

PERSONAL INFORMATION

Marco Pistore

📍 Via Sommarive 18, 38123 Trento, TN, Italia

✉ pistore@fbk.eu

🌐 LinkedIn <http://it.linkedin.com/in/marco-pistore>

WORK EXPERIENCE

Jan. 2021 - Today

Director – Digital Society Center

Fondazione Bruno Kessler (FBK) – Via Sommarive 18, 38123 Trento, TN, Italy – www.fbk.eu

- Marco Pistore is the Director of the “Digital Society” research center of FBK. The center is formed by a multidisciplinary team of approximately 100 researchers, technologists and managers (including PhD students) organized in different research units dedicated to specific research areas in the ICT domain and 2 support units focusing on project management and technology maturation. Its mission is to perform advanced research and develop innovative digital technology to address key challenges of the future digital society.

Business or sector Research, ICT

Jan. 2024 - Today

Head of Research Unit – Modeling and Simulation of Socio-Technical Systems

Fondazione Bruno Kessler (FBK) – Via Sommarive 18, 38123 Trento, TN, Italy – www.fbk.eu

- Marco Pistore is the Head of the “MOST - Modeling and Simulation of Socio-Technical Systems” research unit of FBK. The unit has the goal of researching novel modeling and simulation techniques for complex socio-technical systems (eg. cities, rural areas, complex organizations), by exploiting, developing and integrating data science, Artificial Intelligence and complex systems approaches.

Business or sector Research, ICT

Sep. 2006 – Dec. 2020

Head of Research Unit / Research Line

Fondazione Bruno Kessler (FBK) – Via Sommarive 18, 38123 Trento, TN, Italy – www.fbk.eu

- From January 2019 Marco Pistore has directed the “Digital Society” Research Line of the Center for Information and Communication Technology of FBK. The line coordinates the activities of 12 research units, of a development lab and of a project management team (> 100 people) with the goal of doing advanced research in ICT and exploiting it to solve digital society challenges in the fields of mobility, education, inclusion, sustainability, urban security.
- In year 2018 Marco Pistore has directed the “Smart Cities and Communities” Line of the Center for Information and Communication Technology of FBK. K.
- Until December 2014 Marco Pistore has directed the “Service Oriented Applications” (soa.fbk.eu) research unit of the Center for Information Technology of FBK.

Business or sector Research, ICT

Sep. 2002 – Aug. 2006

Associate Professor in Informatics (“Ingegneria Informatica”)

University of Trento – Via Belenzani 12, 38122 Trento, TN, Italy – www.unitn.it

- Associate Professor in Informatics at the Department of Information and Communication Technology (now Department of Engineering and Information Science: disi.unitn.it) of the University of Trento. In addition to the teaching duties (lecturer of Formal Language and Compilers) and to the research activities, Marco Pistore’s responsibilities included: Management and lead of the research group on “Software Engineering”; Coordination of the basic (BSc) and specialist (MSc) degrees in Computer Science offered by the science faculty of the University of Trento; Director of the European Master in Informatics (www.eumi-school.org), a joint master in computer science offered by the University of Trento, the RWTH Aachen University, and the University of Edinburgh which has been funded by the European Commission Programme Erasmus Mundus.

Business or sector Research, ICT

Jan. 1999 – Aug. 2002

Researcher

Istituto Trentino di Cultura (now Fondazione Bruno Kessler), Via Sommarive 18, 38123 Trento, TN, Italy

- Research activities in the fields of Formal Methods, Automated AI Planning, Software Engineering, Participation to research and industrial projects.

Business or sector Research, ICT

EDUCATION AND TRAINING

1994 - 1998

PhD in Informatics

University of Pisa

- Advanced education and research activities in the following fields of Computer Science: formal methods, concurrency theory, distributed and mobile systems.
- Title of the PhD thesis: "History Dependent Automata"; advisor: Prof. Ugo Montanari.

1990 - 1996

"Diploma" in Computer Science ("Diploma di Licenza in Scienze dell'Informazione")

Scuola Normale Superiore of Pisa

- Advanced courses in the fields of mathematics, physics, computer science.

1990 – 1994

MSc in Computer Science ("Laurea in Scienze dell'Informazione")

University of Pisa

- Title of the thesis: "Truly concurrent semantics for the pi-calculus"; advisor: Prof. Ugo Montanari.
- Grade: 110 cum laude.

