

CURRICULUMVITAE ET STUDIORUM

GAETANO TIERI



Date of birth: 24/01/1985

Nationality: Italian

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Gaetano Tieri, Phd in Cognitive and Social Neuroscience; Head of the Virtual Reality and Digital Neuroscience Lab at University of Rome UnitelmaSapienza. He is an expert in exploring behavioral, physiological and neurophysiological activities by means of Immersive Virtual Reality and conducts research at 1) Virtual Reality and Digital Neuroscience Lab at Unitelma Sapienza of Rome; 2) IRCCS Santa Lucia Foundation of Rome and 3) Social Cognitive and Affective Neuroscience Laboratory at the Department of Psychology, Sapienza University of Rome, head Prof. S.M. Aglioti. He is also expert in developing and programming virtual environments for educational proposal in the fields of Psychology and Neuroscience.

Bibliometric Indexes

Scholar Google: <https://scholar.google.com/citations?user=Kid3Z08AAAAJ&hl=it>

Scopus: <https://www.scopus.com/authid/detail.uri?authorId=37035246500>

ORCID: <https://orcid.org/0000-0002-3037-0526>

EDUCATION

2011 – 2014	PhD in Cognitive Social and Affective Neuroscience, SCN; Department of Psychology, University of Rome La Sapienza, Italy.
2010	Master Degree in “Cognitive Psychology”. Faculty of Psychology, University “G. d’Annunzio”, Chieti.
2008	Bachelor Degree in “Science and Psychological techniques”. Faculty of Psychology, University “G. d’Annunzio”, Chieti.
2003	High school specializing in a technical education: Electronics and automatic systems. Istituto tecnico industriale statale ITIS “Leonardo Da Vinci”, Lanciano (CH)

PROFESSIONAL EXPERIENCE

From 2023	Assistant Professor RTDB (M-PSI/01) at UnitelmaSapienza of Rome.
From 2021	Rector's Delegate for Inclusion and Learning Services
From 2019	Head of Virtual Reality & Digital Neuroscience Laboratory at UnitelmaSapienza of Rome.
From 2018	Assistant Professor RTDA (M-PSI/01) at UnitelmaSapienza of Rome.

2016 – 2018	Senior Postdoc Fellow at Unitelma Sapienza of Rome.
2014 – 2016	Senior Postdoc Fellow at IRCCS Santa Lucia Foundation, Rome.
Sept 2017 from April 2010	Research Activity with immersive virtual reality in applied neuroscience at Braintrends I.t.d. Rome, Italy.
Oct 2011	Brain Computer Interface Training in g.Tec laboratory, Sierningstrass, Austria.
Aprile 2011 from Dic 2010	Training in Immersive Virtual Reality and devices. PERCRO laboratory, Scuola Superiore Sant'Anna, Pisa, Italy.
Dic 2010 from Sept 2008	Research Activity on Space and Action in Virtual Reality, Neuropsychology laboratory ITAB, Chieti, Italy
Jun 2007 from Jan 2007	Research internship on Effect of senuclein in Parkinson. Consortium Mario Negri Sud, Lanciano, Italy.

NATIONAL QUALIFICATION (“abilitazione scientifica nazionale”)

