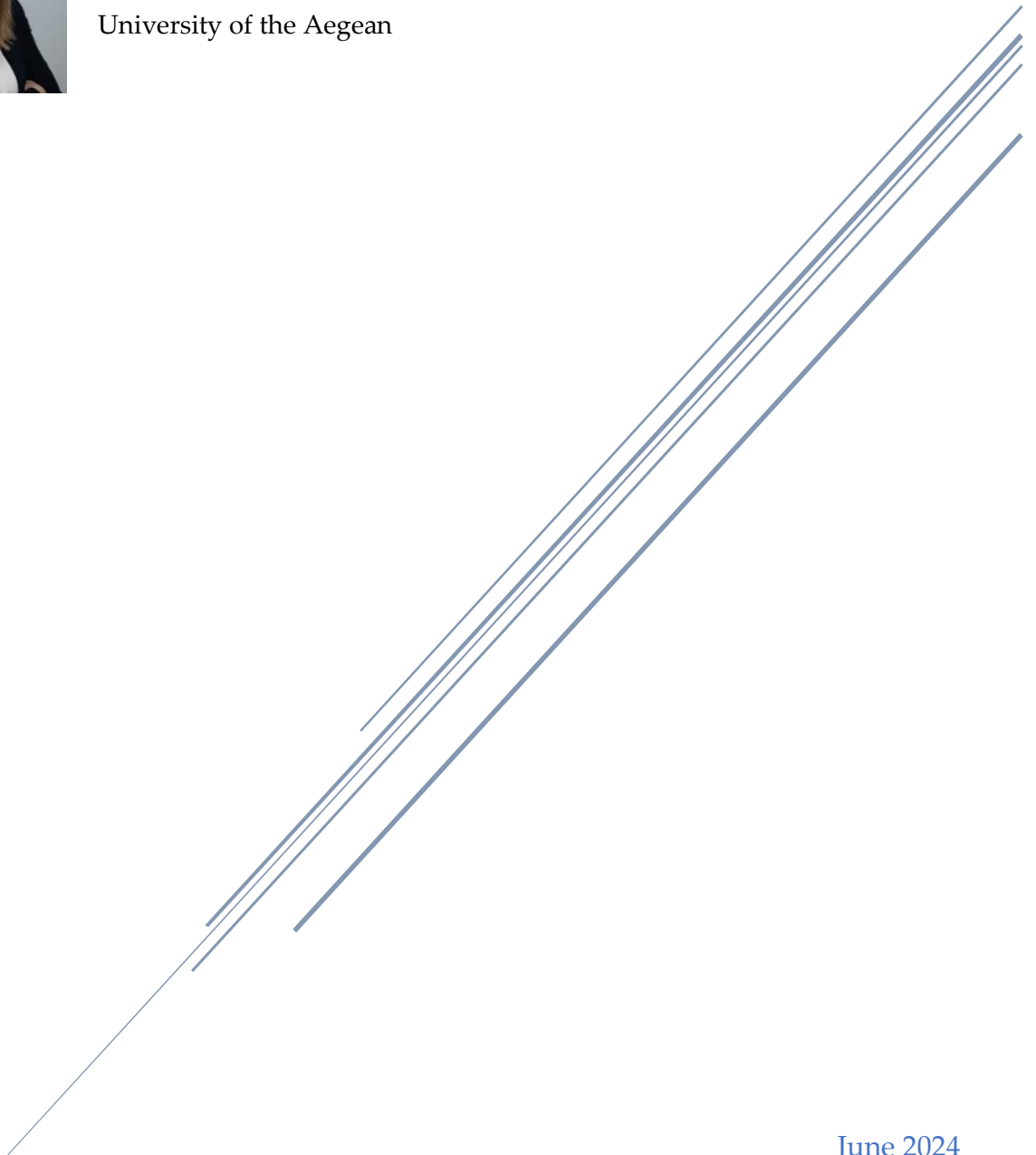


CURRICULUM VITAE

MAVROEIDI AIKATERINI-GEORGIA



Postdoctoral researchers
Privacy Engineering and Social Informatics laboratory
Department of Cultural Technology and Communication
School of Social Sciences
University of the Aegean



June 2024

A. Curriculum Vitae

1. Identity elements

Full name	Mavroeidi Aikaterini-Georgia
Date of birth	June 1 st , 1991
Work address	University of the , University of the Aegean, Building of Geography, University Hill, GR-811 00 MYTILENE, GREECE
Email	kmav@aegean.gr
Tel. Number	+30 2251036660
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2. Studies

