

Niccolò Pescetelli, Ph.D.

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Media Lab
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- Current** **Media Lab, Massachusetts Institute of Technology**
Postdoctoral Associate. Advisor: Iyad Rahwan
IARPA Hybrid Forecasting Competition: experimental design, collective decisions, statistical analysis, human-machine forecasting.
BeeMe: <https://beeme.online>, platform for crowd-controlled decision-making.
- Education** **University of Oxford**
D.Phil., Experimental Psychology, 2017. Advisor: Nick Yeung.
Subject: Cognitive Sciences, Decision-Making, Metacognition
École Normale supérieure & UPMC
M.Sc., Brain and Mind Science, 2012-2013. Advisor: Stan Dehaene.
UCL
M.Sc., Brain and Mind Sciences, 2011-2012.
Advisor: Bahador Bahrami. *Distinction*
Universtà degli Studi di Padova
B.Sc., Cognitive and Psychobiological Sciences, 2008-2011.
Advisor: Luciano Gamberini. *Summa Cum Laude*
- Dissertation** “*On the Use of Metacognitive Signals to Navigate the Social World*”
My thesis explored how subjective uncertainty monitoring and internal metacognitive signals are used in social contexts to learn in the absence of external objective feedback.
- Teaching** **Experimental Psychology, University of Oxford**
Tutor, “Memory, Attention and Information Processing”, 2015-2017
- Awards and Fellowships** **Clarendon Scholarship, University of Oxford**
2013-2016
Christ Church College - Dept. of Exp. Psychology joint Award
2013-2016
Highest graded thesis of the cohort
M.Sc. Brain and Mind Sciences (UCL - 2012)
- Training** **Residential Workshop on Bayesian Cognitive Modeling**
University of Amsterdam 2015. Instructors: M. Lee and E.J. Wagenmakers
- Programming** Python, Matlab, R, NetLogo

Languages and Skills	Italian (native), English (fluent), French (conversation). Latex, Statistics, Behavioural Testing, Experimental Methods and Design.
Publications	<p>Pescetelli, N., Yeung N. Calibration and accuracy detection in social partners in the absence of objective feedback. (in prep.)</p> <p>Pescetelli, N., Yeung N. Real-time uncertainty update during interactive and non-interactive social exchange. (in prep.)</p> <p>King J.R.*, Pescetelli N.*, Dehaene S. (2017) Brain mechanisms underlying the brief maintenance of seen and unseen sensory information. <i>Neuron</i>. 92(5):1122-1134 (*equal contribution)</p> <p>Rosenberg, L.B., & Pescetelli, N. (2017). Amplifying prediction accuracy using Swarm A.I. <i>2017 Intelligent Systems Conference (IntelliSys)</i>, 61-65.</p> <p>Rosenberg, L., Pescetelli, N., & Willcox, G. (2017). Artificial Swarm Intelligence amplifies accuracy when predicting financial markets. <i>2017 IEEE 8th Annual Ubiquitous Computing, Electronics and Mobile Communication Conference (UEMCON)</i>, 58-62.</p> <p>Pescetelli N., Rees G., Bahrami B. (2016) The perceptual and social components of metacognition. <i>Journal of Experimental Psychology: General</i>. 145(8):949-965</p> <p>Rosenberg, L.B., Baltaxe, D., & Pescetelli, N. (2016). Crowds vs swarms, a comparison of intelligence. <i>2016 Swarm/Human Blended Intelligence Workshop (SHBI)</i>, 1-4.</p>
Media	<p>MIT is giving you control of a real person on Halloween in a dystopian game that sounds like an episode of 'Black Mirror' (2018) <i>Business Insider</i></p> <p>MIT invites you to control a human on Halloween (2018) <i>BBC</i></p> <p>MIT Lets Public Control Actor In Halloween Experiment - What Could Possibly Go Wrong? (2018) <i>Forbes</i></p> <p>#TechTuesday: College Students Create Social Experiment to Control a Human (2018) <i>WTNH News8</i></p> <p>MIT experiment let internet users control a human (2018) <i>CBC</i></p> <p>MIT is letting the internet control a real person for Halloween. What could possibly go wrong? (2018) <i>ABC</i></p> <p>Inteligencia artificial Controla a una persona en tiempo real. Es Halloween (2018) <i>El Pais</i></p> <p>How Can You Tell If Someone's Lying? A.I. Study Sees Truth in a Face (2017) <i>Inverse</i></p>