



UNIVERSITÀ DEGLI STUDI DELL'AQUILA
Prof. Paola Rizzi
Curriculum scientifico

(Aggiornato il 19/06/2019)

2014 ? Coordinator of International Workshop CARE, Caring About Risk & Environment, Alghero - Mamoiada; Denpasar, Bali.

2014 ? Coordinator of the International Workshop URRGES, Urban Risk Resilience Gaming Experience Simulation, Alghero;

2013 ? Coordinator of the International research seminar ?desalination Plants in Natural Protected Areas. Asinara case study. Gaming Simulation perspectives, Asinara;

2012-2015 Scientific responsible of the second unito f the research model of governante for the localization of Desalination plants in costal areas. Granted by LR 10 of Sardinia Region.

2008 - ... Director of the International Summer School Awareness and Responsibility of Environmental Risk: Alghero (2008); Cagliari (2010, 2011, 2012, 2013); Nuoro (2014)

2008-13 - Coordinator and Scientific Advisor of the International Summer School The Future of the Past- Design for Disaster Mitigation of Urban Cultural Heritage: Bangkok (2008); Trieste (2009); Kyoto (2010); Bangkok (2011); Cagliari (2012), Kyoto (2013);

2007 ? Scientific Coordinator of the Junior Conference on Climate Change, Ministero f Environment, APAT, Roma

2009-...Visiting Researcher presso DMUCH-Disaster Mitigation for Urban Cultural Heritages, Ritsumeikan University, Kyoto, Japan

2006-...Scientific Supervisor of ITP for young researcher del DMUCH - Ritsumeikan University

2006-2013 Visiting Professor presso Ritsumeikan University-College o Policy Science-Kyoto, Giappone.

2014 Research Professor presso Ritsumeikan University, Kyoto, Giappone

2011-...Visiting Professor presso Kochi University, Kochi, Giappone

2006. Visiting Professor presso Virginia Tech, School of Public and International Affairs, Blacksburg, Virginia, USA

2004-.13 Founder and Director of the ISAGA International Summer School della International Summer School (ISAGA International Simulation and Gaming Association: Munich (2004); Krakow (2005); Dornbirn (2006); Venezia (2007); New Delhi (2008); Cluj-Napoca (2009); Paramaraibo (2010); Viljiandi (2011); Atalanta (2012), Kyoto (2013).

1995-2009 Lecturer of Gaming & Simulation: Tools to Forecast, International Summer School on the Problems of the New Europe, IUIES, International University, Institute for European Studies and ISIG, Istituto di Sociologia Internazionale di Gorizia

1999-2009 Visiting Professor presso Center for European Studies, Jagiellonian University, Cracovia, Polonia.

1994-2010 Member of the Steering Committee of ISAGA-International Simulation And Gaming Association

1994-...Member of Scientific Committee of ACRI/Automi Cellulari nella Ricerca e nell'Industria ?Cellular Automata on Research and Industry

1999-...Member of the Board of Directors of CUPUM ? Computers in Urban Planning and Urban Management

1999-2003 Member of the Board of Directors di INPUT ? Informatica e Pianificazione Urbana e Territoriale

1998-2009 Editorial Board of Simulation & Gaming, Sage Publications, UK

2000-...member of Editorial board of Archivio di Studi Urbani e Regionali, Franco Angeli, Milano

2002-...Member of Scientific and Technical Committee of ExpoScuola, Salerno

1999-2007 Member of the Scientific Committee of SBMP-sistema bibliotecario museale della Provincia di Venezia Museal and Libraries System of Venice Province.

1992-2002 coordinator of the STRATEMA laboratory, IUAV, Institute of University of Architecture of Venice.

