



# 2025 GIORNATE SCIENTIFICHE

SESSIONE SOFTWARE,  
SCIENCE GAMING e  
SPIN-OFF

CNR | DSCTM

21-23 ottobre 2025 - MAIN HALL

	Relatore	Titolo del contributo	Inst.
SOFTWARE AND SCIENCE GAMING	VALENTINA BIASINI	Robot for sorting mosaic tile scraps by color	ISSMC
	ALESSANDRO GALENDA	Mendeleev's garden: discovering the elements of the Earth and the Universe	ICMATE
	PIETRO GALIZIA	Snakeleev: an educational game for learning the periodic table	ISSMC
	PIETRO GALIZIA	Breaking a chocolate bar to enter the world of materials science	ISSMC
	ARMIDA TORREGGIANI	Using comics, games and lab experiments to promote healthier eating choices	ISOF
	ALBERTO ZANELLI	Educational games for schools and society to enhance awareness on sustainability priority themes	ISOF
	FRANCESCA DEGANELLO	Playing with Chemistry to build a sustainable future	ISMN
	ILARIA SCHIZZI	A gamified approach to STEM education: "The Crystal Lake's Mystery"	SCITEC
	ROSANNA RIZZI	CrystalMELA: an innovative crystallographic machine learning platform for crystal system identification	IC
	GIANNA REGINATO	Games for Exploring Chemistry with high school students and general public	ICCOM
SPIN-OFF	ANDREA SCAMPORRINO	CrioPura Srl	IPCB
	MARCELLA CHIARI	RoseBio Srl	SCITEC
	ALBERTO FIGOLI	WembraneX Srl	ITM
	LUCA BELSITO	HighSenseTech Srl	ISMN
	MICHELE IAFISCO	NanoPhoria Srl	ISSMC
LABS, PNRR PROJECTS & INFRASTRUCTURES	SABRINA GUALTIERI STEFANO LEGNAIOLI	CHrossLab	ISSMC ICCOM
	VITTORIO MORANDI ALFREDO PICANO CHIARA ROSSINI	IR PNRR iENTRACE@ENL	ISMN
	MICHELE SAVIANO	IR PNRR ITACA.SB	IC
	ALBERTO CASSETTA	IR PNRR PRP@CERIC	IC
	MICHELE MUCCINI	ECS PNRR ECOSITER	ISMN
	SIMONA BARISON	PE NEST	ICMATE
	PIERLUIGI BARBARO	PE MICS	ICCOM
	ALESSANDRA SANSON	PNC AdP H <sub>2</sub>	ISSMC
	FRANCESCO MERCURI	PNC DESIGN-IT	ISMN

The Future of Chemistry  
and Materials is Sustainable

21-23  
ottobre  
CNR di Bologna