curriculum vitae

PERSONAL INFORMATION

Surname	Di Dalmazi
Name	Michele
Address	
Telephone	
E-mail	michele.didalmazi@polimi.it

Summary

Michele Di Dalmazi, PhD, is an engineer and postdoctoral researcher at Politecnico di Milano. He graduated in Management Engineering with a specialization in Digital Business and Market Innovation and obtained a PhD in consumer behavior in 2025 from the Department of Management, Economics, and Industrial Engineering. During his doctoral studies, he explored the impact of virtual reality (VR) technologies on consumer experience, conducting research based on biofeedback, brain activity analysis, eye tracking, and behavioral responses. His main research focuses on the effects of metaverse-related technologies (XR, AR, virtual influencers), artificial intelligence, and digital technologies on consumer behavior. His research interests also include the study of user experience in the automotive sector, with the aim of analyzing the evolution of marketing content in driving contexts, promoting sustainable driving behaviors, and exploring new user interfaces and interior design solutions for the automotive industry. Currently, he is the coordinator of the Metaverse Marketing Lab at Politecnico di Milano and a member of the AXD (Advanced Experience Design) research group. He collaborates with international companies in the technology and automotive sectors to develop innovative solutions related to marketing and customer experience. Since 2022, he has been a Lecturer at the Graduate School of Management of Politecnico di Milano, where he teaches courses on marketing and consumer behavior. He is also a quest lecturer at POLI.design, teaching in the User Interface Design course. Additionally, he supports teaching activities in MSc programs at Politecnico di Milano, particularly in the fields of marketing analytics and quantitative research methodologies.

Nationality	IT
Date of birth	24, March, 1996

Education and training	
• Date (from – to)	2021-2025
Name and type of organisation providing education and training	Politecnico di Milano, Milano, Italy

Duration of the program of study	3 years
Principal subjects/occupational skills covered	PhD Candidate
Title of qualification awarded	Industrial PhD in Management Engineering
• Date (from – to)	Feb 2024 - Jul 2024
Name and type of organisation providing education and training	UPV Universitat Politècnica de València, València, Spain
Duration of the program of study	6 months
Principal subjects/occupational skills covered	Visiting PhD Candidate
Supervisor	Prof. Mariano Alcañiz
• Date (from – to)	2019-2021
Name and type of organisation providing education and training	Politecnico di Milano
Duration of the program of study	2 years
Principal subjects/occupational skills covered	Digital Business and Market Innovation
Title of qualification awarded	MSc in Digital Business and Market Innovation, Management Engineering
Final mark obtained	110/110
• Date (from – to)	2015-2019
Name and type of organisation providing education and training	Politecnico di Milano
Duration of the program of study	3 years
Principal subjects/occupational skills covered	Management Engineering
Title of qualification awarded	Laurea Triennale, Ingegneria Gestionale
Final mark obtained	92/110
• Date (from – to)	2011-2015

• Date (from – to)	2011-2015
 Name and type of organisation providing education and training 	Liceo Scientifico Filippo Maschi, Chieti
Duration of the program of study	5 years
Title of qualification awarded	Diploma di maturità superiore
Final mark obtained	100/100

graduation thesis

Title	The impact of immersive technologies on customer experience: A multi-method investigation on the effects of virtual reality marketing on consumers' cognitive, affective, and behavioral reactions
Typology	Ph.D.
Supervisor	Professor Lucio Lamberti

The recent surge in the commercialization of virtual reality technologies has renewed interest in their potential to enhance marketing processes. These technologies promise to significantly improve the consumer experience and boost the effectiveness of companies' efforts along different phases of the marketing funnel. Despite these promising opportunities, research into the effects of immersive technologies remains limited and fragmented, hindering their integration into the marketing strategies of industry professionals. By adopting the theoretical lens of presence as a measure of immersive experience, this thesis aims to assess the concrete impact of immersive technologies on customer experience to determine whether there are specific instances in which immersive experiences can create measurable value for companies. Secondly, the thesis seeks to provide industry professionals with the necessary tools to effectively orchestrate and maximize the potential of this approach, to identify user segments where such strategies are most effective, and to advance the methodological discourse in the literature on consumer behavior by adopting a multimethod approach to investigate the customer experience in the context of virtual marketing. The thesis is composed of four papers. Paper I aims to identify the most relevant application cases for basing an empirical analysis using a laboratory approach. Papers II, III, and IV explore the processes that contribute to the effectiveness of using immersive technologies in the contexts of product placement, green branding, and tourism, respectively. The results show the effectiveness of these technologies in generating positive outcomes for companies through the creation of an enhanced experience for the consumer in the selected application areas. Furthermore, the thesis analyzes strategies to maximize these effects and highlights the most relevant market segments to target for these initiatives. The thesis also proposes using implicit signals, such as galvanic skin response, eye	
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Title	Redefining Impulse Buying through the lens of the Reflective-Impulsive Model. A multimodal investigation involving biometrics and self-reports
Typology	M.Sc.
Supervisor	Professor Lucio Lamberti
Thesis Summary	The thesis investigates the nature of impulse buying and the influence of different predictors by employing the Reflective-Impulsive Model of consumer behaviour. The work consists of a complete narrative literature review on the topics of impulse buying and eye-tracking technology, followed by the presentation of two studies. In the first one, implicit physiological responses related to cortical neural activations, electrodermal activity, and ocular responses have been monitored during the purchase, while explicit self-reports have been collected ex- post. The results highlighted the contribution of both reflective and impulsive variables in predicting online impulse buying, suggesting a continuous interaction between the two systems during the decision-making process. The influence of different promotion typologies on impulse buying behaviour has been investigated in the second study through quantitative self-report questionnaires. The results underlined the significant impact of monetary promotions in triggering impulse purchases and provided interesting cues about integrated processing between the reflective and impulsive systems.

