Academic Vitae

Nikos Bubaris

Assistant Professor
Department of Cultural Technology and Communication,
University of the Aegean, Greece

Areas of research

Locative media art, mobile storytelling and urban space, digital media theory and user-interface design, sound theory and design, cultural theory and cultural production.

Teaching experience

Postgraduate level: Culture and Digital Media, Cultural Technologies and Multimedia. Undergraduate level: Media Theory, Sound Theory and Design, Digital Media and the Senses, Cultural Industries, Cultural Theory.

Publications

Books

- Bubaris, N., Paparrigopoulos, K., Matsinos, J. (2018). Sound, Noise,
 Environment Conference Proceedings (in Greek with English Abstracts)
- Papageorgiou D., Bubaris N., Myrivili E. (eds.) (2006). **Cultural Representation**. Athens: Kritiki Publications.
- Vernicos N., Dascalopoulos S., Bantimaroudis P., Bubaris N., Papageorgiou D. (eds.) (2005). Cultural Industries: Processes, Services, Products. Athens: Kritiki Publications.

Refereed Articles in Academic Journals

- Bubaris, N., Gatou, I. "Locative narrative as a mode of researching, creating and relating" Entanglements: Experiments in Multimodal Ethnography (forthcoming).
- Bubaris N. (2017). **Media and Walking: a multimodal approach.** *Punctum: International Journal of Semiotics*, Vol 3:1:27-44.
- Kasapakis V., Damianos G., Bubaris N._(2015). Pervasive Games Field Trials: Recruitment of Eligible Participants through Preliminary Game Phases. Personal and Ubiquitous Computing, Springer Sciences, Vol. 19(3): 523-536.
- Bubaris N. (2014). **Sound in museums museums in sound.** *Museum Management and Curatorship*, Vol. 29 (4), pp. 391-402.
- Bubaris N. (2013). The acoustic phenomenon of 'cocktail-party'. Notes

- on the collective production of sonic space. Sound Effects Journal, Vol. 3 (3), pp. 47-60.
- Bubaris N. (2009). Moving Sounds: A Study on the Circulation of Music as a Cultural Object. Polyphonia 15, pp. 41-66.
- Myrivili E. & Bubaris N. (2007). History Lost Redux: The Encounter of Cultural Studies with computer games in a museum exhibition. Tetradia Mouseiologias 4, pp. 57-62.
- Bubaris N. (2003). **Analysing Acousmatic Experience.** *Epistimi kai Koinonia* 10, pp. 207-247.

Chapters and Introduction in Books

- Bubaris, N. (2019). Interactivity and Cultural Production. In E. Papadaki, S. Theodoiou (eds), Tecnoculture and Cutlural Industries. Athens: Nissos (forthcoming).
- Bubaris, N. (2016). **The voice of the multitude.** In P. Panopoulos, E. Rikou (eds), *Fones.* pp. 136-151. Athens: Nissos.
- Bubaris, N. (2016). Audio Walks, Acoustic Experience and the Urban Environment. In P. Petropoulou, Th. Ramadier (eds.). Urban Geographies: Landscapes and Everyday Routes, pp. 182-195. Athens: Kapon Publications.
- Bubaris, N. (2010). Cultural Technologies of Sound. The case of Surround Systems in Cinema. In M. Kokkonis, G. Paschalidis, P. Bantimaroudis, (eds.). Digital Media and the Cultures of Sound and Spectacle, Athens: Kritiki Publications, 2010, pp. 195-214.
- Demertzis, N., Bubaris, N., Stavrakakis, Y. (2008). On Youth: Meanings and Contexts. In N. Demertzis, Y. Stavrakakis (et al.). Youth: A Imponderable Factor, pp. 31-52. Athens: Polytropon.
- Bubaris, N. (2006). **Soundscape: Connections and Disjunctures in Acoustic Experience.** In D. Papageorgiou, N. Bubaris, E. Myrivili, (eds.). *Cultural Representation*, pp. 111-139. Athens: Kritiki Publications.
- Bubaris, N. (2006). Introduction to the Greek Publication of the book Smith, P. (2006). *Cultural Theory*, Athens: Kritiki Publications.
- Bubaris, N. (2005). The Music Industry in Transition. In N. Vernicos, S. Dascalopoulos, P. Bantimaroudis, N. Bubaris, D. Papageorgiou, (eds.). Cultural Industries: Processes, Services, Products, pp. 225-247. Athens: Kritiki Publications.

