

Alessandro Valitutti

Curriculum Vitae et Studiorum

Personal Data

Date of Birth: March 1, 1968

Work Address: Faculty of Science, Department of Computer Science, P.O. Box 68 (Gustaf Hällströmin katu 2 B – Exactum Building), 00014 University of Helsinki

Home Address: Vuolukiventie 1b C 53, 00710 Helsinki, Finland

Phone Number: +358 45 8952838 (mobile)

Email Addresses: alessandro.valitutti@gmail.com
alessandro.valitutti@cs.helsinki.fi

Education

- Diploma di Maturità Classica (corresponding to U.K. Grammar School Graduation), Liceo Classico Convitto Nazionale Vittorio Emanuele II, Napoli (Italy), votazione 60/60.
- March 2002 - Graduated with 110/110 in Physics, University of Naples “Federico II”. Master thesis on “Emotional modeling for assisted execution of complex tasks”. Advisors prof. G. Trautteur and dr. O. Stock. The dissertation has been carried out at ITC-irst (Istituto per la Ricerca Scientifica e Tecnologica) – Povo Trento, Italy.
- May 2006 - Graduated with 80/80 at the Postgraduate School of Specialization for Secondary School Teachers (mathematics and physics areas), Brixen, Italy.
- December 2009 - PhD in Cognitive Science and Education, University of Trento, Italy. Thesis title: “Computational Production of Affect-Based Verbal Humorous Expressions”.

Research Interests

Affective and creative treatment of text: computational humor generation, computational creativity, textual affect sensing, lexical resources for affective and creative applications, kinetic typography.

Computer assisted learning: learning companions, interactive planning, and frustration reduction.

Scientific Experiences

2003 – 2006 Research Consultant of the Division on Cognitive and Communication Technologies at ITC-irst, Trento (Italy).

2006 – 2009 PhD student at Doctoral School of Cognitive Science, Rovereto, Trento (Italy).

August-October 2006 visiting researcher at the National Institute of Informatics, Tokyo, for a research on “emotion and sentiment recognition from textual information”.

November 2008 – May 2009 visiting researcher at the Department of Electrical Engineering, Mathematics and Computer Science (EEMCS), University of Twente, The Netherlands, for a collaboration with the Human Media Interaction research (HMI) group.

March 2010 – March 2011 Post doctoral position as research fellow at the Intelligent Virtual Environment laboratory, Teesside University (UK).

August 2011 – Present position as postdoctoral research on computational creativity at the Discovery Group, Department of Computer Science, University of Helsinki and HIIT.

Participation in Projects

2002 – 2003 TICCA (Technologies for Interactive Cognitive and Communicative Agents), a joint research project between ITC-irst and CNR-ISTC.

2004 – 2005 HUMAINE (Human-Machine Interaction Network on Emotion) a network of excellence in the EU' Sixth Framework Programme.

September – October 2005 research project “Peach” (Personal Experience with Active Cultural Heritage), funded by the Autonomous Province of Trento.

November 2008 – May 2009 AMIDA (Augmented Multi-party Interaction with Distance Access), in which one of the goals is the recognition of emotions of participants in meetings.

September 2009 FIRB Italy-Israel project on Intelligent Technologies for Cultural Visits and Mobile Education.

March 2010 – January 2011 COMPANIONS European Project, focused on the development of an affective embodied conversational agent.

Schools, Conferences, Courses and Talks

December 13 – 2011: Invited talk on “Humor and Creativity at the Discovery Group” at the Department of Computer Science of the Korean Advanced Institute of Science & Technology (KAIST), Daejeon, South Korea.

November 3 - December 8 – 2011: Workshop on Computational Creativity, University of Helsinki, Department of Computer Science.

September 8 - December 8 – 2011: Seminar on Computational Creativity, University of Helsinki, Department of Computer Science.

November 7-11 – 2011: Organization of the Autumn School of Computational Creativity, Porvoo, Finland.

October 28 – 2011: presentation of “Computational Humor” at the Algodan Seminar, Helsinki, Finland.

October 5-7 – 2011: participation at the “Fourteenth International Conference on Discovery Science (DS 2011)”, Espoo, Finland.

August 21 – 2011: presentation of “How Many Jokes are Really Funny? Towards a New Approach to the Evaluation of Computational Humour Generators” at the 8th International Workshop on Natural Language Processing and Cognitive Science (NLPCS 2011), Copenhagen, Denmark.

September 11 – 2009: presentation of “GraphLaugh: a Tool for the Interactive Generation of Humorous Puns” at the Demo Session of the 2009 International Conference of Affective Computing and Intelligent Interaction, Amsterdam, The Netherlands.