publications

Thesis Summary

Title	How immersive technologies impact behavioral responses in destination marketing: the role of physiological arousal, presence, and age
Year	2024

Reference (APA)	Di Dalmazi, M., Mandolfo, M., Guixeres, J., Alcañiz Raya, M. and Lamberti, L. (2024), "How immersive technologies impact behavioral responses in destination marketing: the role of physiological arousal, presence, and age", International Journal of Contemporary Hospitality Management, Vol. ahead-of-print No. ahead-of-print.
DOI	10.1108/IJCHM-09-2023-1511
Journal	International Journal of Contemporary Hospitality Management
Title	Made to Impress: Examining the Influence of Tailored Advertising Disclosures on Persuasion Knowledge
Year	2024
Reference (APA)	Mandolfo M, van Reijmersdal EA, Di Dalmazi M, Bettiga D, Lamberti L, "Made to Impress: Examining the Influence of Tailored Advertising Disclosures on Persuasion Knowledge", Advances in Advertising Research XIV: Harder, Better, Faster, Stronger: Advertising and Communication between Immediacy and Sustainability", 153-163, 2024, Springer
DOI	10.1007/978-3-658-44713-7 12
Book Chapter	Advances in Advertising Research XIV: Harder, Better, Faster, Stronger: Advertising and Communication between Immediacy and Sustainability
Title Year	Exploring the Factors Influencing the Adoption of Wrist-Worn Wearable Devices for Well-Being Monitoring Among End Users 2024
Reference (APA)	Di Paolo F, Di Dalmazi M, Mandolfo M, Bettiga D, "Exploring the Factors Influencing the Adoption of Wrist-Worn Wearable Devices for Well-Being Monitoring Among End Users", In: Wei, J., Margetis, G. (eds) Human-Centered Design, Operation and Evaluation of Mobile Communications. HCII 2024. Lecture Notes in Computer Science, vol 14737. Springer, Cham. https://doi.org/10.1007/978-3-031-60458-4_2
DOI	https://doi.org/10.1007/978-3-031-60458-4_2
Book Chapter	Lecture Notes in Computer Science, vol 14737. Springer, Cham
Title	Beyond Reality: Exploring Product-Environment Congruency in Immersive Virtual Environments
Year	2024
Reference (APA)	Di Dalmazi M, Mandolfo M, Provinciale JG, Alcañiz Raya ML, Lamberti L "Beyond Reality: Exploring Product-Environment Congruency in Immersive Virtual Environments", 2024 AIRSI Conference Proceedings, 1-8
Conference	AIRSI Conference (Zaragoza, Spain)
Title	360-degree virtual tours in destination marketing: A multi-method approach exploring the effects of presence and emotions on intention to visit
Year	2024
Reference (APA)	Di Dalmazi M, Mandolfo M, Provinciale JG, Alcañiz Raya ML, Lamberti L "360-degree virtual tours in destination marketing: A multi-method approach exploring the effects of presence and emotions on intention to visit", 2024 AMA Winter Academic Conference Proceedings, 152-155 ISBN: 978-0-87757-018-9
Conference	AMA Winter Conference (Tampa, Florida USA)
Title	Examining Advertising Blindness in Metaverse: An Investigation on the Perception of Ads in Virtual Environments
Year	2023
Reference (APA)	Mandolfo M, Di Dalmazi M, Di Paolo F, Lamberti L "Examining Advertising Blindness in Metaverse: An Investigation on the Perception of Ads in Virtual Environments", 2023 NeuroPsychoEconomics Conference Proceedings, 1-22
Conference	NeuroPsychoEconomics Conference (Granada, Spain)