She worked as Advisor and Consultant for different Public Institutions and Organizations: Municipalities, Provinces and Regions. She designed and coordinated implementation of communication tools in participatory planning, participatory design and interactive planning. Among them Trieste, Sutrio, Cattolica, Gradara, Emilia Romagna, Environmental Dep. of Province of Bologna, Querini Stampalia Foundation-Venice, the Literature park ?Carlo Levi?, Aliano (MT), IDEA- the center for environmental education of Ferrara

She have been lecturer and visiting scholar in European, American and Asian universities, among them: University of Michigan-Ann Arbor, Virginia Tech, UCL Bartlett, Osnabruck University, Venice International University, LMU Munich, Chulalongkorn University ?Bangkok, Nagoya Institute of Technology University-Nagoya, Kochi University, Kochi, University of Wien, CNRF-Lyon.

Publications

Journals

P. Rizzi S, Promsaka Na Sakonnakorn,P. Huyakorn, Urban Gaming Simulation for Enhancing Disaster Resilience, in TEMA, 2014 1970-9889 pp. 841-851

P. Rizzi, Resilient Places and Spaces / Miejsca i przestrzenie odporne in CZASOPISMO TECHNICZNE ARCHITEKTURA 2012 V 5-A/1 1897-6271 pp 267-275

S. Hirunsalee, P. Rizzi, H. Kanegae, A Preliminary Study on the Role of Italian Universities related Cultural Heritage Protection from Disaster, in REKISHI TOSHI BOUSAI ROMBUNSHUU, 2012, V 6
1882-1766 pp 173-178

S. Hirunsalee, P. Rizzi, H. Kanegae, An Introduction to the Concept of University Community Business Continuity Management for Disaster Resilient City, WORLD ACADEMY OF SCIENCE, ENGINEERING AND TECHNOLOGY, 2012, V 63, 2010-376X pp 130-136

P. Rizxi, On rules. On regulach, CZASOPISMO TECHNICZNE ARCHITEKTURA, 2010V 15, 1897-6271, pp 269-273

P. Rizzi, Hic sunt leones, in CZASOPISMO TECHNICZNE ARCHITEKTURA, 2009, V 7, 1897-6271, pp 122-126

P. Rizzi, J.W. Wozniakiewicz, Perspektywy zastosowania gier symulacyjnych w edukacji - teoria i praktyka, in HOMO COMMUNICATIVUS, 2008, V 3(5), ISSN 1896-3099, pp 57-63

P. Rizzi, A. Fois, S. Soddu, Conservation, rebuilding and disaster management of cultural heritage, REKISHI TOSHI BOUSAI ROMBUNSHUU, 2007, V 1 ISSN 1882-1766 pp 253-260

L. Cotti, P. Rizzi, La Beauté..., CZASOPISMO TECHNICZNE ARCHITEKTURA, 2007, V 6 ISSN 1897-6271, pp 145-148

P. Rizzi, P. Piretta, P. Cocco, Preservation and requalification plan of Gion, Kyoto: its application to Italian cities, in REKISHI TOSHI BOUSAI ROMBUNSHUU

2007, V 1, ISSN 1882-1766, pp 261-269

P. Rizzi,
BY WILK BY? SYTY I KOZA CA?A, CZYLI O GRZE JAKO NARZ??DZIU SYMULACJI PROCES??ÓW
KOMUNIKACJI I PODEJMOWANIA DECYZJI, in FORUM EUROPEJSKIE, 2005, V 9, ISSN 1641-3113,
pp 122-134

Book Chapter

P. Rizzi, S. Promsaka Na Sakkonakron, Conceptualizing the Essential Role of Gaming Simulation as a Risk Communication Technique for Enhancing Urban Resilience Against Natural Disaster, W. Kriz (ed), Collective and Organizational Learning through Gaming Simulation, 2014, Bertelsmann Verlag, BIELEFELD ISBN 978-3-7639-5420-9, pp 345-356

P. Rizzi, BETWEEN NO PLACE AND NO TIME, in D. Duke, W. Kriz (eds) BACK TO THE FUTURE OF GAMING, 2014, Bertelsmann Verlag, BIELEFELD