PERSONAL SKILLS

Mother tongue(s)

Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	Proficient	Proficient	Proficient	Proficient	Proficient
German	Basic	Independent	Independent	Basic	Basic

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

Professional skills

- 25+ years of experience in IT research, with research competences in the areas of Theoretical Computer Science, Formal Methods, Artificial Intelligence, Automated Planning, Service Oriented Architectures, Requirements Engineering, Semantic Web (see Publications and Conferences in Additional Information below).
- Strong experience in the research and development of open software platforms for smart cities, of interoperability solutions for public services, of open innovation solutions.
- Good communication skills thanks to 25+ years of experience in the dissemination of research results, targeting both specialist audiences (conferences and symposia) and generalist audience (interviews, round tables).
- 15+ years of experience in the management of research teams and projects:
 - o responsibility of research structures (up to more than 100 persons), research groups, project teams;
 - o coordination and management of National and European projects, participation to steering committees and advisory boards (see Research Projects in Additional Information below);
 - o responsibility of joint lab, bilateral collaborations and technology transfer project with National and International companies.
- 10+ years of experience in the management of a micro-enterprise (FBK spin-off).

ADDITIONAL INFORMATION

Research Projects

Main 5 management responsibilities in European projects:

- AI@EDGE (<https://aiatedge.eu/>, H2020 5G PPP 2021-2023): project coordinator
- SIMPATICO (www.simpatico-project.com, H2020 EURO 2016-2019): project coordinator
- STREETLIFE (www.streetlife-project.eu, FP7 SMARTCITIES, 2013-2016): scientific coordinator
- BRIDGE (KIC - EIT Digital project 2019): activity leader
- STARDUST (stardustproject.eu, H2020 SCC 2017-2022): local coordinator, responsible of ICT dimension at project level.

Other key management responsibilities:

- Bologna Digital Twin (https://www.comune.bologna.it/myportal/C_A944/api/content/download?id=65096dceb867430099f9438e, strategic project of the city of Bologna): project technical coordinator
- AlxPA – Intelligenza Artificiale nel Sistema della PA – AI in the scope of the PA system (<https://www.provincia.tn.it/Documenti-e-dati/Progetti/Progetto-Bandiera-Intelligenza-artificiale-AI-nel-sistema-della-PA>, regional project funded by “National Complementary Plan”, 5M Euro): Project Manager
- ICSC – Italian Research Center on High Performance Computing, Big Data and Quantum Computing (<https://www.supercomputing-icsc.it/en/icsc-home/>): co-leader of Spoke 9 – Digital Society & Smart Cities

Publication list
(10 most relevant papers)

- R Riggio, E Coronado, N Linder, A Jovanka, G Mastinu, L Goratti, M Rosa, H Schotten, M Pistore (2021). AI@EDGE: A Secure and Reusable Artificial Intelligence Platform for Edge Computing. Joint European Conference on Networks and Communications & 6G Summit (EuCNC/6G Summit)
- R Khoshkangini, G Valetto, A Marconi., M Pistore (2021). Automatic generation and recommendation of personalized challenges for gamification. Springer Journal on User Modeling and User-Adapted Interaction 31(1):1-34
- E. Farella, G. Schiavo, M. Ferron, D. Giovanelli, C. Leonardi, A. Marconi, P. Massa, A.L. Murphy, M. Nori, M. Pistore (2020). CLIMB: A Pervasive Gameful Platform Promoting Child Independent Mobility. IEEE Pervasive Comput. 19(1): 32-42.
- K. Zabaleta, A.B. Lago, D. López-de-Ipiña, G. Di Modica, R.S. de La Cámara, M. Pistore (2019). Combining Human and Machine Intelligence to Foster Wider Adoption of e-Services. SmartWorld/SCALCOM/UIC/ATC/CBDCom/IOP/SCI 2019: 1854-1859
- A. Marconi, G. Schiavo, M. Zancanaro, G. Valetto, M. Pistore (2018). Exploring the world through small green steps: improving sustainable school transportation with a game-based learning interface. AVI 2018: 24:1-24:9
- A. Bucchiarone, A. Marconi, M. Pistore, H. Raik (2017). A context-aware framework for dynamic composition of process fragments in the internet of services. J. Internet Serv. Appl. 8(1): 6:1-6:23
- A. Bucchiarone, M. De Sanctis, A. Marconi, M. Pistore, P. Traverso (2016). Incremental Composition for Adaptive By-Design Service Based Systems. ICWS 2016: 236-243
- R. Kazhamiakin, A. Marconi, A. Martinelli, M. Pistore, G. Valetto (2016). A gamification framework for the long-term engagement of smart citizens. ISC2 2016: 1-7
- M Gerosa, A Marconi, M Pistore, P Traverso.(2015). An open platform for children's independent mobility. Smart Cities, Green Technologies, and Intelligent Transport Systems, 50-71
- R Kazhamiakin, A Marconi, M Perillo, M Pistore, G Valetto, L Piras, F Avesani, N Perri (2015). Using gamification to incentivize sustainable urban mobility. IEEE first international smart cities conference (ISC2), 1-6

According to law 679/2016 of the Regulation of the European Parliament of 27th April 2016, I hereby express my consent to process and use my data provided in this CV.

Trento, 01/03/2024