- Postdoctoral research, Department of Cultural Technology and Communication, University of the Aegean, Greece (02.2023-today)
- PhD Privacy Awareness through Gamification, Department of Cultural Technology and Communication, University of the Aegean, Greece (12.2017 – 09.2022)
Scholarship from H.F.R.I. (16.10.2019 – 15.03.2022)
Τίτλος διδακτορικής διατριβής: *Επίγνωση ζητημάτων ιδιωτικότητας μέσω της παιγνιοποίησης* (Privacy Awareness through Gamification), Επιβλέπων: Καθηγητής Καλλονιάτης Χρήστος
- Master of Science in Information Security, University of Brighton, United Kingdom (09.2016 – 11.2017)
- Master Cultural Informatics and Communication, Department of Cultural Technology and Communication, University of the Aegean, Greece (10.2014 – 02.2016)
- Bachelor Cultural Technology and Communication, Department of Cultural Technology and Communication, University of the Aegean, Greece (09.2010 – 09.2014)

3. Languages

- English

Michigan State University, Certificate of English Language Proficiency

- German

Goethe Institut , Zeugnis: Zertifikat Deutsch

- Italian

National Foreign Language Exam System (KPG)

4. Experience

4.1 Research

- Member of Privacy Engineering and Social Informatics laboratory Privacy Engineering and Social Informatics laboratory of the Department of Cultural Technology and Communication of the University of the Aegean (<https://privasi.aegean.gr/>) (07.2017 – σήμερα)
- Organising committee member of the “26th International Conference on Information and Communications Security- ICICS2024”(08.2024)
- Organising committee member of the “ Intensive Program In Cyber Security: business and technical perspectives - IPICS2023”, Μυτιλήνη (07.2023)
- Organising committee member of the “16th IFIP International Symposium on Human Aspects of Information Security & Assurance- HAISA2022”, (07.2022)
- Organising committee member of the “15th IFIP International Symposium on Human Aspects of Information Security & Assurance- HAISA2021”, (07.2021)
- Organising committee member of the “14th IFIP International Symposium on Human Aspects of Information Security & Assurance- HAISA2020”, (06.2020)

- Organising committee member of the “2nd International Conference on Cultural Informatics, Communication and Media Studies – CICMS2019”, Mytilene (06.2019)
- Organising committee member of the “Intensive Programme on Information and Communications Security - IPICS2018”, Mytilene (07.2018)
- Organising committee member of the “Intensive Programme on Information and Communications Security - IPICS2015”, Mytilene (07.2015)
- Organising committee member of the “10th International Conference on Risks and Security of Internet and Systems- CRISIS2015”, Mytilene (07.2015)
- Organising committee member of the “9th International Symposium on Human Aspects of Information Security & Assurance- HAISA2015”, Mytilene (07.2015)

4.2 Work

- Contract staff, University of the Aegean
MSc Cultural Informatics and Communication of the Department Cultural Technology and Communication of the University of the Aegean
Promotion Policy support and social media management of the MSc (06.2024-05.2025)
- Contract staff, University of the Aegean
Έργο: Design of cultural masterplan, cultural development policy and cultural identity (brand) for selected regions of the country (02.2024-09.2024)
- Contract staff, University of the Aegean
An Integrated Socio-technical approach for Self Adaptive Privacy Requirements Identification within Cloud Computing Environments (01.2024-07.2025)
- Contract staff, University of the Aegean
Intensive Program In Cyber Security: business and technical perspectives - IPICS2023-IPICS2023, IPICS2023 (07.2023-09.2023)
- Contract staff, University of the Aegean
MSc Cultural Informatics and Communication of the Department Cultural Technology and Communication of the University of the Aegean
Promotion Policy support and social media management of the MSc (04.2023-03.2024)