tourism experiences: lessons learnt from applied neuroscience*, 2023 AIRSI Conference Proceedings AIRSI Conference (Online) Title Exploring Advertising Blindness in the Metaverse: An Empirical Investigation Using Consumer Neuroscience Year 2023 Reference (APA) Mandolfo M, Di Dalmazi M, Di Paolo F, Lamberti L "Exploring Advertising Blindness in the Metaverse: An Empirical Investigation Using Consumer Neuroscience*, 2023 AMA Winter Academic Conference Proceedings, 21-24 ISBN: 978-0-87757-018-9 Conference AMA Winter Conference (Nashville, Tennessee USA) Title Now you see me. Evaluating visual and auditory brand placement disclosures music videos Year 2022 Reference (APA) Mandolfo, M., Di Dalmazi, M., & Lamberti, L. (2022). Now you see me. Evaluating visual and auditory brand placement disclosures in music videos. Journal of Marketing Communications, 1–23. DOI 10.1080/13527266.2022.2152475 Journal Journal of Marketing Communications Title Influence of Technostress on Work Engagement and Job Performance During Remote Working Year 2022 Reference (APA) Di Dalmazi, M., Mandolfo, M., Stringhini, C., & Bettiga, D. (2022). Influence of Technostress on Work Engagement and Job Performance During Remote Working. In International Conference on Human-Computer Interaction (pp. 149-163). Springer, Cham. DOI 10.1007/978-3-031-06086-1_12 Book Chapter Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) Title If I feel it, I buy it. How sense of Presence can influence consumer behaviour in the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I bit. It. How sense of Presence can influence consumer behaviour in the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I bit. It. How sense of Presence can influence consumer behaviour in the Metaverse. Conference Riving Measuring the experience in the Meta		
Reference (APA) Lamberti L, Di Dalmazi M, Mandolfo M, Peggjani G "Towards immersive virtual tourism expenences: lessons learnt from applied neuroscience", 2023 AIRSI Conference (Conference (Proceedings) AIRSI Conference (Online) Title		neuroscience
tourism experiences: lessons learnt from applied neuroscience*, 2023 AIRSI Conference Proceedings AIRSI Conference (Online) Title Exploring Advertising Blindness in the Metaverse: An Empirical Investigation Using Consumer Neuroscience Year 2023 Reference (APA) Mandolfo M, Di Dalmazi M, Di Paolo F, Lamberti L "Exploring Advertising Blindness in the Metaverse: An Empirical Investigation Using Consumer Neuroscience*, 2023 AMA Winter Academic Conference Proceedings, 21-24 ISBN: 978-0-87757-018-9 Conference AMA Winter Conference (Nashville, Tennessee USA) Title Now you see me. Evaluating visual and auditory brand placement disclosures music videos Year 2022 Reference (APA) Mandolfo, M., Di Dalmazi, M., & Lamberti, L. (2022). Now you see me. Evaluating visual and auditory brand placement disclosures in music videos. Journal of Marketing Communications, 1–23. DOI 10.1080/13527266.2022.2152475 Journal Journal of Marketing Communications Title Influence of Technostress on Work Engagement and Job Performance During Remote Working Year 2022 Reference (APA) Di Dalmazi, M., Mandolfo, M., Stringhini, C., & Bettiga, D. (2022). Influence of Technostress on Work Engagement and Job Performance During Remote Working. In International Conference on Human-Computer Interaction (pp. 149-163). Springer, Cham. DOI 10.1007/978-3-031-06086-1_12 Book Chapter Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics) Title If I feel it, I buy it. How sense of Presence can influence consumer behaviour in the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I bit. It. How sense of Presence can influence consumer behaviour in the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I bit. It. How sense of Presence can influence consumer behaviour in the Metaverse. Conference Riving Measuring the experience in the Meta	Year	2023
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Title If I feel it, I buy it. How sense of Presence can influence consumer behaviour in the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I b it. How sense of Presence can influence consumer behaviour in the Metaverse Conference Riunione Scientifica Annuale AilG (Rome, 2022) Title Measuring the experience in the Metaverse. A conceptual and methodological	DOI	10.1007/978-3-031-06086-1_12
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the Metaverse. Year 2022 Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I b it. How sense of Presence can influence consumer behaviour in the Metaverse Conference Riunione Scientifica Annuale AilG (Rome, 2022) Title Measuring the experience in the Metaverse. A conceptual and methodological		
Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I b it. How sense of Presence can influence consumer behaviour in the Metaverse Riunione Scientifica Annuale AilG (Rome, 2022) Title Measuring the experience in the Metaverse. A conceptual and methodological		the Metaverse.
it. How sense of Presence can influence consumer behaviour in the Metaverse Conference Riunione Scientifica Annuale AilG (Rome, 2022) Title Measuring the experience in the Metaverse. A conceptual and methodological	Year	2022
Title Measuring the experience in the Metaverse. A conceptual and methodological	` ′	Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). If I feel it, I buy it. How sense of Presence can influence consumer behaviour in the Metaverse.
	Conference	Riunione Scientifica Annuale AilG (Rome, 2022)
		review of consumer presence in immersive virtual environments
Year 2022		
Reference (APA) Di Dalmazi, M., Di Paolo, F., Mandolfo, M., & Lamberti, L. (2022). Measuring the experience in the metaverse. A conceptual and methodological review of consumer presence in immersive virtual environments.	Reference (APA)	
Conference NeuroPougho Foonamica Conference Proceedings (Lillo, 2022)	Conference	NeuroPsychoEconomics Conference Proceedings (Lille, 2022)

