



Enrica Loria

Curriculum Vitae

Work Experience

- 12/2021–present **Game Analytics Engineer**, *Keen Software House*.
- 05–11/2021 **Postdoctoral researcher**, *Graz University of Technology (TU Graz)*, Austria.

Education

- 2017–2021 **Ph.D. in Information and Communication Technology**, *University of Trento*, Italy, *cum laude*. Excellence Award.
Title *Alone with Company: Studying Individual and Social Players' In-game Behaviors in Adaptive Gamification*
- 2015–2017 **Masters in Computer Science**, *University of Salerno*, Italy, *110 cum laude*.
Title *Collaborative Learning in a Simulated Environment*
- 2012–2015 **Bachelor in Computer Science**, *University of Salerno*, Italy, *110 cum laude*.
Title *#Hashcity: a Competitive Infinite Runner Based on Twitter*

Technical Skills

- Advanced **Python, R, Data Visualization**
- Medium **Database management, C, C#, Unity Engine, Java**
- Basic **AWS, Web Development**

Languages

- Italian **Mother tongue**
- English **Proficiency** (C1 Cambridge Esol)

Awards and Scholarships

- 2021 **Excellence Certificate**. Award from the Fondazione Bruno Kessler Ph.D. Program.
- 2019 **Erasmus Traineeship**. Exchange Program scholarship. University of Trento, Italy.
- 2017 **UNISA Premia il Merito**. Scholarship. University of Salerno, Italy.
- 2016 **Erasmus+**. Exchange Program scholarship. University of Salerno, Italy.

2015 **UNISA Premia il Merito**. Scholarship. University of Salerno, Italy.

Blog Posts

2020 **Keep Playing with Me - Finding Retention Influencers in Destiny**. Gamasutra

Selected Publications

2021 **#StayHome Playing LoL—Analyzing Players’ Activity and Social Bonds in League of Legends During Covid-19 Lockdowns**, *Petrosino, Simone*, LORIA, ENRICA, and *Pirker, Johanna*, International Conference on the Foundations of Digital Games (FDG). IEEE.

2021 **Exploiting limited players’ behavioral data to predict churn in gamification**, LORIA, ENRICA, and *Marconi, Annapaola*, Electronic Commerce Research and Applications Special Issue on Gamification, Elsevier. 101057.

2021 **Do they Play as Intended? – Comparing Aggregated and Temporal Behavioral Analysis in a Persuasive Gamified System**, LORIA, ENRICA, *Riviera, Jessica*, and *Marconi, Annapaola*, 2021 54th Hawaii International Conference on System Sciences.

2020 **Reading Between the Lines—Towards an Algorithm Exploiting In-game Behaviors to Learn Preferences in Gameful Systems**, LORIA, ENRICA, and *Marconi, Annapaola*, International Conference on the Foundations of Digital Games (FDG). IEEE. **Exceptional Paper Award**.

2020 **Do Influencers Influence?—Analyzing Players’ Activity in an Online Multi-player Game**, LORIA, ENRICA, *Pirker, Johanna*, *Drachen, Anders*, and *Marconi, Annapaola*, International Conference on Games (CoG). ACM.

Selection of Other Activities

2022 **Track Chair** for the Foundation of Digital Games Conference

2021 **Co-host** for the AI&Games Summer School TV (YouTube).

2020 **Program Committee** member for Immersive Learning Research Network conference

Interests

*Reading

*Video Games

*Pilates

*Board Games

*Cooking

*Swimming