- Associate Professor – SC: 11/E1 – Bando D.D. 153/2016 – from Nov. 2018

PUBLICATIONS

- 2023** Reale, G., Fusco, A., Calciano, R., Vallario, N., Vagnarelli, G., Caliandro, P., Castelli L., Moci M., **Tieri G.**, Iasevoli L., & Padua, L. (2023). The Immediate Effects of Immersive Virtual Reality on Autonomic Nervous System Function in Patients with Disorders of Consciousness after Severe Acquired Brain Injury: A Pilot Study. *Journal of Clinical Medicine*, 12(24), 7639.
- 2023** De Giorgi, R., Fortini, A., Aghilarre, F., Gentili, F., Morone, G., Antonucci, G., **Tieri G.**, Iosa, M. (2023). Virtual Art Therapy: Application of Michelangelo Effect to Neurorehabilitation of Patients with Stroke. *Journal of Clinical Medicine*, 12(7), 2590.
- 2023** De Simone, M. S., Costa, A., **Tieri, G.**, Taglieri, S., Cona, G., Fiorenzato, E., ... & Zabberoni, S. (2023). The effectiveness of an immersive virtual reality and telemedicine-based cognitive intervention on prospective memory in Parkinson’s disease patients with mild cognitive impairment and healthy aged individuals: design and preliminary baseline results of a placebo-controlled study. *Frontiers in Psychology*, 14. <https://doi.org/10.3389/fpsyg.2023.1268337>
- 2023** Frisanco, A., Schepisi, M., **Tieri, G.**, & Aglioti, S. M. (2023). Embodying the avatar of an omnipotent agent modulates the perception of one’s own abilities and enhances feelings of invulnerability. *Scientific Reports*, 12(1), 21585. <https://doi.org/10.1038/s41598-022-26016-1>
- 2023** Pezzetta, R., Ozkan, D. G., Era, V., **Tieri, G.**, Zabberoni, S., Taglieri, S., ... & Aglioti, S. M. (2023). Combined EEG and immersive virtual reality unveil dopaminergic modulation of error monitoring in Parkinson’s Disease. *npj Parkinson’s Disease*, 9(1), 3. <https://doi.org/10.1038/s41531-022-00441-5>
- 2022** Fusco, A., & **Tieri, G.** (2022). Challenges and Perspectives for Clinical Applications of Immersive and Non-Immersive Virtual Reality. *Journal of Clinical Medicine*, 11(15), 4540. <https://doi.org/10.3390/jcm11154540>

- 2023** Iosa, M., Bini, F., Marinozzi, F., Antonucci, G., Pascucci, S., Baghini, G., ... & **Tieri, G.** (2022). Inside the Michelangelo effect: The role of art and aesthetic attractiveness on perceived fatigue and hand kinematics in virtual painting. *PsyCh Journal*, 11(5), 748-754. <https://doi.org/10.1002/pchj.606>
- 2022** Moreau, Q., **Tieri, G.**, Era, V., Aglioti, S. M., & Candidi, M. (2022). The performance monitoring system is attuned to others' actions during dyadic motor interactions. *Cerebral Cortex*. <https://doi.org/10.1093/cercor/bhac063>
- 2022** Boukarras, S., Özkan, D. G., Era, V., Moreau, Q., **Tieri, G.**, & Candidi, M. (2022). Midfrontal Theta Transcranial Alternating Current Stimulation Facilitates Motor Coordination in Dyadic Human-Avatar Interactions. *Journal of Cognitive Neuroscience*, 34(5), 897-915. https://doi.org/10.1162/jocn_a_01834
- 2022** Casula, E. P., **Tieri, G.**, Rocchi, L., Pezzetta, R., Maiella, M., Pavone, E. F., ... & Koch, G. (2021). Feeling of ownership over an embodied avatar's hand brings about fast changes of fronto-parietal cortical dynamics. *Journal of Neuroscience*. <https://doi.org/10.1523/JNEUROSCI.0636-21.2021>
- 2021** Iosa, M., Aydin, M., Candelise, C., Coda, N., Morone, G., Antonucci, G., ... & **Tieri, G.** (2021). The Michelangelo Effect: Art Improves the Performance in a Virtual Reality Task Developed for Upper Limb Neurorehabilitation. *Frontiers in psychology*, 3832. <https://doi.org/10.3389/fpsyg.2020.611956>
- 2021** Mello, M., Fusaro, M., **Tieri, G.**, & Aglioti, S. M. (2020). Wearing same-and opposite-sex virtual bodies and seeing them caressed in intimate areas. <https://doi.org/10.1177/17470218211031557>
- 2021** Lisi, M. P., Fusaro, M., **Tieri, G.**, & Aglioti, S. M. (2021). Humans adjust virtual comfort-distance towards an artificial agent depending on their sexual orientation and implicit prejudice against gay men. *Computers in Human Behavior*, 125, 106948. <https://doi.org/10.1016/j.chb.2021.106948>
- 2021** Fusaro, M., Lisi, M. P., **Tieri, G.**, & Aglioti, S. M. (2021). Heterosexual, gay, and lesbian people's reactivity to virtual caresses on their embodied avatars' taboo zones. *Scientific reports*, 11(1), 1-12. <https://doi.org/10.1038/s41598-021-81168-w>
- 2020** Fossataro, C., Sebastiano, A. R., **Tieri, G.**, Poles, K., Galigani, M., Pyasik, M., ... & Garbarini, F. (2020). Immersive virtual reality reveals that visuo-proprioceptive discrepancy enlarges the hand-centred peripersonal space. *Neuropsychologia*, 146, 107540. <https://doi.org/10.1016/j.neuropsychologia.2020.107540>
- 2020** Fusco, G., **Tieri, G. ***, & Aglioti, S. M. (2020). Visual feedback from a virtual body modulates motor illusion induced by tendon vibration. *Psychological Research*. <https://doi.org/10.1007/s00426-020-01366-5> **First Co-author*
- 2020** Pyasik, M., **Tieri, G.**, & Pia, L. (2020). Visual appearance of the virtual hand affects embodiment in the virtual hand illusion. *Scientific Reports*, 10(1), 5412. <https://doi.org/10.1038/s41598-020-62394-0>
- 2020** Moreau, Q., Candidi, M., Era, V., **Tieri, G.**, & Aglioti, S. M. (2020). Midline frontal and occipito-temporal activity during error monitoring in dyadic motor interactions. *Cortex*, 127, 131-149. <https://doi.org/10.1016/j.cortex.2020.01.020>
- 2020** Monti, A., Porciello, G., **Tieri, G.**, & Aglioti, S. M. (2020). The "embreathment" illusion highlights the role of breathing in corporeal awareness. *Journal of Neurophysiology*, 123(1), 420-427. <https://doi.org/10.1152/jn.00617.2019>
- 2020** D'Antonio, E., **Tieri, G.**, Patané, F., Morone, G., & Iosa, M. (2020). Stable or able? Effect of virtual reality stimulation on static balance of post-stroke patients and healthy subjects. *Human Movement Science*, 70(January), 102569. <https://doi.org/10.1016/j.humov.2020.102569>