- Contract staff, University of the Aegean
Έργο: e- Aegean CulTour, Digital Transformation of the North Aegean in Culture and Tourism (01.2023-08.2023)
- Contract staff, University of the Aegean
Implementation and maintenance of information systems and digital applications of e-government and "smart city" of the Municipality of West Lesbos (01.2023-05.2023)
- Contract staff, University of the Aegean
Έργο: International Symposium on Human Aspects of Information Security & Assurance-HAISA» (07.2022 – 09.2022)
- Contract staff, University of the Aegean
Research Unit (01.2022 – 03.2022)
- Contract staff, University of the Aegean
Έργο: «DigiArc - Greece-Cyprus Digital Arch of Culture: Rescue and promotion of the medieval cultural heritage in the island region of the Aegean and Cyprus», (10.2020 – 12.2021)
- Contract staff, University of the Aegean
"ManyLaws - EU-Mining legal texts using big data infrastructures at the European level, (04.2020 – 9.2020)
- Contract staff, University of the Aegean
Research Unit (06.2019 – 12.2019)
- Contract staff, University of the Aegean
"ManyLaws - EU-Mining legal texts using big data infrastructures at the European level, (04.2019 – 9.2019)
- Contract staff, University of the Aegean
Mobility of Students based on the use of the eIDAS framework (04.2019 – 6.2019)
- Contract staff, University of the Aegean MSc Cultural Informatics and Communication of the Department Cultural Technology and Communication of the University of the Aegean (03.2018– 08.2018)
- Contract staff, University of the Aegean

MSc Cultural Informatics and Communication of the Department Cultural Technology and Communication of the University of the Aegean (07.2017 – 12.2017)

- Contract staff, University of the Aegean
Simplification of Administrative Procedures of the Municipality of Lesvos (08.2016 – 10-2016)

4.3 Teaching

- Undergraduate studies, *Applied Teaching*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (spring semester of the academic year 2024-2025)
- Undergraduate studies, *Basic principles of teaching*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (winter semester of the academic year 2024-2025)
- Undergraduate studies, *Applied Teaching*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (spring semester of the academic year 2023-2024)
- Undergraduate studies, *Introduction to programming*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (winter semester of the academic year 2024-2025)
- Undergraduate studies, *Applied Teaching*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (spring semester of the academic year 2022-2023)
- Undergraduate studies, *Introduction to programming*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (winter semester of the academic year 2022-2023)
- Undergraduate studies, Laboratories teaching as a PhD, *Introduction to programming*, Department of Cultural Technology and Communication, University of the Aegean, Instructor (winter semester of the academic year 2018-2019)

5. Seminars/Certificates

- Hellenic Open University, Certificate of Pedagogical and Teaching Proficiency (July 2023)
- Institute of Information Technology and Communications of the National Center for Research and Technological Development, Training Certificate Training Program "Training of Adult Trainers" (13/09/2021-13/12/2021)
- Seminar: inHeritage 2015 – Innovative Industrial Heritage», (Mytilene, Lesvos) (09.2015)
- Summer School “Intensive Programme on Information and Communications Security - IPICS2015” (Mytilene, Lesvos) (07.2015)
- Seminar: Special Thematic Program: "Audiovisual Literacy and Local Societies" (Mytilene, Lesvos) (12.2013)
- Conference: "Online Socialization and Social Life", Faculty of Social Sciences, University of the Aegean (Mytilene, Lesvos) (03.2011)

6. Presentations in Conferences/Summer schools

- Presentation «Social gamification and privacy” at “Intensive Program In Cyber Security: business and technical perspectives - IPICS2023”, Mytilene (07.2023)
- Publication: Transdisciplinary Multispectral Modelling and Cooperation for the Preservation of Cultural Heritage (2023) – TMM_CH 2023, 20-24 March 2023, Athens, Greece
- Publication: 16th International Conference on Trust, Privacy and Security in Digital Business - TrustBus 2019, 20-24 August 2019, Linz, Austria
- Publication: 5th International Workshop on Evolving Security & Privacy Requirements Engineering, 29 August 2018, Banff, Canada

- Publication: 1st International CICMS Conference Cultural Informatics, Communication & Media Studies, 3-4 May, 2018. Kuşadası, Turkey

