

Lorenzo Amabili

Date of birth: 28/06/1990

Email: lorenzo.amabili@protonmail.com

Location: Casale Monferrato, Italy

Phone: +39 3780647744

PhD student in Computer Science specializing in Visualization, author of peer-reviewed publications, co-organizer of the [VisGames](#) workshop, and data scientist at [Buzzi SpA](#). Research grounded in developing and evaluating novel methods for teaching data visualization, with a strong foundation in data science and competencies in full-stack tool development. These are my [personal website](#), [scientific articles](#) and [non-scientific articles](#).

Research Interests

Visualization Education · Visualization Literacy · Educational Game Design · Visualization Communication · Visual Storytelling · Human-Computer Interaction (HCI) · Medical Visualization

Research Experience

PhD Candidate in Computer Science at [TU Wien](#), from 03/25, in Vienna, AT, where I am investigating the use of novel methods such as GIFs and games to teach data visualization, by developing and evaluating actual physical and digital prototypes.

PhD Candidate in Computer Science at [Rijksuniversiteit Groningen](#), from 08/17 to 07/22, in Groningen, NL, where I researched and developed novel methods and a full-stack visual storytelling tool to explore and communicate the results of large medical imaging data analyzes.

Education

- **MSc Degree in Statistics** at the [Katholieke Universiteit Leuven](#), from 2014 to 2017, in Leuven, BE. MSc thesis: [Visualizing Algorithms of Nonlinear Data Reduction Techniques](#) (Demo: [NLDRviz](#)).
 - **Erasmus Programme** at the [Université de Montpellier](#), from 2012 to 2013, in Montpellier, FR
 - **BSc Degree in Statistics** at the [Università di Bologna](#), from 2009 to 2013, in Bologna, IT
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Scientific Publications

- Leveraging Popular Board Games to Teach Data Visualization (2025). [Workshop paper](#).
 - BoneStory: Visual Storytelling in 3D Virtual Surgical Planning for Bone Fracture Reduction (2024). [Full paper](#).
 - Show Me the Gifference! Using GIFs as Educational Tools (2024). [Full paper](#).
 - Cardiopulmonary ultrasound patterns of transient acute respiratory distress of the newborn: a retrospective pilot study (2023). [Full paper](#).
 - Lung ultrasound targeted recruitment (LUSTR): A novel protocol to optimize open lung ventilation in critically ill neonates (2022). [Full paper](#).
 - The importance of lung recruitability: A novel ultrasound pattern to guide lung recruitment in neonates (2022). [Full paper](#).
 - A Taxonomy-Driven Model for Designing Educational Games in Visualization (2021). [Full paper](#).
 - Paper Maps: Improving the Readability of Scientific Papers via Concept Maps (2021). [Workshop paper](#).
 - Improving provenance data interaction for visual storytelling in medical imaging data exploration (2018). [Short paper](#).
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Other Contributions and Experiences

Collective Visual Storytelling (2018). [Poster](#), Visual Storytelling for Earth Sciences (2018). [Poster](#), Visual Storytelling for Informed Decision-Making in Medicine (2018). [Poster](#), Visual Storytelling of Big Imaging Data (2017). [Poster](#).

Co-organizer of the [VisGames](#) workshop at EuroVis2025 and EuroVis2026, *student volunteer* at EuroVis2018 and EuroVis2026, and participation at the *Doctoral Colloquium* at Vis2018 and EuroVis2026.