- 2020** Provenzano, Porciello, Ciccarone, Lenggenhager, **Tieri**, Marucci, ... Bufalari. (2020). Characterizing Body Image Distortion and Bodily Self-Plasticity in Anorexia Nervosa via Visuo-Tactile Stimulation in Virtual Reality. *Journal of Clinical Medicine*, 9(1), 98. <https://doi.org/10.3390/jcm9010098>
- 2019** Fossataro, C., **Tieri, G.***, Grollero, D., Bruno, V., & Garbarini, F. (2019). Hand blink reflex in virtual reality: the role of vision and proprioception in modulating defensive responses. *European Journal of Neuroscience*. <http://publons.com/publon/10.1111/EJN.14601>. **First Co-author*
- 2019** Scandola, M., Togni, R., **Tieri, G.**, Avesani, R., Brambilla, M., Aglioti, S. M., & Moro, V. (2019). Embodying their own wheelchair modifies extrapersonal space perception in people with spinal cord injury. <https://doi.org/10.1007/s00221-019-05618-8>
- 2019** Gandolfo, M., Era, V., **Tieri, G.**, Maria, L., & Candidi, M. (2019). Interactor's body shape does not affect visuo-motor interference effects during motor coordination. *Acta Psychologica*, 196(April), 42–50. <https://doi.org/10.1016/j.actpsy.2019.04.003>
- 2019** Castellano, R., Mancinelli, M., Ponsi, G., & **Tieri, G.** (2019). What if versus probabilistic scenarios: a neuroscientific analysis. *Annals of Operations Research*, (0123456789). <https://doi.org/10.1007/s10479-019-03272-5>
- 2019** Fusaro, M., **Tieri, G.***, & Aglioti, S. M. (2019). Influence of cognitive stance and physical perspective on subjective and autonomic reactivity to observed pain and pleasure: An immersive virtual reality study. *Consciousness and Cognition*, 67(November 2018), 86–97. <https://doi.org/10.1016/j.concog.2018.11.010>. **First Co-author*
- 2018** **Tieri, G.**, Morone, G., Paolucci, S., & Iosa, M. (2018). Virtual reality in cognitive and motor rehabilitation: facts, fiction and fallacies. *Expert Review of Medical Devices*, 15(2), 107–117. <https://doi.org/10.1080/17434440.2018.1425613>
- 2018** Sacheli, L. M., **Tieri, G.**, Aglioti, S. M., & Candidi, M. (2018). Transitory Inhibition of the Left Anterior Intraparietal Sulcus Impairs Joint Actions: A Continuous Theta-Burst Stimulation Study. *Journal of Cognitive Neuroscience*, 26(3), 1–16. https://doi.org/10.1162/jocn_a_01227
- 2018** D'Antonio E., **Tieri G.**, Paolucci S., Patanè F., Iosa M. (2019) Postural Sway Responses to 3D Virtual Dynamic Visual Stimulation in Post-stroke patients. In: Masia L., Micera S., Akay M., Pons J. (eds) *Converging Clinical and Engineering Research on Neurorehabilitation III*. ICNR 2018. Biosystems & Biorobotics, vol 21. Springer, Cham
- 2017** Spinelli, G., **Tieri, G.**, Pavone, E. F., & Aglioti, S. M. (2017). Wronger than wrong: Graded mapping of the errors of an avatar in the performance monitoring system of the onlooker. *NeuroImage*, 167(August 2017), 1–10. <https://doi.org/10.1016/j.neuroimage.2017.11.019>
- 2017** Candidi, M., Sacheli, L., Era, V., Canzano, L., **Tieri, G.**, Aglioti, S.M. (2017) Come together: human-avatar on-line interactions boost joint-action performance in apraxic patients. *Social Cognitive and Affective Neuroscience*, nsx114, <https://doi.org/10.1093/scan/nsx114>
- 2017** **Tieri, G.**, Gioia, A., Scandola, M., Pavone, E. F., & Aglioti, S. M. (2017). Visual appearance of a virtual upper limb modulates the temperature of the real hand: a thermal imaging study in Immersive Virtual Reality. *European Journal of Neuroscience*, 1–11. <https://doi.org/10.1111/ejn.13545>
- 2016** Fusaro, M., **Tieri, G.***, & Aglioti, S. M. (2016). Seeing pain and pleasure on self and others: behavioral and psychophysiological reactivity in immersive virtual reality. *Journal of Neurophysiology*, 116(6), 2656–2662. <https://doi.org/10.1152/jn.00489.2016>. **First Co-author*
- 2016** Pavone, E. F., **Tieri, G.**, Rizza, G., Tidoni, E., Grisoni, L., & Aglioti, S. M. (2016). Embodying Others in Immersive Virtual Reality: Electro-Cortical Signatures of Monitoring the Errors in the Actions of an Avatar Seen from a First-Person Perspective. *Journal of Neuroscience*, 36(2), 268–279. <http://doi.org/10.1523/JNEUROSCI.0494-15.2016>
- 2016** Jelić, A., **Tieri, G.**, De Matteis, F., Babiloni, F., & Vecchiato, G. (2016). The Enactive Approach to Architectural Experience: A Neurophysiological Perspective on Embodiment, Motivation, and Affordances. *Frontiers in Psychology*, 7(March), 1–20. <http://doi.org/10.3389/fpsyg.2016.00481>