7. Editorial activities

7.A. Conference Reviewer

- I. DTGS - 2018: *Digital Transformation & Global Society 2017*, (St. Petersburg, Russia), May 2018, Springer
- II. HAISA 2018: *International Symposium on Human Aspects of Information Security & Assurance*, (Dundee, United Kingdom), September 2018
- III. DPM2018: *Data Privacy Management 2018*, (Catalonia, Spain), September 2018, Springer
- IV. CRISIS 2018: *The 13th International Conference on Risks and Security of Internet and Systems*, (Arcachon, France), October 2018, Springer
- V. APF 2019: *Annual Privacy Forum 2019*, (Rome, Italy), June 2019, ENISA
- VI. CRiSIS 2019: *International Conference on Risks and Security of Internet and Systems*, (Hammamet, Tunisia), October 2019, Springer
- VII. ITNG-BC 2020: *ITNG: Blockchain Technology*, (Las Vegas, NV, United States), April 2020
- VIII. RCIS2020: *The Fourteenth International Conference on Research Challenges in Information Science*, (Limassol, Cyprus), May 2020
- IX. DPM2020: *Data Privacy Management 2018*, (Guildford, UK), September 2020
- X. CRISIS 2020: *The 15th International Conference on Risks and Security of Internet and Systems*, (Paris, France), November 2020, Springer
- XI. EGOSE 2020: *Electronic Governance and Open Society: Challenges in Eurasia*, (St. Petersburg, Russia), November 2020
- XII. RCIS2021: *The 15th International Conference on Research Challenges in Information Science*, (Limassol, Cyprus), May 2021
- XIII. EGOVIS2021: *The 10th International Conference on Electronic Government and the Information Systems Perspective*, (Linz, Austria), September 2021
- XIV. ESPRE21: *The 8th International Workshop on Evolving Security & Privacy Requirements Engineering*, (Notre Dame, South Bend, USA), September 2021
- XV. ISC 2021: *The 24th Information Security Conference*, (Denpasar, Indonesia) November 2021, Springer
- XVI. EGOSE 2021: *Electronic Governance and Open Society: Challenges in Eurasia*, (St. Petersburg, Russia), November 2021
- XVII. RCIS2022: *The 16th International Conference on Research Challenges in Information Science*, (Barcelona, Spain), May 2022

- XVIII. *WISE 15: 15th World Conference on Information Security Education* (Copenhagen, Denmark), June 2022
- XIX. *RCIS2023: International Conference on Research Challenges in Information Science*, (Corfu, Greece), May 2023
- XX. *APF 2023: Annual Privacy Forum 2023*, (Lyon, France), June 2023, ENISA
- XXI. *HAISA 2023: International Symposium on Human Aspects of Information Security & Assurance*, (Canterbury, United Kingdom), July 2023
- XXII. *SACLA2023: The 52nd Annual Conference of the Southern African Computer Lecturers' Association* (Gauteng, South Africa), July 2023
- XXIII. *ARES2023: 18th International Conference on Availability, Reliability and Security* (Benevento, Italy), September 2023

7.B. Journal Reviewer

- I. *Requirements Engineering*, Springer
- II. *Human-centric Computing and Information Sciences*, Springer
- III. *IEEE Transactions on Industrial Informatics*
- IV. *Information and Computer Security*

7.G. Program Committee member - Conferences

- I. *RCIS – International Conference on research Challenges in Information Science*, Springer
LNBIP
RCIS 2023
- II. *WISE - World Conference on Information Security Education, IFIP Advances in Information and Communication Technology Series*, Springer
WISE16 2023
- III. *21st European Mediterranean & Middle Eastern Conference on Information Systems*, Springer
EMCIS 2024

B. PUBLICATIONS

P.15	Angeliki Kitsiou, Maria Sideri, Michail Pantelelis, Stavros Simou, <u>Aikaterini – Georgia Mavroeidi</u> , Katerina Vgena, Eleni Tzortzaki, Christos Kalloniatis. Specification of Self-Adaptive Privacy-Related Requirements within Cloud Computing Environments (CCE). Sensors, 24(10), 3227. 2024. https://doi.org/10.3390/s24103227
	Abstract: «This paper presents a novel approach to address the challenges of self-adaptive privacy in cloud computing environments (CCE). Under the Cloud-InSPiRe project, the aim is to provide an interdisciplinary framework and a beta-version tool for self-adaptive privacy design, effectively focusing on the integration of technical measures with social needs. To address that, a pilot taxonomy that aligns technical, infrastructural, and social requirements is proposed after two supplementary surveys that have been conducted, focusing on users' privacy needs and developers' perspectives on self-adaptive privacy. Through the integration of users' social identity-based practices and developers' insights, the taxonomy aims to provide clear guidance for developers, ensuring compliance with regulatory standards and fostering a user-centric approach to self-adaptive privacy design tailored to diverse user groups, ultimately enhancing satisfaction and confidence in cloud services.
P.14	Stavros Simou, <u>Aikaterini – Georgia Mavroeidi</u> , Christos Kalloniatis. " Review on Privacy and Trust Methodologies in Cloud Computing", In: Katsikas, S., et al. Computer Security. ESORICS 2023 International Workshops. ESORICS 2023. Lecture Notes in Computer Science, vol 14398. Springer, Cham. https://doi.org/10.1007/978-3-031-54204-6_29
	Abstract: «The vast adoption of cloud computing has led to a new content in relation to privacy and security. Personal information is no longer as safe as we think and can be altered. In addition, Cloud Service Providers (CSPs) are still looking for new ways to raise the level of trust in order to gain popularity and increase their number of users. In this paper, a systematic literature review was carried out to identify the different methodologies, models and frameworks regarding privacy engineering and trust in cloud computing. A detailed review is produced on the specific area to bring forward all the work that has been carried out the recent years using a methodology with a number of different steps and criteria. Based on the findings from the literature review, we present the state-of-the-art on privacy and trust methodologies in cloud computing and we discuss the existing conventional tools that can assist software designers and developers.»
P.13	Angeliki Kitsiou, Maria Sideri, <u>Aikaterini – Georgia Mavroeidi</u> , Katerina Vgena, Eleni Tzortzaki, Michail Pantelelis, Stavros Simou, Christos Kalloniatis. " Social Requirements for designing Self-Adaptive Privacy Schemes in Cloud", IARIA Annual Congress on Frontiers in Science, Technology, Services, and Applications (IARIA2023), ISBN: 978-1-68558-089-6
	Abstract: «This paper examines the self-presentation and self-disclosure practices of cloud services' users that are related to the social group they belong to, through a quantitative survey addressed to the student population of three Universities in Greece, England and Spain. Findings provide valuable insights regarding social identity-based users' practices