Title	Find me if you can. Assessing visual and auditory product placement disclosures in online music videos.
Year	2022
Reference (APA)	Mandolfo, M., Di Dalmazi, M., & Lamberti, L. (2022). Find me if you can.
Troibines (Filtry)	Assessing visual and auditory product placement disclosures in online music videos. In 2022 NeuroPsychoEconomics Conference Proceedings.
Conference	NeuroPsychoEconomics Conference Proceedings (Lille)
T-01	
Title	Implicit and explicit predictors of online impulse buying.
Year	2021
Reference (APA)	Mandolfo, M., Di Dalmazi, M., & Lamberti, L. (2021). Implicit and explicit predictors of online impulse buying. In IAREP-SABE Virtual Conference 2021.
Conference	IAREP-SABE Virtual Conference (online)
teaching activities	
Course (Academic Year)	Analytics for Business LAB 057054 (2024-2025)
Professor(s)	Lucio Lamberti
University	Politecnico di Milano
Date (from – to)	17/02/25 – 30/09/25
Type of Employment	Teaching Support Activities, Tutoring Activities
	Tutoring activities in the lab for workgroups engaged in CRM projects, customer
Description	analysis, and media mix modeling.
Course (Academic Year)	Marketing Analytics 787595 (2023-2024)
Professor(s)	Lucio Lamberti
University	Politecnico di Milano
Date (from – to)	12/09/23 – 23/12/23
Type of Employment	Teaching Support Activities
Description	Support activities for teaching and exercise sessions for students on the topics o Customer Lifetime Value, customer profiling clustering strategies, RFM analysis, Market Basket Analysis, and Structural Equation Modeling using the R programming language.
Course (Academic Year)	Analytics for Business LAB 057054 (2022-2023)
Professor(s)	Lucio Lamberti
University	Politecnico di Milano
Date (from – to)	21/02/23 – 04/06/23
Type of Employment	Teaching Support Activities, Tutoring Activities
Description	Tutoring activities in the lab for workgroups engaged in CRM projects, customer analysis, and media mix modeling.
Course (Academic Year)	Marketing Analytics 787595 (2022-2023)
Professor(s)	Lucio Lamberti
University	Politecnico di Milano
	12/09/22 – 23/12/22
Date (from – to)	
Type of Employment Description	Teaching Support Activities Support activities for teaching and exercise sessions for students on the topics o Customer Lifetime Value, customer profiling clustering strategies, RFM analysis, Market Basket Analysis, and churn prevention using the R programming language.
Course (Academic Vear)	Analytics for Rusiness I AB 057054 (2021-2022)
Course (Academic Year) Professor(s)	Analytics for Business LAB 057054 (2021-2022) Lucio Lamberti

Date (from – to)	21/02/22 – 04/06/22
Type of Employment	Teaching Support Activities, Tutoring Activities
Description	Tutoring activities in the lab for workgroups engaged in CRM projects, customer analysis, and media mix modeling.

certifications

Certifications of language knowledge	TOEIC Certification C1, 920/990, 2019	
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Personal skills and competences

Mother tongue	Italian	
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Other language(s)

	English
• reading	Excellent
• writing	Excellent
• speaking	Excellent

Technical skills and competences	Programming Languages - R: Excellent - MySQL: Good
	Data Analysis Software - SPSS: Excellent - Microsoft Excel: Excellent - SmartPLS: Excellent
	Data Collection Software - iMotions: Excellent - BeGaze: Excellent - PupilLabs Suit: Excellent - Qualtrics: Excellent