



I'm an Italian PhD student of University of Milan, previously graduated in Computer Science and Engineering at the Polytechnic of Milan, I'm specialized in the design and development of video games for physical and cognitive rehabilitation for children with disabilities. In particular my research interests focused on developing a platform with video games to support physical rehabilitation of hands and wrists for children with Epidermolysis Bullosa and children with Juvenile Idiopathic Arthritis. Now during my PHD I'm focusing on the design of an application for Autistic children to support the therapy intervention on social skills. In this video game, the player controls a drop of water that falls from the sky to save a forest from drought. As the drop descends from the sky with the force of gravity, the player will tilt the mobile phone to the left and to the right to move the drop and to avoid all obstacles present, the final goal of the game is to keep the drop safe during the fall and help it to water the forest.