	and indicate important information for the design of self-adaptive privacy schemes within cloud services, setting specific social requirements based on users' social groups belonging.»
P.12	<u>Katerina Mavroeidi</u> , Dora Chatzi Rodopoulou, Athanasia Kadrefi, Christos Kalloniatis, Angeliki Kitsiou, Maria Koltsaki, Anna Kyriakaki, Mania Mavri, Evangelia Proiou, Maria Sideri, Stavros Simou, Stavros Stavridis, and Katerina Vgena, 13th Beyond Humanism Conference (BHC), 2023
	Abstract: «This work aims to present the outcomes of a creative initiative the AegeanDigital Tourism Tank, a research project under the “Regional Excellence” Action of the Operational Program “Competitiveness, Entrepreneurship and Innovation”. This focused on the digitization and creation of 3D models for the cultural organizations of the North Aegean under unified procedures, so as to provide a transformative framework within these organizations that supports new openings for digital Heritage. The outcomes, besides fostering new forms of creativity, indicate that cultural organizations are enabled to amplify their potential by offering new avenues for preservation, research and education. The results extend the reach of the cultural organizations of the North Aegean by enhancing accessibility and facilitating conservation efforts. Furthermore, the transformative potential of technology is highlighted, in enriching human experiences, promoting inclusivity, fostering collaboration by allowing wider audiences to engage with digital heritage. This engagement fosters a sense of agency and empowers individuals to navigate and shape the evolving relationship between humans and technology. In this regard, the outcomes of the AegeanDigital Tourism Tank encourage the cultural organizations to harness technology as a tool for enhancing human potential, advancing creativity, and cultivating meaningful connections between individuals, communities, and digital heritage in a Posthumanist context.»
P.11	Dora Chatzi Rodopoulou, Athanasia Kadrefi, Christos Kalloniatis, Angeliki Kitsiou, Maria Koltsaki, Anna Kyriakaki, <u>Katerina Mavroeidi</u> , Evangelia Proiou, Maria Sideri, Stavros Simou, Stavros Stavridis, Katerina Vgena, and Mania Mavri. " AegeanDigital Tourism Tank: Experiences and Products for enhancing the sustainable preservation of Digital Heritage of Cultural Organizations of North Aegean", In: Moropoulou, A., Georgopoulos, A., Ioannides, M., Doulamis, A., Lampropoulos, K., Ronchi, A. (eds) Transdisciplinary Multispectral Modeling and Cooperation for the Preservation Cultural Heritage. TMM_CH 2023. Communications in Computer and Information Science, vol 1889. March 2023, Springer, Cham. (pp. 401-410). https://doi.org/10.1007/978-3-031-42300-0_33
	Abstract: « Aiming at achieving cultural heritage digitization, 3D scanning, modelling and printing for cultural organizations are considered as innovative and effective practices for the restoration, presentation, and production of cultural goods, while offering a robust foundation for preserving the cultural heritage assets. Many approaches have been introduced in 3D area regarding in-tangible heritage, thus a lack of standards and proven methodologies has been indicated. In this regard, the AegeanDigital Tourism Tank research action intends to establish an expert-driven methodology for managing holistic and user-oriented 3D scanning, modelling and printing. The contribution of this holistic approach not only enhances the preservation of digital Heritage in the North Aegean, but