- 2015** **Tieri, G.**, Tidoni, E., Pavone, E. F., & Aglioti, S. M. (2015). Body visual discontinuity affects feeling of ownership and skin conductance responses. *Scientific Reports*, 5, 17139. <http://doi.org/10.1038/srep17139>
- 2015** Vecchiato, G., Jelic, A., **Tieri, G.**, Maglione, A. G., De Matteis, F., & Babiloni, F. (2015). Neurophysiological correlates of embodiment and motivational factors during the perception of virtual architectural environments. *Cognitive Processing*, 3–7. <http://doi.org/10.1007/s10339-015-0725-6>
- 2015** Tidoni, E., **Tieri, G.**, & Aglioti, S. M. (2015). Re-establishing the disrupted sensorimotor loop in deafferented and deafferented people. The case of spinal cord injuries. *Neuropsychologia*, 1–9. <http://doi.org/10.1016/j.neuropsychologia.2015.06.029>
- 2015** **Tieri, G.**, Tidoni, E., Pavone, E. F., & Aglioti, S. M. (2015). Mere observation of body discontinuity affects perceived ownership and vicarious agency over a virtual hand. *Experimental Brain Research*. <http://doi.org/10.1007/s00221-015-4202-3>
- 2015** Vecchiato, G., **Tieri, G.**, Jelic, A., Maglione, A. G., De Matteis, F., & Babiloni, F. (2015). Electroencephalographic Correlates of Sensorimotor Integration and Embodiment during the Appreciation of Virtual Architectural Environments. *Frontiers in Neuroscience*, 16(S1), 425–429. <http://doi.org/10.3389/fpsyg.2015.01944>
- 2010** Costantini, M., Ambrosini, E., **Tieri, G.**, Sinigaglia C., Committeri, G. (2010). Where does an object trigger an action? An investigation about affordances in space. *Experimental Brain Research*, 95–103. <http://doi.org/10.1007/s00221-010-2435-8>

