

**Name**

Maurizio Muzzupappa

**Role**

Associate Professor

**Short CV**

Since 2001 Maurizio Muzzupappa is Associate Professor at the University of Calabria in the Department of Mechanical, Energetics and Management Engineering. He works in the scientific sector "Design and Methods of Industrial Engineering". From 1995 to 2001 he has been Assistant Professor at the Faculty of Engineering of University of Calabria. In 1993 he obtained a PhD in Mechanics of the Materials at the University of Pisa. He obtained a Master's degree in Industrial Engineering at the University of Calabria in 1993.

He has published more than 150 papers, 50 are published on scopus with h-index 11.

**Pubblicazioni Selezionate:**

1. L. Barbieri, F. Bruno, F. Cosco, M. Muzzupappa, Effects of device obtrusion and tool-hand misalignment on user performance and stiffness perception in visuo-haptic mixed reality, *International Journal of Human Computer Studies*, 72/12 (2014) 846-859.
2. G. Bianco, A. Gallo, F. Bruno, M. Muzzupappa, A comparative analysis between active and passive techniques for underwater 3D reconstruction of close-range objects, *Sensors (Switzerland)*, 13/8 (2013) 11007-11031.
3. F. Cosco, C. Garre, F. Bruno, M. Muzzupappa, M.A. Otaduy, Visuo-haptic mixed reality with unobstructed tool-hand integration, *IEEE Transactions on Visualization and Computer Graphics*, 19/1 (2013) 159-172.
4. L. Barbieri, A. Angilica, F. Bruno, M. Muzzupappa, Mixed prototyping with configurable physical archetype for usability evaluation of product interfaces, *Computers in Industry*, 64/3 (2013) 310-323.
5. F. Bruno, G. Bianco, M. Muzzupappa, S. Barone, A.V. Rationale, Experimentation of structured light and stereo vision for underwater 3D reconstruction, *ISPRS Journal of Photogrammetry and Remote Sensing*, 66/4 (2011) 508-518.
6. F. Bruno, M. Muzzupappa, Product interface design: A participatory approach based on virtual reality, *International Journal of Human Computer Studies*, 68/5 (2010) 254-269.

### **Research Lines**

- experimental mechanics (1989 – 1993),
- polynomial approximation (1994 – 1997),
- features recognition (1994 – 1995),
- image processing (1996- 1997),
- genetic algorithms (1997 – 2002),
- geometric tollerancing (2000 - 2001),
- PLM systems (dal 2005 - 2007).
- design methods, with specific reference to structural optimization and usability ( 1998- today )
- reverse engineering, with specific reference to cultural heritage both terrestrial and underwater (2003- today)
- Virtual, Mixed and Augmented reality ( 2003 - today).