	also increases the scientific, economic and social impact of advanced services to the potential audiences of the cultural organizations of North Aegean.»
P.10	Angeliki Kitsiou, Michail Pantelelis, <u>Aikaterini-Georgia Mavroeidi</u> , Maria Sideri, Stavros Simou, Aikaterini Vgena, Eleni Tzortzaki and Christos Kalloniatis,. "Self-Adaptive Privacy in Cloud Computing: An overview under an interdisciplinary spectrum", 26th Pan-Hellenic Conference on Informatics, 25-27 November 2022, Athens (2022),
	Abstract: « The rapid development of cloud computing environments has resulted in various advances and personalized services for users, raising thus several privacy issues. Towards this, research focused on privacy safeguard in the cloud, indicating solutions on the area of self-adaptive privacy. A detailed review is produced to bring forward the carried out work and to analyze it in terms of privacy interdisciplinary standards. In this regard, our work presents the existing self-adaptive privacy approaches and identifies the context for which they have been developed. Moreover, a corresponding classification scheme is provided. The findings give also insights on the proposed tools, which were critically analyzed. This review aims at indicating the developments and limitations of the area, providing potentials of future work in less discussed aspects of the self-adaptive privacy in cloud under an interdisciplinary point of view.»
P.9	Ruggiu, Daniele, Vincent Blok, Christopher Coenen, Christos Kalloniatis, Angeliki Kitsiou, <u>Aikaterini-Georgia Mavroeidi</u> , Simone Milani, and Andrea Sitzia. "Responsible innovation at work: gamification, public engagement, and privacy by design." Journal of Responsible Innovation (2022): 1-29.
	Abstract: «Public engagement is crucial to strengthen responsibility frameworks in highly innovative contexts, including as part of business organisations. One particular innovation that calls for public engagement is gamification. Gamification fosters changes in working practices to improve the organisation, efficiency and productivity of a business by introducing gratification and engagement mechanisms in non-gaming contexts. Gamification modifies the workforce's perception of constraints and stimulates the voluntary assumption of best practices to the benefit of employees and enterprises alike. Here, we broadly discuss the use of gamification at work. Indeed, gamification raises several concerns about privacy, due to the massive collection, storage and processing of data, and about the freedom of employees: as the level of data protection decreases, so too does workers' self-determination. We argue that the implementation of privacy by design can not only strengthen autonomy via data protection but also develop more viable instances of RRI in accordance with human rights.»
P.8	Vgena, Katerina, <u>Aikaterini Georgia Mavroeidi</u> , Angeliki Kitsiou, and Christos Kalloniatis. "Can social gamification and privacy co-exist? Identifying the major concerns." In 25th Pan-Hellenic Conference on Informatics, November 2021, pp. 178-183. 2021.
	Abstract: «The provision of attractive online services in various socio-economical domains offers several benefits in users' activities. Gamification is an acknowledged method for designing such services, as with the implementation of game elements, a gameful interactive environment can be developed. Its implementation has been recorded in sectors, such as education, health, and social media. Specifically, the interrelation of social media and gamification, which increases users' engagement, has been indicated in the new notion of social gamification. Under this engagement, users' information is collected,

