BIOGRAPHICAL SKETCH
Complete for each professional associated with the project

Name: [*Last, First, Middle Initial(s), Degree(s)*]	Position/Title:
Luca Prosperini	**Researcher/MD,PhD**

Education

[Begin with baccalaureate or other professional education and include postdoctoral training]

Institution and Location	Degree	Year Conferred	Field of Study
First faculty of Medicine Sapienza University, Rome, Italy	MD	2004	Medicine
S. Andrea Hospital Sapienza University, Rome, Italy	Neurologist	2009	Neurology
Dept. of Neurology and Psychiatry Sapienza University, Rome, Italy	PhD	2013	Neuroscience

Research and Professional Experience

[List in chronological order, previous employment, experience and honors]

Dr. Prosperini is senior consultant at MS Centre of S. Andrea Hospital, Sapienza University, Rome from 2010.
Dr. Prosperini is an under contract researcher at Dept. of Neurology and Psychiatry, Sapienza University, Rome from 2014.
Dr. Prosperini is Associate Editor of the International Journals BMC Neurology, ISRN Neurosciences, and BioMed Research International.
Dr. Prosperini has served as Reviewer for the Italian MS Foundation and for several International Journals, including Neurology, Neurorehabilitation and Neural Repair, Multiple Sclerosis Journal, European Journal of Neurology, Journal of Neurological Sciences, Gait and Posture, Clinical Rehabilitation.
Awards:
- Prize in the memory of C. Fazio for the best graduation thesis, Italian Neurological Society, Genoa, Italy (2004);
- Prize in the memory of “Aleth Barbot Petrassi”, Dept. of Neurology and Psychiatry, Sapienza University, Rome, Italy (2010);
- Best Oral Presentation at ECTRIMS/RIMS congress, Copenaghen, Denmark (2013);
- Winner of the 6th competition “prize for the best PhD thesis on disability”, Sapienza University, Rome (2014).

Publications

For each investigator, provide complete bibliographic citations for selected **publications related to the topic of this application**. DO NOT exceed one page for each individual.

[1] Prosperini L, Petsas N, Sbardella E et al. Far transfer effect associated with video game balance training in multiple sclerosis: from balance to cognition? J Neurol 2015 [Epub ahead of print] DOI: 10.1007/s00415-015-7640-8

[2] De Giglio L, De Luca F, Prosperini L et al. A Low-Cost Cognitive Rehabilitation With a Commercial Video Game Improves Sustained Attention and Executive Functions in Multiple Sclerosis: A Pilot Study. Neurorehabil Neural Repair 2014 [Epub ahead of print] DOI: 10.1177/1545968314554623.

[3] Prosperini L, Fanelli F, Petsas N et al. Multiple sclerosis: changes in microarchitecture of white matter tracts after training with a video game balance board. Radiology 2014; 273:529-538.

[4] Tona F, Petsas N, Sbardella E et al. Multiple sclerosis: altered thalamic resting-state functional connectivity and its effect on cognitive function. Radiology 2014; 271:814-821.

[5] Sbardella E, Petsas N, Tona F et al. Assessing the correlation between grey and white matter damage with motor and cognitive impairment in multiple sclerosis patients. PLoS One 2013; 8:e63250.

[6] Prosperini L, Sbardella E, Raz E et al. Multiple sclerosis: white and gray matter damage associated with balance deficit detected at static posturography. Radiology. 2013; 268:181-191.

[7] Prosperini L, Fortuna D, Giannì C et al. Home-based balance training using the Wii balance board: a randomized, crossover pilot study in multiple sclerosis. Neurorehabil Neural Repair 2013; 27:516-525.

[8] Prosperini L, Leonardi L, De Carli P et al. Visuo-proprioceptive training reduces risk of falls in patients with multiple sclerosis. Mult Scler 2010; 16:491-499.