INVITED TALKS

- 2023** Lecture “Realtà Virtuale in Neuroriabilitazione: dalla ricerca in laboratorio alle applicazioni cliniche”, *Conference “Quale tecnologia per quale riabilitazione 3th edition”*. Ospedale Pediatrico Bambino Gesù, Rome, Italy.
- 2023** Lecture “La realtà virtuale nel recupero cognitivo-motorio” *Conference SIMFER “la riabilitazione tra passato presente e futuro”* 51th edition, Bologna.
- 2023** Lecture “Realtà Virtuale in Clinica e Neuroscienza”, Seminar UCSC – Scuola di Specializzazione Medicina Fidica e Riabilitativa, Fondazione Policlinico Universitario A. Gemelli IRCCS, Rome.
- 2023** Lecture “Realtà Virtuale e Metaverso”, Seminar AUS – Community Alumni UnitelmaSapienza, University of Rome UnitelmaSapienza.
- 2023** Lecture “Realtà Virtuale, Arte e Neuroscienza”, PhD day Dottorato di Storia, Disegno e Restauro dell’architettura, University of Roma La Sapienza.
- 2023** Lecture “Realtà Virtuale e Neuroriabilitazione: Nuove evidenze scientifiche”, PhD Course at Italian Institute of Technology IIT, Genova.
- 2023** Lecture “Realtà Virtuale immersiva e sviluppi di attività didattiche, ricerca scientifica e imprenditoriale”, the International School in Genoa, Genoa.
- 2022** Lecture “Realtà Virtuale e i disturbi della rappresentazione corporea: L’arto fantasma”, ECM course entitled Il recupero funzionale dell’amputato di arto inferiore, Nomentana Hospital, Rome.
- 2022** Lecture “Realtà Virtuale e Neuroriabilitazione: nuove evidenze scientifiche”, Workshop online Extended Reality & Metaverse: opportunità e casi applicativi nel mondo consumer, Osservatorio Realtà Aumentata&Metaverso, Politecnico of Milan.
- 2022** Lecture “Percezione e Azione: Le rappresentazioni del corpo virtuale nella mente reale”, National Congress GiS Fisioterapia Neurologica e Neuroscienze. Ospedale Pediatrico Bambino Gesù, Roma, 2022.
- 2021** Tecnologie emergenti, salute e medicina 3° edizione. *Virtual Reality Experience VRE Fest 2021*, Roma, Italy.
- 2021** Scoprire come funziona il nostro cervello attraverso la realtà virtuale immersiva 3° edizione, *Roma Video Game Lab 2021*, Studi di Cinecittà, Rome, Italy.