	<p>stored and processed, often leading to their privacy violation. The protection of users' privacy is an important aspect to be considered while using gamification in social media. Considering the increasing use of social media, Social Gamification should focus not only on users' engagement but also on their privacy protection. In this work, the interdependencies among game elements and users' social attributes are identified, as principles of social gamification. Taking under consideration that the recorded privacy violations occur individually by these principles, the aim is to examine if social gamification creates more implications on privacy, by analyzing these two areas by one common interrelation.»</p>
P.7	<p><u>Mavroeidi Aikaterini – Georgia</u>, Kitsiou Aggeliki, Kalloniatis Christos. Gamification: A Necessary Element for Designing Privacy Training Programs, Chapter in Book, The Role of Gamification in Software Development Lifecycle, IntechOpen, April 2021, doi: 10.5772/intechopen.97420</p>
	<p>Abstract: «The benefits, deriving from utilizing new Information and Communication Technologies (ICTs), such as Internet of Things or cloud computing, raise at the same time several privacy risks and concerns for users. Despite the fact that users' inability to protect their privacy has been recognized, hence users do not get involved in processes for enhancing their awareness on such issues. However, in order to protect their fundamental right of privacy and to manage it in a practical way when using ICT, privacy literacy is crucial. Users should be trained on privacy issues through appropriate educational programs. Specifically, the development of instructional simulation programs could be of great importance. Relevant methodologies for the development of such services have been recorded in previous literature. Since the concept of training is advanced by creating attractive interaction environments, the educational privacy process could be also more efficient. Towards this, the implementation of game elements serves that purpose, contributing to the design of gameful educational programs. However, despite its benefits, gamification has been noticed to be used more as a tool rather than a concept which could be included in instructional methods. Thus, in this work, gamification features are explained to highlight their importance along with the recorded in the literature educational methods and privacy awareness issues.»</p>
P.6	<p><u>Mavroeidi Aikaterini – Georgia</u>, Kitsiou Aggeliki, Kalloniatis Christos. The Role of Gamification in Privacy Protection and User Engagement, Chapter in Book “Ethics, Laws, and Policies for Privacy, Security, and Liability”, IntechOpen, February 2020, doi: 10.5772/intechopen.91159 (https://www.intechopen.com/online-first/the-role-of-gamification-in-privacy-protection-and-user-engagement)</p>
	<p>Abstract: «The interaction between users and several technologies has rapidly increased. In people's daily habits, the use of several applications for different reasons has been introduced. The provision of attractive services is an important aspect that it should be considered during their design. The implementation of gamification supports this, while game elements create a more entertaining and appealing environment. At the same time, due to the collection and record of users' information within them, security and privacy are needed to be considered as well, in order for these technologies to ensure a minimum level of security and protection of users' information. Users, on the other hand, should be aware of their security and privacy, so as to recognize how they can be protected, while</p>

	using gamified services. In this work, the relation between privacy and gamified applications, regarding both the software developers and the users, is discussed, leading to the necessity not only of designing privacy-friendly systems but also of educating users through gamification on privacy issues.»
P.5	<u>Aikaterini-Georgia Mavroeidi</u> , Angeliki Kitsiou and Christos Kalloniatis. <i>The interrelation of game elements and privacy requirements for the design of a system: A metamodel</i> , TRUSTBUS2019- 16th International Conference on Trust, Privacy and Security in Digital Business, Linz, Austria, 29 August, 2019, (http://www.dexa.org/trustbus2019)
	Abstract: « Due to the increased use of Information and Communication Technologies (ICTs), several methods have been developed in order to create more attractive interaction environments, so that users' interest on using services to be maintained. Gamification consists a method, aiming to increase users' engagement by implementing game design elements in services that are not games. While using all these services, users' information is recorded and monitored. Except the importance of increasing the use of ICTs, it is crucial to ensure that users' personal information will be protected. To achieve it, privacy issues should be considered by software developers during the design phase of a service, in parallel with the game design elements. Based on our previous research, it was identified that the relation between gamification and privacy has not been examined sufficiently. As a result, a detailed analysis was conducted. In this work, in order to examine this relation in existent services, a detailed description of gamified services in several sectors has been conducted. Afterwards, based on the results of the conducted research and the examination of existent gamified services, a metamodel is presented, which describes how each game element conflicts with privacy requirements. By using this metamodel, software developers will be able to identify which mechanisms should be implemented in such services, so that users' privacy to be protected in parallel. The development of such services ensures the trust between users and them and consequently, users' engagements will be increased.»
P.4	Dionisios Lampropoulos, Christoforos Tsagaridis, Elisavet Psoni, Christos Kakalekos, <u>Aikaterini-Georgia Mavroeidi</u> and Angeliki Kitsiou. <i>Gamification in Cultural Industries: The Museum of Industrial Olive-Oil Production of Lesvos case</i> , CICMS2019-Cultural Informatics, Communication & Media Studies Mytilene, Lesvos, 13-15 June, 2019, (http://cicms2019.aegean.gr/)
	Abstract: « The cultural and creative industries are major drivers of the economies of developed as well as developing countries. In addition to their economic benefits, the cultural and creative industries generate nonmonetary value that contribute significantly to achieving people-centered, inclusive and sustainable development. Especially, cultural tourism deriving from cultural industries has become strategic asset for local economies. In this respect, our work focuses on the Museum of Industrial Olive-Oil Production of Lesvos, which presents the industrial phase of olive-oil production in Greece, highlighting Lesvos industrial heritage in this sector and incorporating it into the broader architectural, social and cultural context of the period. This cultural organization provides a wide range of cultural and creative activities combining the creation, production and distribution of cultural content, while it is a driving force for local economic growth, especially after the refugee crisis in 2015. Some of these activities concern educational programmes with