ISBN 978-3-7639-5425-4, pp 59-65

P. Rizzi, A. Porebska, RESILIENT CITY, in FUTURE OF THE CITIES, CITIES OF THE FUTURE, 2014, V 458, WYDAWNICTWO PK, KRAKÓW, pp115-128

P. Rizzi, The

use of software focused on the analysis and simulation of complex systems to plan and create Gaming Simulation in Intentional experience in simulation modeling: economics and business, ecology, sociology, 2013, V 1, Tbilisi State University Press, Tbilisi, ISBN9789941132599, 2013 pp. 213-232 the book has english and georgian version

P. Rizzi, INDICEM VARIUM E COPIOSUM ILLUSTRANDA HISTORIA, in DEFINING THE ARCHITECTURAL SPACE - DESCRIPTION OF ARCHITECTURAL SPACE, 2013, V vol. 1, WYDAWNICTWO PK, KRAKÓW, pp 167-170

P. Rizzi, S. Promsaka Na Sakonnakron, Riflessioni sulle trasformazioni del turismo e dei suoi impatti sulle aree costiere: i mari Celtico, Maditerraneo e Adamano.in V. Orioli (ed), Milano Marittima 100. Paesaggi e architetture per il turismo balneare, 2012, V 1, Bruno Mondadori, Milano ISBN 9788861598232, pp 197-205

P. Rizzi, Gergo, linguaggio o metalinguaggio? Sulla natura della giocosimulazione. In P. Rizzi (ed) VADDI. Vallo a dire ai dinosauri, 2010, V 1, ISPRA, ROMA, ISBN 978-88-448-0434-3, pp 15-21

P. Rizzi, T. Congiu, Comportamenti sociali ed uso delle fonti energetiche, in F. Spanedda (ed) Energia e insediamento. Una ricerca interdisciplinare per l'applicazione di principi di efficienza energetica nei centri storici, 2007, V1, Franco Angeli, MILANO, ISBN 9788846492999

P. Rizzi, Giochi di città e città in gioco, in F. Indovina, Nuovo lessico urbano, 2006, Franco Angeli, MILANO, ISBN 9788846471826

R. Meziani, T. Kaneda, P. Rizzi, An analysis of sustainability and urban sprawl in an Algerian oasis city, in Sustainable Development and Planning II, 2005, V 1, WIT Press, ISBN 1-84564-025-X, pp 121-132

P. Rizzi, Imparare ad agire partendo dalla comunità. Sutrio: un'esperienza di community visioning, in G. Maciocco, P. Pittaluga, Immagini spaziali e progetto della città, 2005, V 1, Franco Angeli, MILANO, ISBN 9788846472229

P. Rizzi, Giochi di città, in A. Pratelli (ed) Parlare con l'architettura, 2005, V 1, Forum Editrice Universitaria Udinese, UDINE ISBN 978-88-8420-281-9

Books

P. Rizzi, ON THE NATURE OF GAMING SIMULATION / SULLA NATURA DELLA GIOCO SIMULAZIONE, 2014, WYDAWNICTWO SCRIPTUM, KRAKÓW, ISBN 978-83-64028-26-7 (preface by prof. Richard Duke)

P. Rizzi, ATTORNO GIOCOSIMULAZIONE: LINGUAGGIO E METODO / ON GAMING SIMULATION: LANGUAGE AND METHOD, 2011, Wydawnictwo ORKA Media, Warszawa, ISBN 978-83-62811-01-4

L. Cotti, P. Rizzi, HIC SUNT LEONES, 2011, V 1, Wydawnictwo ORKA Media, Warszawa ISBN 978-83-62811-00-7 (Introduction by professor Zbigniew Zuziak, Cracow University of Technology; forward by Professor Juan Luis Trillo de Leyva, Università di Seviglia.