September 7 – 2009: presentation on “Graphlaugh, a Tool for Producing Ironic Variations of Familiar Expressions” at the Intelligent Technologies for Cultural Visits and Mobile Education Workshop of the FIRB Italy-Israel project, FBK-irst, Trento, Italy.

July 7 – 2009: presentation of the paper “Action Decomposition and Frustration Regulation in the Assisted Execution of Difficult Tasks” at the workshop “Closing the Affective Loop in Intelligent Learning Environments”, Brighton, UK.

July 4 – 2009: presentation of the “Laboratory of Computational Humor” at the workshop “Ridere è una cosa seria” of the “Mart>Mac Master of Art and Culture Management”, Trento, Italy.

June 15-18 – 2009: participation at the “Applied Bayesian Statistics School (ABS09)”, Accademia Cusano, Bressanone/Brixen (BZ), Italy.

July 23 - 28 – 2008: participation at “The International Summer School and Symposium on Humour and Laughter: Theory, Research and Applications”, Galati, Romania.

March 28 – 2008: presentation on “Creativity and Language/Linguistics” at the AAI Spring Symposium on Creative Intelligent Systems, Stanford University, Palo Alto, California.

March 27 – 2008: participation at the poster session of the AAI Spring Symposium on Creative Intelligent Systems, Stanford University, Palo Alto, California.

May 24 – 2008: presentation of the poster “Affect Sensing for the Comparison of Different Translations” at the workshop “Trends in Computational and Formal Philology - An Italian Overview”, Venice, Italy.

November 19 – 2007: presentation of the poster at the poster session of “Giornata di Studio sulle Emozioni”, University of Padova, Italy.

November 21 – 2007: research Seminar on “Multimodal Content Creation and Affective Interaction”, FBK-irst, Trento, Italy.

December 12 – 2007: research Seminar on “Affective lexical resources for creative applications”, Interaction and Computation Lab (CLIC) of “Centro Interdipartimentale Mente Cervello” (CIMEC), Rovereto, Italy.

July 23 - August 3 – 2007: participation at the summer school “Eurolan 2007: Semantics, Opinion and Sentiment in Text”, Iasi (Romania).

October 2-3 – 2003: presentation of the paper “La soggettività nell’interazione uomo-macchina” at the Workshop “Where's your head at? Mental Processes, Communication and Rules” of the Italian Society for Analytical Philosophy (S.I.F.A.), Vietri sul Mare, Salerno (Italy).

June 9-13 – 2003: presentation of the “Affective Adaptivity in Interactive Assistance Planning” at the Demo Session of the 13th International Conference on Automated Planning & Scheduling (ICAPS03), Trento (Italy).

August 5-16 – 2002: participation at “the 14th European Summer School in Logic, Language and Information” (ESLLI 2002), Trento (Italy).

Technical Skills

Operating Systems

Unix, Linux, Mac OS X, Windows XP/7/Vista

Computer Languages

Common Lisp, Scheme, Prolog, Java, Perl, Python, C, C++, HTML, XML

Research Skills

- Capability to design and perform experiments with users or textual corpora
- Good knowledge of statistical tool R
- Use of Crowdsourcing systems for the evaluation of tools and corpora: CrowdFlower, Mechanical Turk.

Publications

A. Valitutti (2012). “Ambiguous Lexical Resources for Computational Humor Generation”. Accepted at the 4th International Conference on Agents and Artificial Intelligence (ICAART 2012), 6-8 February, Vilamoura, Algarve, Portugal.

A. Valitutti (2011). “How Many Jokes are Really Funny? Towards a New Approach to the Evaluation of Computational Humour Generators”. Accepted at the 8th International Workshop on Natural Language Processing and Cognitive Science (NLPCS 2011), Copenhagen, Denmark.

S. Mac Kim, A. Valitutti, R.A. Calvo (2010). “Evaluation of Unsupervised Emotion Models to Textual Affect Recognition”. Accepted at the Workshop on Computational Approaches to Analysis and Generation of Emotion in Text., pp. 62-70.

A. Valitutti and C. Strapparava (2010). “Interfacing WordNet-Affect with OCC model of emotions”. Accepted at the Third International Workshop on EMOTION 2010 - Corpora for research on Emotion and Affect, , pp. 16-19, 23 May, Valletta, Malta.

A. Valitutti, “Computational Pun Generation and Control of Humorous Effect”. Accepted at the Workshop of the Australian Humor Studies Network (AHSN 2010), February 2010, Sydney, Australia.

