in Arcagni, S. (ed.) *I Media Digitali e l'Interazione Uomo-Macchina* (p. 139-168). Roma: Aracne Editore.
 - Iaconesi, S. and Persico, O. (2014). "An Emotional Compass: Emotions on Social Networks and a new Experience of Cities" in *Augmented Reality Art: From an Emerging Technology to a Novel Creative Medium*, part of the Springer Series on Cultural Computing, Geroimenko, Vladimir (Ed.). New York: Springer. ISBN 978-3-319-06202-0.
<http://www.springer.com/computer/hci/book/978-3-319-06202-0>
 - S. Iaconesi (2013). "Remixing the Dots: Disegno Memetico ed Evoluzione Culturale" in V. Bruni (ed.), S. Socci (ed.), F. Speroni (ed.) "Il Disegno dopo il Disegno: le molte vite di un medium antico". Pisa, Italy: Pisa University Press. ISBN 978-88-6741-172-6.
 - S. Iaconesi, O. Persico (2013). "Societing and the Co-Creation of the City". in A. Giordano (ed.), A. Arvidsson (ed), "Societing Reloaded". Milan, Italy: Egea. ISBN/EAN: 9788823833401
 - Iaconesi, S., & Persico, O. (2013). "The Co-Creation of the City." In N. Sappleton (Ed.), "Advancing Research Methods with New Technologies" (pp. 12-33). Hershey, PA: Information

Science Reference. doi:10.4018/978-1-4666-3918-8.ch002

- S. Iaconesi, O. Persico (2012). "Extended Autopoietic Cities: the experience of place, the open, real-time city, second-order cybernetic systems and their implications for Urban Planning, Design and Community Involvement". In A. de Campo, M. D. Hosale, S. Murrani (eds.), *Worldmaking as Technè*. (in press).
- Salvatore Iaconesi, Luca Simeone, Cary Hendrickson, Oriana Persico, "Connective environmental education: augmented-reality enhanced landscapes as distributed learning ecosystems.", in "Future Learning Spaces", *Designs on e-learning conference proceedings*, Stefan Sonvilla-Weiss & Owen Kelly (eds.), pp. 312-321, 2011, Helsinki, Aalto University publication series, ISBN 978-952-60-4517-7
- "Toys++", S. Iaconesi and Luca Simeone, chapter in "Museums at Play: Games, Interactions and Learning", *MuseumsEtc*, edited by Katy Beale, ISBN: 978-1-907697-13-5