

# Luigi Proserpio

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## HRM & Organization

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# Curriculum Vitae

Associate Professor of the Department of Management and Technology at Bocconi University.

Degree in Business Economics, Bocconi University, Milan, 1996

Ph.D. in Business Economics at the Bocconi University, Milan

## Research Interests

- Teamworking over distance
- Computer mediated coordination
- Technology-enhanced learning

# Publications

## Books

- 2007, Proserpio L., "Computer-based Learning", in International Encyclopaedia of Organization Studies, Eds. Clegg S. e Bailey J., SAGE Publishing
- 2007, Proserpio L., Magni M., Provera B., "Managerial computer business games" in Encyclopaedia of Multimedia Technology and Networking, Second edition, Idea Group Publishing
- 2005, Proserpio L., Magni M., "Learning through Business Games" in Encyclopaedia of Multimedia Technology and Networking, Idea Group Publishing
- 2006, Proserpio L., "Etica e Tecnologie" in Pennarola F. (eds), Sviluppo dell'impresa digitale con l'Information Technology, Università Bocconi Editore
- 2005, Proserpio L., "Quando l'intelligenza è nelle reti: impatto organizzativo degli intelligent network" in Pennarola F. (eds), Organizzazione e Information Technology, EGEA
- 2005, Magni M., Proserpio L., "Il processo di sviluppo di un business game per l'apprendimento: una prospettiva multiview", in Cantoni F. (eds), Metodologie di sviluppo dei SI, Franco Angeli
- 2002, Proserpio L., Pennarola F., Chapters 2, 3, 4 e 5, in Pennarola F., Gavazzi F. (eds), Net Impact: l'impatto della rete sul sistema produttivo italiano, Cisco Systems series

## Articles

- 2007, Proserpio L., Gioia D.A., "Teaching the Virtual Generation", Academy of Management Learning and Education, Vol. 6 # 1
- 2007, Hoegl M., Ernst H., Proserpio L., "How teamwork matters more to Team Performance as team Member Dispersion increases", Journal of Product Innovation Management, Vol. 24 # 2
- 2005, Proserpio L., Salvemini S., Ghiringhelli V., "Entertainment Pirates: Determinants of Piracy in the Software, Music and Movie Industries", International Journal of Arts Management, Vol 8, # 1
- 2004, Hoegl M., Proserpio L., "Team Member Proximity e Teamwork in Innovative Projects", Research Policy, # 33
- 2004, Hoegl M., Proserpio L., "Team Member Proximity and Teamwork in Innovative Projects" – short version –Academy of Management Conference Proceedings, New Orleans, 2004
- 2004, Proserpio L., Salvemini S., Ghiringhelli V., "I Pirati dell'Entertainment", ASK Working Papers series, Bocconi University
- 2003, Perrone V., Proserpio L., Provera B., "Gemelli diversi: rivalità competitiva nel settore della telefonia mobile italiana", Economia & Management