Conference Proceedings

Nika, C., Varelas, G., Bubaris, N., Kasapakis, V. (2019). "nteractive Spatial Storytelling for Location-Based Games: A Case Study in Antonios Liapis, Georgios N. Yannakakis, Manuel Gentile, Manuel Ninaus (eds), Liapis A., Yannakakis G., Gentile M., Ninaus M. (eds) Games and

- Learning Alliance. GALA 2019. Lecture Notes in Computer Science, vol 11899. Springer, Cham.
- Vrakatseli, A., Bubaris, N. (2019). Sound Art and Technology: Exploring the Affective Intensities of Embodied Audibility, Digital Culture and Audiovisual Challenges, Ionian University, Corfu (forthcoming).
- Bubaris N. (2015). Media Walks: Culture, Media and Design, In I. Theona, & D. Charitos, (eds). Data to the People. Research Institute of Applied Communication, pp. 317-323. University of Athens.
- Bubaris N. (2014). Signs at the Interface: An exploration of semiotics and the design of the interaction. In E. Zantides (ed.). Semiotics and Visual Communication. Concepts and Practices. Cambridge Scholars Publishing, pp. 100-109.
- Kasapakis V., Damianos G., Bubaris N. (2013). Addressing Openness and Portability in Outdoor Pervasive Role-Playing Games. Mobile and Cloud Computing – The 3rd International Conference on Communications and Information Technology (ICCIT-2013), pp. 93-97. Beirut, Lebanon.
- Kasapakis V., Damianos G., Bubaris N._(2013). Pervasive Games Research: A Design Aspects-Based State of the Art Report. Proceedings of the 17th Panhellenic Conference on Informatics (PCI-'13), pp. 152-157. ACM, New York, USA.
- Bubaris N. (2012). Sound Studies and Cultural Theory: a favorable juncture. In S. Breitsameter, C. Soller-Eckert (eds.), Proceedings of The Global Composition, pp. 115-122. Media Campus Dieburg, Hochschule Darmstadt.
- Bubaris N. (2008). Waves on the Beach. Outline for the Study of Sonic Space, Proforikotites, Proceedings of ATEI Ipeirou, pp. 20-28.
- Bubaris N. (2007). **Ring Tones: Sound as Cultural Information**, Proceedings of the 1st Conference of the School of the Social Sciences, University of the Aegean), pp. 653-661.
- Bubaris N. (2006). **Acousma and Virtuality.** *Music, Sound, Place*, Proceedings of ATEI Ipeirou, pp. 59-65.
- Bubaris N. & Eleni Myrivili, (2006). Playing with Games, Playing in Theory and in Practice. In M. Santorineos (ed.), Gaming Realities: A challenge for digital cultures, International Conference, Medi@terra Art + Technology Festival, p. 231-6.
- Papageorgiou D., Pehlivanides G., Bubaris N. (2005). Designing User Interfaces & Interactive Tools for Cultural Information Systems. Ermou: A multimedia exhibition based on customizable user interfaces, 3rd International Symposium of Interactive Media Design, organized by Yeditepe University, Faculty of Communication, Visual Communication Design Department, Istanbul, Turkey

- Locative Media: Media Theories and the Environment. Locative Media for Earthlings in a Changing World, Locative Media Summer School (Online), Department of Digital Humanities, King's College London, GPS Museum, Made of Walking/the Milena principle, 2-16/7/2020.
- Audio Walks and Intermediality. Space, Sound, Improvisation, International Conference organized by Onassis Cultural Centre of Athens 19-21/10/2018, Athens.
- Sliding Territories. Urban Emptiness, seminar at the opening of the media walk exhibition NEME Art Center, curator: Geert Vermiere, 4/2/2017, Limassol, Cyprus.
- Practices of Listening and Sonic Storytelling. Sound series seminar, organized by Athens School of Fine Art & Academy of Fine Arts Munich, Circuits and Currents, 5/2/2015, Athens.
- Audio walks: Technologies and experiences in the urban soundscape. Discussing about the cities of modernity and of late modernity, seminar organized by the Dept. of Social Anthropology and History, University of the Aegean, 14/5/2014, Mytilini.
- Tactility and its discontents. (with Eleni Myrivili). The new sensorium: embodied perception, extensions of humanity and digital communication, Marshall McLuhan and Walter J. Ong. International centenary symposium, 20-21/12/2012, Athens.
- The Cultural Production of the Cinematic Listening. The Poetics of the Soundscape, 2nd Conference of Acoustic Ecology, 26-27/2/2010, Rethimno, Greece.
- Audio Walks and the Cultural Politics of Movement. Synch Festival, 14/6/2008, Athens.
- Music, Sociality and the New Media: The Case of Secondfest. Conference for the Music Industry in Greece, 14/10/2007, Panteion University, Athens, Greece.
- Studying and Composing Soundscapes. Cultural Theories and Practices. 1st Conference of Acoustic Ecology in Greece, 30/11-2/12/2007, Corfu, Greece.
- Educating creators and user of applications in museum exhibitions:
 The case of "History Lost Redux" (with Eleni Myrivili). Conference of Museums and Education. University of Thessalia, 9-11/11/2007, Volos, Greece.
- **Doing Cultural Studies: Digital games.** (with Eleni Myrivili), *Technopolitismos*, University of Thessalia, Volos, Greece 2006.