P. Rizzi, Giochi di Città, 2004, V 1, Edizioni La Meridiana, MOLFETTA, ISBN 88-89197-20-X (introduzione di Richard D. Duke professor emeritus della School of Architecture dell' University of Michigan è stata tradotta dall'autrice)

Translations

D. Duke, Gaming:il Linguaggio per il Futuro, 2007, V 1, Edizioni La Meridiana, MOLFETTA, ISBN 978-88-6153-007-2 Traduzione dall'inglese con V. Follo

Conference Proceedings

P. Rizzi, A. Marcia Gaming Simulation for Water Management: Considering Desalination Plants Powered by Renewable Energies in Protected Areas In Proceedings of the 45th Conference of the International Simulation and Gaming Association, 2014, W. Bertelsmann Verlag, pp 736-742

P. Rizzi, S. Promsaka Na Sakonnakron, Urban resilience to disaster: a new challenging paradigm for modern urbanization, in D. N. Kavtaradze (ed) Urbanization - "Ecopolis XXI Century ": theory, practice, scenario model, 2013, Moscow

W. Korkietpitak, S. Promsaka Na Sakonnakron, P. Rizzi, Urban Planning and Management for City Resilience to Disasters. 51st Annual Kasetsart University Academic and Technical Conference, Proceeding of the 51st Annual Kasetsart University Academic and Technical Conference, 2013, Kasetsart University, Thailand, Bangkok

P. Rizzi, S. Promsaka Na Sakonnakron Is the Coastal Urban System Resilient to Tsunami?A case study of Phuket, Thailand, Salzburg congress on urban planning and development. Front Page. 44th Annual SCUPAD Congress, 2012, Salzburg

S. Otsuki, P. Rizzi, M. Shirotsuki, An Exploration of Possible Conflicts between Stakeholders under Reconstructing Planning Process in the Damaged Site by Tohoku Great Earthquake, Japan Section of the Regional Science Association- 48th Annual Meeting, 2011, Wakayama University, Wakayama, Japan

P. Rizzi, H-WALL, in Defining the Architectural Space:The Beauty and City, 2008, V 1, Politechnika Krakowska, Krakow

P. Rizzi, L. Caschili, R. Cossu, Power of empowerment: some questions on use of old and new ITC, 10° International conference on computers in urban planning and urban management, COPUM 2007, 2007, V 1, Iguassu Falls-Sao Paulo, Sao Carlos

P. Rizzi, R. Cossu, Gaming simulation: a tool for empower social scale-free networks. Some reflections on the impact in urban planning, 10° CUPUM International conference on computers in urban planning and urban management, 2007, V 1, Universityof Sao Paulo, Sao Carlos

L. Cotti, P. Rizzi, U&A, Defining the Architectural Space: Material of Architecture, 2006, V 1, Politechniki Krakowskiej, KRAKOW

M. Bertolo, M. Pillan, P.Rizzi, Comunicazione e qualità della vita urbana, Atti VII Congresso Nazionale SIE, Società italiana di ergonomia. L' ergonomia tra innovazione e progetto, 2006, V1, Moretti&Vitali, Milano

L. Cotti, P. Rizzi, Without Reason, Defining Architectural space: what is architecture?, 2005, V 1, Politechniki Krakowskiej, KRAKOW

P. Rizzi, The use of software focused on the analysis and simulation of complex systems to plan and create Gaming Simulations, 35Th ISAGA conference. Bridging the gap: trasforming knoledge into action trough gaming and simulation, 2004, V1, SAGSAGA, MUNICH

Giocosimulazione

P. Rizzi, S. Bonaventura, S. calicchia, L. Cassata, V. Cipollone, M. Guarino, A. Giuliano, F. Paglino, S. Rapicetta, F. Tranchida; VADDI. Vallo a dire ai dinosauri. Kit didattico di giocosimulazione sui cambiamenti climatici. 2010, ISPRA, Roma