- 2021** XII Seminar – PhD Day: Happiness is a simple system. Sapienza University, Rome.
- 2021** Realtà virtuale per la neuro-riabilitazione motoria, Webinar online, Milano Digital Week 2021.
- 2021** Cervelli reali in corpi virtuali: nuove frontiere per lo studio del nostro cervello attraverso la realtà virtuale e le sue applicazioni in neuroriabilitazione, Webinar online, Centro di ricerca S.T.I.T.C.H.
- 2021** Il Conferenza di Ateneo Modelli di e-learning a confronto, “Tecnologie Immersive nell’Università del futuro”, Webinar online, UnitelmaSapienza.
- 2020** Tecnologie emergenti, salute e medicina. *Virtual Reality Experience VRE Fest 2020*, Roma, Italy.
- 2020** Scoprire come funziona il nostro cervello attraverso la realtà virtuale immersiva: nuove frontiere per la ricerca scientifica, *Roma Video Game Lab 2020*, Studi di Cinecittà, Rome, Italy.
- 2019** Cervello reale e corpo virtuale: la realtà virtuale come nuovo strumento per la neuro-riabilitazione e le neuroscienze, *Conference “Quale tecnologia per quale riabilitazione 2th edition”*. Ospedale Pediatrico Bambino Gesù, Rome, Italy.
- 2019** Cervelli Reali in Corpi Virtuali: nuove frontiere per lo studio del nostro cervello attraverso la realtà virtuale. *Spazio Roma Fotografia. Sguardi umani dal cosmo alla realtà virtuale, 2019*, Roma, Italy.
- 2019** Comprendere il cervello attraverso la realtà virtuale: nuove frontiere per la ricerca in psicologia e neuroscienza. *Virtual Reality Experience VRE Fest 2019*, Roma, Italy.
- 2019** Immersive learning for financial literacy: new virtual reality based approach for children. *International Workshop on Higher Education Learning Methodologies and Technologies Online*, Novedrate (CO), Italy.
- 2019** Embodying virtual body through passive observation: behavioural and physiological evidence. *International symposium: Virtual and Robotic Embodiment – from neuroscience to virtual reality and robotics*, Barcelona University, Spain.
- 2019** Vicarious experience of Social and Intimate touch in virtual reality: behavioural and physiological evidence. *Seminar*, Verona University, Italy.
- 2018** Wearing my virtual body: Immersive virtual reality studies of embodiment and their implications for rehabilitation. *XXVI Congresso Nazionale della Società Italiana di Psicofisiologia*, Turin, Italy.
- 2018** Investigating Social Motor behaviours through Virtual Reality: from human’s to avatar’s kinematics. *International Conference of Spatial Cognition 2018*, Sapienza University, Rome.
- 2018** Wearing my virtual body: behavioural, physiological and neural reactivities elicited by an embodied virtual avatar, *First Joint Congress of the SEPEX, SEPNECA and AIP experimental*, Madrid, Spain.
- 2018** Risposte reali a carezze virtuali: Indagine neuroscientifica attraverso la realtà virtuale immersiva, *1th edition of “NeuroSpritz”*, Roma, Italy.
- 2017** Behavioural and physiological reactivity to the observation of Pain and Pleasure in virtual reality, *6TH Scientific Meeting of the Federation of the European Societies of Neuropsychology (FESN)*, Maastricht, The Netherlands.
- 2016** Cervello reale e corpo virtuale: la realtà virtuale come strumento per le neuroscienze, *Conference “Quale tecnologia per quale riabilitazione”*. Ospedale Pediatrico Bambino Gesù, Rome, Italy.
- 2016** Controllo corporeo e cerebrale delle azioni di un avatar: studi di EEG e realtà virtuale immersiva. *2th Conference of SCI-Research Group*. IRCCS Fondazione Santa Lucia, Rome, Italy.
- 2015** Wearing my virtual body: behavioral, physiological and neural reactivity to the physical appearance and to the actions of an embodied avatar. *7th Conference of Lithuanian Neuroscience Association*. Vilnius University, Vilnius, Lituania.
- 2015** Skin temperature modulations underlying the feeling of ownership over a virtual hand, *XXIII Congresso Nazionale della Società Italiana di Psicofisiologia*, Lucca, Italy.
- 2015** Il cervello reale e il suo corpo virtuale, *1th edition of Pint of Science Italy*, Rome, Italy.

- 2014** Neuroscienze e Realtà Virtuale, *Conference*, La Sapienza University, Roma, Italy.
- 2014** Realtà Virtuale Immersiva: un nuovo strumento di indagine per le Neuroscienze, *Conference*, La Sapienza University, Roma, Italy.
- 2014** Body visual discontinuity affects feeling of ownership and skin conductance responses. *International VERE Phd symposium*, Barcelona University, Spain.
- 2012** Off-line EEG and BCI studies of motor imagery and real grasps in a tetraplegic patient and healthy controls, *International VERE meeting*, IDC institute Herzliya, Israel.