Book Review

• "To Adorno and Beyond!", review of Scott Lash και Celia Lury, *Global Culture Industry*, *Synchrona Themata* 104, 2009, pp. 90-92.

Creative Sound and Media Works (Selected)

- Data Walks (with Ismini Gatou). Workshop and audio walk creation, Data-stories: New Media Aesthetics and Rhetorics for Critical Digital Ethnography, Dept. of History, Archaelogy and Social Anthropology, University of Thessaly, Volos. https://echoes.xyz/
- Athens-Skopje, joint audio walk (with Akoo-o), TAF The Art Foundation, Athens, 21/3/2019.
- **Situated Vinyls,** ephemeral sound interventions, various places, September 2018-now.
- **Jokulsarion**, field recording about the melting of a glacier. Presented in the 4th Conference of Acoustic Ecology, University of the Aegean, Mytilene, 3-6/11/2016.
- Tangent Plane, audio walk (with George Samantas, Dana Papachristou [Akoo-o]) about the cultural and material vibrations of the building of the Benaki Museum. Presented in *Out]top/as*, (curator: Thanos Vovolis), Benaki Museum Piraeus Street, Athens, 22/9-20/11/2016.
- With your consent, interactive sound installation (with George Samantas, Dana Papachristou [Akoo-o]) about the technological politics of surveillance. Presented at TAF – The Art Foundation, Athens 4/4-17/4/2016.
- Dwelling Stories, audio walk (with George Samantas, Dana Papachristou, Sofia Grigoriadou, Geert Vermiere [Akoo-o]). Non-Greeks permanent residents of Athens share their experience of appropriating the city. Presented in *Invisible Cities* Conference, Athens 23-25/10/2015. https://echoes.xyz/
- Walk Explore Feel, videowalks. Research-creation project of producing media walks, Mytilene, September 2014 2017.
- CityLink, audio walk (with Nina Pappa). Athenians walk and comment on the past and the contemporary everyday life in the center of the city. Part of the project *Einander zuhören – Stadt-(Ge)Schichten*, Athens, 10/2013-9/2014. https://echoes.xyz/
- That Time, radio drama for a pair of headphones, based on the one-act play of Samuel Beckett, presented at *Fones* art exhibition, Contemporary Art Meeting Point (CAMP), Athens, 6-29/3/2014.
- **Sonic Rects**, interactive audio-haptic application, Athens School of Fine Art, 2-7/7/2012.
- **A War Game**, six-channel soundscape installation, presented at Michael Cacoyannis Foundation, Athens, 1-30/4/2012.

- **Voice of the Multitude,** soundscape composition about the Greek political movement against the economic crisis. Presented at Embros Theatre, Athens 19-10/3/2012.
- **Sonic Island**, interactive audio-haptic installation, presented in the 2nd Conference of Acoustic Ecology, Rethimno, Greece 2010.
- **Terra 4**, co-ordination and sound design of cultural exposition about the contemporary urban life on the islands of the Northeast Aegean, Technopolis -Gazi, Athens, 22-25/5/2008.
- **Under My Gaze** (with Giannis Christakos), interactive artwork presented in Athens 2007, 2008, New York 2014, Lesvos 2016.
- **History Lost Redux** (with Eleni Myrivili), interactive exhibit in *History Lost*. Presented in various museums across Europe, 2006-2010.
- "Ermou Soundscape", interactive soundscape installation presented in Mytilini, 2004 and in Athens 2005.

Contact Data

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