

Samuel BENVENISTE

Born September the 16th, 1984 in Lyon (Rhône)
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Chief Technology Officer, National Center of Expertise in Cognitive Stimulation (Paris)
Healthcare Game Designer, Music Therapy Specialist, Dr. Otter Software (Paris)
Associate Researcher, MINDs Project Leader, MINES ParisTech (Paris)

Education

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| 2010 | Ph.D. in Computer Science (MINES ParisTech, Paris)
Incremental Design of Therapeutic Music Games
<i>Theory and Application to the Treatment of Behavioral Disorders and Alzheimer's Disease</i> |
| 2007 | Master's Degree : Applied Mathematics (MINES ParisTech, Paris)
Focus on Computer Science and Control Theory |
| 2007 | Master's Degree : ATIAM (IRCAM, Paris)
Acoustics, Signal Processing and Computer Science Applied to Music |

Professional Experience

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| 2007-2011 | Teacher Assistant, MINES ParisTech, ENJMIN, Paris Descartes
Computer Science ; Computer Architecture ; Network Applications ;
Database Management ; Control Theory, Computer Science and Music ;
Serious Games ; Healthcare Game Design ; Technologies for Art Therapy |
| 2006 | Analyst, FROG Navigation Systems (Utrecht, Netherlands)
Reverse -engineering of the C++ code for an autonomous vehicle modeler,
design of a graphical editor and specification of an XML export format |

Languages

English	Fluent
Spanish	Good
Russian	Fair

Select Scientific Papers

- Boulay, M., Benveniste, S., Boespflug, S., Jouvelot, P. and Rigaud, A.-S. *A pilot usability study of MINWii, a music therapy game for demented patients*. Technology and Health Care 19 (2011)
- Benveniste, S., Jouvelot, P. and Péquignot, R. *The MINWii Project: Renarcissization of Patients Suffering from Alzheimer's Disease Through Video Game-Based Music Therapy*. ICEC'10, Seoul
- Benveniste, S., Jouvelot, P., Lecourt, E. and Michel, R. *Designing Wiimprovisation for Mediation in Group Music Therapy with Children Suffering from Behavioral Disorders*. ACM SIGCHI IDC'09, Como, Jun.09

Other Interests

Music : saxophone, singing, improvised music

Cognitive science / Neuroscience : brain, learning, consciousness, language

Sports : brazilian jiu-jitsu, ski

Performing arts : juggling, street performance