TEACHING

- 2023** Course "Psicologia delle relazioni in ambito lavorativo" (20 hours), Master Organizzazione e Gestione delle risorse umane. Università degli Studi di Roma Unitelma Sapienza.
- 2023** Course "Psicologia Sociale e Forense" (32 hours), Corso di laurea triennale Organizzazione, Sicurezza e Investigazioni, Curriculum B. Università degli Studi di Roma Unitelma Sapienza.
- 2021** Master Universitario di II livello in Neuroestetica "La Realtà Virtuale Immersiva: dal laboratorio alla corsia". University of TorVergata, Roma, Italy (8 hours).
- 2020** Workshop organizer of "Tecnologie emergenti, salute e medicina". *Virtual Reality Experience VRE Fest 2020*, Roma, Italy.
- 2020** Workshop organizer of "Scoprire come funziona il nostro cervello attraverso la realtà virtuale immersiva": nuove frontiere per la ricerca scientifica, *Roma Video Game Lab 2020*, Studi di Cinecittà, Rome, Italy.
- 2019** Course "Psicologia delle relazioni in ambito lavorativo" (20 hours), Master Organizzazione e Gestione delle risorse umane. Università degli Studi di Roma Unitelma Sapienza.
- 2019** Course "Psicologia Sociale e Forense" (32 hours), Corso di laurea triennale Organizzazione, Sicurezza e Investigazioni, Curriculum B. Università degli Studi di Roma Unitelma Sapienza.
- 2019** Seminar: "Realtà Virtuale Immersiva: strumento innovativo per la ricerca psicologica e neuroscientifica", G. d'Annunzio University, Chieti, Italy.
- 2019** Course: "II° edizione corso di Realtà Virtuale Immersiva: uno strumento innovativo per la ricerca psicologica, economica, sociale, educativa e neuroscientifica" (40 hours), Unitelma Sapienza di Roma, Rome, Italy.
- 2019** Realtà Virtuale Immersiva: nuove prospettive per le riabilitazioni delle alterazione del sistema visivo, *Lecture*, IRCCS Santa Lucia Foundation, Rome, Italy.
- 2019** Workshop: "Scoprire come funziona il nostro cervello attraverso la realtà virtuale immersiva": nuove frontiere per la ricerca scientifica (2 days), Roma Video Game Lab, Studi di Cinecittà, Rome, Italy.
- 2019** Course: "Realtà Virtuale Immersiva: uno strumento innovativo per la ricerca psicologica, economica, sociale, educativa e neuroscientifica" (40 hours), Unitelma Sapienza di Roma, Rome, Italy.
- 2019** Course: "Psicologia delle relazioni in ambito lavorativo" (6 hours), Unitelma Sapienza di Roma, Rome, Italy.
- 2019** New Methods for psychological and neuroscientific research: the case of Virtual Reality, *Lecture*, La Sapienza University, Rome, Italy.
- 2018** Course: "Realtà Virtuale Immersiva: uno strumento innovativo per la ricerca psicologica, economica, sociale, educativa e neuroscientifica" (40 hours), Unitelma Sapienza di Roma, Rome, Italy.

- 2018** Virtual Reality as a new tool for Neuroscientists, *Lecture*, La Sapienza University, Rome, Italy.
- 2017** Alternanza-Scuola Lavoro: Virtual Reality for Psychology and Neuroscience. La Sapienza University, Rome, Italy.
- 2017** Virtual Reality, bodily control and brain computer interface, *Lecture*, La Sapienza University, Rome, Italy.
- 2016** Virtual Reality and Body Awareness, *Lecture*, La Sapienza University, Rome, Italy.
- 2015** Virtual Reality as a new tool for Neuroscientists, *Lecture*, La Sapienza University, Rome, Italy.
- 2015** Realtà Virtuale Immersiva: nuove frontiere della Neuroscienza, *Lecture*, G. d'Annunzio University, Chieti, Italy.
- 2013** Neuroscienze e Realtà Virtuale, *Lecture*, G. d'Annunzio University, Chieti, Italy.