A. Valitutti, O. Stock, and C. Strapparava, "GraphLaugh: a Tool for the Interactive Generation of Humorous Puns". Accepted at the System Demo Session at 2009 International Conference of Affective Computing and Intelligent Interaction, Amsterdam, The Netherlands.

A. Valitutti, "Action Decomposition and Frustration Regulation in the Assisted Execution of Difficult Tasks". Accepted at the AIED 2009 Workshop "Closing the Affective Loop in Intelligent Learning Environments", July 2009, Brighton, UK.

O. Stock, C. Strapparava, and A. Valitutti, "Ironic Expressions and Moving Words". Published at the International Journal of Pattern Recognition and Artificial Intelligence (IJPRAI), August 2008.

A. Valitutti, C. Strapparava, and O. Stock, "Textual Affect Sensing for Computational Advertising". Accepted at the AAAI Spring Symposium on Creative Intelligent Systems, March 26-28, 2008, Stanford University, Palo Alto, California.

A. Valitutti, C. Strapparava, and O. Stock, "Automated Sensing of Affective Lexicon". Accepted at "Giornata di Studio sulle Emozioni", November 19, 2007, Padova, Italy.

O. Stock, C. Strapparava, and A. Valitutti, "Moving Creative Words". Accepted at the 2nd International Symposium on Brain, Vision and Artificial intelligence (BVAI 2007), October 10-12, 2007, Naples, Italy.

C. Strapparava, A. Valitutti, and O. Stock, "Affective Text Variation and Animation for Dynamic Advertisement". Accepted at the 2nd International Conference on Affective Computing and Intelligent Interaction (ACII2007), September 12-14, 2007, Lisbon, Portugal.

C. Strapparava, A. Valitutti, and O. Stock, "Words not Cast in Stone". Accepted at the 10th Congress of Italian Association for Artificial Intelligence (AI*IA 07), September 10-13, Rome, Italy, 2007.

C. Strapparava, A. Valitutti, and O. Stock, "Automatizing Two Creative Functions for Advertising". Accepted at the 4th International Joint Workshop on Computational Creativity, June 17-19, 2007, University of London.

C. Strapparava, A. Valitutti, and O. Stock, "Dances with words". Accepted at the 20th International Joint Conference on Artificial Intelligence (IJCAI-07), January 6-12, 2007, Hyderabad, India.

G. Mazzanti and A. Valitutti, "Mappe concettuali logiche per la rappresentazione dei teoremi" ("Conceptual Logic Maps for Theorem Representation). Published in "Riforma & Didattica tra Formazione e Ricerca" Journal, 4, September-October 2006.

C. Strapparava and A. Valitutti, "Bringing the Text to Life Automatically". Accepted at the AAAI-2006 Workshop on Computational Aesthetics: AI Approaches to Beauty and Happiness. July 16, 2006, Boston.

C. Strapparava, A. Valitutti, and O. Stock, "The Affective Weight of Lexicon". Accepted at the Fifth International Conference on Language Resources and Evaluation (LREC 2006). May 24-26, 2006, Genoa, Italy.

A. Valitutti, “Logica formale e mappe concettuali in didattica della matematica”, degree thesis of the Postgraduate School of Specialization for Secondary School Teachers (SSIS), May 5, Bressanone, Italy.

A. Valitutti, C. Strapparava, and O. Stock, “Lexical Resources and Semantic Similarity for Affective Evaluative Expressions Generation”. Accepted at the First International Conference on Affective Computing & Intelligent Interaction (ACII 2005). October 22-24, Beijing, China, 2005.

C. Strapparava and A. Valitutti, “WordNet-Affect: an Affective Extension of WordNet”. Accepted at the Fourth International Conference on Language Resources and Evaluation (LREC 2004). May 26-28, Lisbon, 2004.

A. Valitutti, C. Strapparava, and O. Stock, “Developing Affective Lexical Resources”. Published in PsychNology Journal, 2(1), 2004.

A. Valitutti and E. D’Avanzo, “La soggettività nell’interazione uomo-macchina”. Accepted at the workshop “Where's your head at? Mental Processes, Communication and Rules” of the Italian Society for Analytical Philosophy (S.I.F.A.). October 2-3, 2003, Vietri sul Mare, Salerno (Italy).

A. Valitutti, “Affective Adaptivity in Interactive Assistance Planning”. Accepted to the System Demo Session at 13th International Conference on Automated Planning & Scheduling (ICAPS03). June 9-13, 2003, Trento, Italy.