	games for schools and group visits. To enhance these activities, our work suggests the use of gamification method, which has been implemented in Cultural Informatics and can increase users' motivation and engagement with culture and cultural activities. Towards this, our work presents a gamified application that can be utilized by the Museum in order for its cultural products to be disseminated through a more entertaining and educational way.»
P.3	<u>Mavroeidi Aikaterini – Georgia</u> , Kitsiou Angeliki, Kalloniatis Christos, Gritzalis Stefanos. <i>Gamification vs. Privacy: Identifying and Analysing the Major Concerns</i> , Future Internet 2019 Journal, Volume 11, No 3, doi: 10.3390/fi11030067, (https://www.mdpi.com/1999-5903/11/3/67/htm)
	Abstract: « Gamification, the use of game design elements in applications that are not games, has been developed to provide attractive environments and maintain user interest in several domains. In domains such as education, marketing and health, where gamification techniques are applied, user engagement in applications has increased. In these applications the protection of users' privacy is an important aspect to consider, due to the applications obtaining a record of the personal information of their users. Thus, the purpose of this paper is to identify if applications where gamification is applied do respect users' privacy. For the accomplishment of this aim, two main steps have been implemented. Since the main principle of gamification is the existence of game elements, the first step was to identify the set of game elements recorded in the literature that are commonly applied in various applications. Afterwards, an examination of the relationship between these elements and privacy requirements was implemented in order to identify which elements conflict with the privacy requirements leading to potential privacy violations and which elements do not. A conceptual model according to the results of this examination was designed, which presents how elements conflict with requirements. Based on the results, there are indeed game elements which can lead to privacy violations. The results of this work provide valuable guidance to software developers, especially during the design stages of gamified applications since it helps them to consider the protection of users' privacy in parallel from the early stages of the application development onwards.»
P.2	Pattakou Argyri, <u>Mavroeidi Aikaterini – Georgia</u> , Diamantopoulou Vasiliki, Kalloniatis Christos, Gritzalis Stefanos. <i>Towards the Design of Usable Privacy by Design Methodologies</i> , ESPRE2018-5 th International Workshop on Evolving Security & Privacy Requirements Engineering, Banff, Canada, 20-24 August 2018, (https://cybersecurity.bournemouth.ac.uk/espre2018/)
	Abstract: «As privacy engineering gains much attention, recently literature records a number of methodologies that support software de-signers to model privacy – aware systems starting from the early stages of the software lifecycle until the late design stages prior to implementation. However, in order for these methodologies to be used and applied successfully from system engineers, it is important to be developed following a number of existing usability criteria for increasing designers' acceptance and performance. In this paper, we, initially, identify the set of usability criteria presented in the respective literature and examine how the existing privacy requirement engineering methodologies conform with these usability criteria. The results show that most

	methodologies conform with a number of criteria but still there are opportunities for further improvements.»
P.1	<u>Mavroeidi Aikaterini – Georgia</u> , Kitsiou Aggeliki, Kalloniatis Christos, Gritzalis Stefanos. <i>The role of Gamification in Cultural Informatics</i> , CICMS2018-Cultural Informatics, Communication & Media Studies Kuşadası, TURKEY, 3-4 May, 2018, (http://cicms2018.com/)
	Abstract: «The prevalence of Information and Communication Technologies (ICTs) has intensified information and communication broadcast, both in digital and real life, while it raises several risks and concerns. In this respect, several types of research have shown that users' awareness increase is of major importance, focusing on the crucial role of educational and compelling interaction environments. Towards this, respective literature highlights the role of gamification- the use of game design elements in applications that are not games- in several domains such as education, marketing, health, showing that users' engagement in applications, where gamification techniques are applied, has been increased. Gamified applications aim to motivate users to use technology and to increase the quantity and quality of the given activities' output. This paper examines existing implications regarding gamification, focusing on the field of Cultural Informatics, since gamified applications are already utilised so as culture to be disseminated. The paper aims to enhance literature, by presenting gamification utilisation more methodically within Cultural Informatics.»