AWARDS

- 2023** **Bando PRINN PNRR (2023-2025)** – “Preventing cognitive decline and dementia through an innovative immersive virtual reality and telemedicine-based multi-component intervention: a randomized controlled trial” Role CO-PI (PI: DE SIMONE Maria Stefania).
- 2023** **Bando di Ricerca di Ateneo 2023 Unitelma Sapienza (2023-2024)** – “Didattica immersiva con realtà virtuale: serie di studi sul gender equality, sull'apprendimento, prese di decisione e comportamento economico in studenti e studentesse di istituti scolastici primari e secondari.” Role PI
- 2020** **BIAL Foundation Research Grant (2020-2021)** - "In God's shoes: embodying the avatar of the supreme moral authority modulates psychophysiological indices of one's own morality", Role team member (PI: AGLIOTI Salvatore M.)
- 2020** **Young Researcher** – “Innovative upper limb stroke rehabilitation approach combining myoelectric control assistance in virtual reality and cerebellar TBS plasticity enhancement.” Role team member (GR-2019-12370271; PI: BERGER Denise Jennifer).
- 2018** **Bando di Ricerca di Ateneo 2018 Unitelma Sapienza**– “Scavo archeologico a Gortina (Creta, Grecia), area a nord del Pretorio. Studio per l'elaborazione di un nuovo modello di didattica interattiva” Member of the Reserch Unit (PI: Rita Sassu).
- 2018** **Bando di Ricerca di Ateneo 2018 Unitelma Sapienza**– “Financial Literacy and Neuroscientific Investigation.” Member of the Reserch Unit (PI: Rosella Castellano).
- 2017** **Young Researcher** – “Promoting the recovery of higher-order motor functions in brain damaged patients. A novel approach based on the combination of virtual reality and non-invasive brain stimulation.” Role Co-PI (GR-2016-02361008; PI: CANDIDI Matteo).
- 2016** **BIAL Foundation Research Grant (2016-2017)** - "Virtual bodies, real empathy: behavioural, bodily, and neural reactivity to the observation of Pain and Pleasure on self and others in immersive virtual reality", Role PI (Num. 218/16)
- 2015** **MOTO, the embodied reMOte Tower (2016-2018)** - "High Performing Airport Operations - Improved Visualisation and Awareness". Member of the Reserch Unit (ER-06-2015; PI: POZZI Simone).
- 2014** **Best Abstract Award** - Body visual discontinuity affects feeling of ownership and skin conductance responses. *International VERE Phd symposium*, Barcelona University, Spain.
- 2014** **BIAL Foundation Research Grant (2015-2016)** - "Measuring the Self: behavioural and neural correlates of bodily awareness" Member of the Reserch Unit (Num. 2014/150; PI: TIDONI Emmanuele).

PEER-REVIEW ACTIVITY

Cortex; Experimental Brain Research; International Journal of Visualized Experiment; Journal of Neuroengineering; Neuropsychologia; Scientific Reports; Symmetry; Royal Society Open Science; Conscious & Cognition; PeerJ; Journal of Cognition.

EDITORIAL ACTIVITY

- Gest Editor of Special Issue "Clinical Applications of Immersive and Nonimmersive Virtual Reality", Journal of Clinical Medicine (IF: 4.964; ISSN 2077-0383). 2022/23
- Editorial board member of *Nature Scientific Reports* (IF: 4.996; ISSN 2045-2322). From 2017 to 2022.
- Gest Editor of Special Issue "Body Illusions for Clinical Applications", Frontiers in Human Neuroscience (IF: 3.47; ISSN 16625161). 2021/23
- Gest Editor of Special Issue "New Challenges and Perspectives in Cognitive Neuroergonomics: Virtual and Robotic Embodiment", Frontiers in Neuroergonomics (ISSN 2673-6195). 2021/23

AUTORIZZO IL TRATTAMENTO DEI MIEI DATI PERSONALI AI SENSI DELLA LEGGE 196/03
AI SENSI DELL'ART. 46 DEL DPR 445/2000 DICHIARO CHE TUTTE LE INFORMAZIONI CONTENUTE NEL PRESENTE CURRICULUM VITAE
CORRISPONDONO A VERITÀ

Roma, 19/01/2024

Gaetano Tieri

