

Marco Gilardi  
Lecturer  
School of Computing, Engineering and Physical Sciences  
**Email:** Marco.Gilardi@uws.ac.uk  
**Phone:** 01418464379



## Qualifications

Doctor of Philosophy, University of Sussex  
27 Apr 2011 → 9 Sep 2015

Master of Science, University of Sussex  
6 Sep 2008 → 30 Aug 2009

Master of Science, University of Cagliari  
1 Oct 2005 → 29 Apr 2008

Bachelor of Science (Hons.), University of Cagliari  
1 Sep 2000 → 27 Oct 2005

Postgraduate Certificate, University of the West of Scotland  
10 Jan 2018 → Jul 2019

Jan 2013 → 26 Sep 2018 Associate Fellow of the Higher Education Academy, AFHEA  
26 Sep 2018 → ... Fellow of the Higher Education Academy, FHEA

## Research output

- Leadership skills in the higher education sector: a study of Scotland**  
Harrison, C., Collins, S., Gilardi, M., Reilly, C. A., Valentin, S., Balaraman, P. & Papadopoulou, C., 5 Sep 2019, *British Academy of Management (BAM) 2019 Conference*. British Academy of Management, 9 p. 437  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- Virtual observation of virtual reality simulations**  
Howie, S. R. & Gilardi, M., 2 May 2019, *CHI EA 2019 - Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems: Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems*. Association for Computing Machinery, 6 p. LBW2710  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- Drift-Diffusion Based Real-Time Dynamic Terrain Deformation**  
Gilardi, M., Watten, P. L. & Newbury, P., 9 May 2016, *EUROGRAPHICS 2016 - Short Papers*. European Association for Computer Graphics, p. 045-048 4 p. (Eurographics Technical Report Series).  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- Design Fiction Film-Making: A Pipeline for Communicating Experiences**  
Gilardi, M., Holroyd, P., Brownbridge, C., Watten, P. L. & Obrist, M., 7 May 2016, *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. Association for Computing Machinery, p. 1398-1406 8 p.  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- Scented Material: Changing Features of Physical Creations based on Odors**  
Jezler, O., Gatti, E., Gilardi, M. & Obrist, M., 7 May 2016, *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. Association for Computing Machinery, p. 1677-1683 7 p.  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- MAVIS: mobile acquisition and VISualisation: a professional tool for video recording on a mobile platform**  
Watten, P. L., Gilardi, M., Holroyd, P. & Newbury, P., 9 Nov 2015, *Proceeding SA '15 SIGGRAPH Asia 2015 Mobile Graphics and Interactive Applications*. Association for Computing Machinery, 8  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- The effects of video lecture delivery formats on student engagement**  
Gilardi, M., Holroyd, P., Newbury, P. & Watten, P. L., 30 Jul 2015, *Proceedings of the Science and Information Conference (SAI), 2015*. IEEE, p. 791-796 6 p.  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution
- Adapting the twelve principles of classic animation to lectures**  
Gilardi, M., Holroyd, P., Watten, P. L. & Newbury, P., 8 May 2015, *Eurographics 2015 - Education Papers*. European Association for Computer Graphics, p. 001-007 8 p.  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution

9. **Unsupervised three-dimensional reconstruction of small rocks from a single two-dimensional image**  
Gilardi, M., Watten, P. L. & Newbury, P., 8 May 2014, *Eurographics 2014 - Short Papers*. Galin, E. & Wand, M. (eds.). European Association for Computer Graphics, p. 29-32 4 p.  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution

### **Area of academic expertise - outline**

My area of research expertise is in Immersive Technologies, in particular I am interested in two topics (1) the development of authoring tools that will make content creation easier and more accessible to non technical audiences, (2) the design and prototyping of Immersive Spaces and Experiences.