

Dr. Panagiotis E. Psomos

Curriculum Vitae

November 2021

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1. Biographical Data

1.1. Personal Data

Name: Panagiotis
 Surname: Psomos
 Mobile: +306946002896
 email: ppsomos@gmail.com/panagiotis.psomos@aegean.gr

1.2. Education

PhD in Digital Educational Technology (Doctor of Philosophy) 2020

University of the Aegean

Department of Cultural Technology and Communication

Thesis Title: “**Implementation of an educational, interactive, collaborative digital storytelling environment with multiple representations**”

Grade: **Excellent**

Master of Science in Information Systems (M.Sc.)

2007

University of Macedonia

Interdepartmental Programme of Postgraduate Studies (I.P.P.S.)

Grade: 9.38 (Excellent - 2nd among 35 students)

Full Scholarship received (Ranked 1st in Entrance Exam)

Diploma (joint B.Sc. & M.Sc. Degree) in Electrical and Computer Engineering

2003

Aristotle University of Thessaloniki, School of Engineering

Department of Electrical & Computer Engineering

(5-year Integrated Master Engineer's Degree)

Grade: 7.81

Secondary Education

1998

4^o Lyceum of Mytilene

Grade: 19.4/20

1.3. Foreign Languages

English: Certificate of Proficiency in English, University of Cambridge (C2)

German: Zertifikat Deutsch, Goethe Institut (B1)

1.4. MOOC (Massive Online Open Course)

Massachusetts Institute of Technology (MIT) , EdX (15.12.2015-2.9.2015)

2015

Certificate of successful completion of the course: "Implementation and Evaluation of Educational Technology", Επιστημονική ευθύνη: Eric Klopfer - Professor of

Science Education and Educational Technology at the Massachusetts Institute of Technology (MIT), and Director of the MIT Teacher Education Program.

Massachusetts Institute of Technology (MIT)), EdX (1.4.2015-3.6.2015) 2015
*Certificate of successful completion of the course: "**Design and Development of Games for Learning**", Επιστημονική ευθύνη: Eric Klopfer - Professor of Science Education and Educational Technology at the Massachusetts Institute of Technology (MIT), and Director of the MIT Teacher Education Program.*

Massachusetts Institute of Technology (MIT), EdX (8.10.2014-19.11.2014) 2014
*Certificate of successful completion of the course: "**Design and Development of Educational Technology**", Επιστημονική ευθύνη: Eric Klopfer - Professor of Science Education and Educational Technology at the Massachusetts Institute of Technology (MIT), and Director of the MIT Teacher Education Program.*

2. Work Experience

Ministry of Education

- **Principal** in Vocational Special Education School of Athens **10/2020-today**
- **Vice-Principal** in Vocational Special Education School of Acharnes **10/2016-9/2020**
- **Permanent Informatics Teacher in Secondary Education** **9/2006-today**

Hellenic Open University School of Humanities

Adjunct Teaching Staff Winter Semester 2021-2022
 Thematic Unit [ETA60] "**Information and Communication Technologies in Education: online learning and e-learning**".
 Postgraduate program "**Education and Technologies in distance teaching and Learning systems – Educational Sciences**".

Adjunct Teaching Staff Spring Semester 2020-2021
 Thematic Unit [ETA51] "**Innovation in distance education: Pedagogical and Technological applications**".
 Postgraduate program "**Education and Technologies in distance teaching and Learning systems – Educational Sciences**".

Adjunct Teaching Staff Winter Semester 2020-2021
 Thematic Unit [ETA51] "**Innovation in distance education: Pedagogical and Technological applications**". Postgraduate program "**Education and Technologies in distance teaching and Learning systems – Educational Sciences**".

University of the Aegean
Department of Cultural Technology and Communication

University Scholar for the academic year 2021-2022.

Scientific Field Position: Educational Technology

Autonomous Teaching of the Courses of the undergraduate study program of the Department of Cultural Technology and Communication (2021-2022):

1. **Collaborative Learning and Social Interaction in the Digital Age** (Winter Semester 2021-2022)
2. **Introduction to Educational Technology** (Spring Semester 2021-2022)
3. **Distance Education** (Spring Semester 2021-2022)

School of Pedagogical and Technological Education (ASPETE)
Annual Pedagogical Training Program

Teaching course: «**Educational Technology – Multimedia**» - (Winter Semester 2021-2022)

Institute of Vocational Training (Αμαρουσίου & Μυτιλήνης) 2006-2016

Teaching courses:

- | | |
|---|-----------|
| ✓ « <i>Video Editing Tools</i> » | 2015-2016 |
| ✓ « <i>Algorithms & Data Structures</i> » | 2014-2015 |
| ✓ « <i>C++ Programming Language</i> » | 2009-2010 |
| ✓ « <i>Algorithms & Data Structures</i> » | 2009-2010 |
| ✓ « <i>E-Commerce</i> » | 2009-2010 |
| ✓ « <i>Programming Language Java</i> » | 2008-2009 |
| ✓ « <i>Operating Systems</i> » | 2008-2009 |
| ✓ « <i>Methodology for Development of Commercial Applications</i> » | 2008-2009 |
| ✓ « <i>Databases</i> » | 2008-2009 |
| ✓ « <i>SQL / 4GL languages in Oracle environment</i> » | 2007-2008 |
| ✓ « <i>C & C ++ Programming Languages</i> » | 2007-2008 |
| ✓ « <i>Object Oriented Programming - C ++</i> » | 2006-2007 |

General Staff of the Army - Directorate of Research and Informatics, 98 ADTE 2003-2004

Programmer.

Installation, management and network security.

3. Educational Research (Indicative Projects)

Education in Mathematics in Game-based Immersive Contexts.

2017-2019

Position: Coordinator/Researcher (**Good Practice Label**)

Coordinator / Researcher for Acharnes Vocational Special Education School in the European Innovation Research Program Erasmus + **KA201** (KA2 - Cooperation for Innovation) entitled: "Education in Mathematics in Game-based Immersive Contexts" (2017-1-PT01-KA201-035847) in the framework of which the serious game 'Clash of Wizardry' was created for mobile devices for the subject of mathematics which is available for free in the Google Store & Apple Store. The project was awarded a good practice label.

<https://ec.europa.eu/programmes/erasmus-plus/projects/eplu-project-details/#project/2017-1-PT01-KA201-035847>

Talentlab – Transform your school

2017-2020

Position: Coordinator/Researcher (**Good Practice Label**)

Coordinator / Researcher for Acharnes Vocational Special Education School in the European Innovation Research Program Erasmus + **KA201** (KA2 - Cooperation for Innovation) entitled: 'TalentLab - Transform your school'. During the program an innovative framework for the transformation of a school was created which consists of (a) an effective transformation process, (b) educational material for teacher training, (c) a soft skills curriculum for students and (d) a tool for capturing the effects of the transformation process.

The project was awarded with a good practice label.

[Erasmus+ project card](#) | [Erasmus+ \(europa.eu\)](#)

4. Publications

4.1. Statistics

Citations: 114 (Source: Google Scholar)

H-index: 7 (Source: Google Scholar)

<https://scholar.google.gr/citations?user=jINot3YAAAAAJ&hl=el>

4.2. Chapters in Books

1. Kosmas, P., Philippou, A., & Psomos, P. (2022). Towards the Development of a Game for Computational Thinking: Identifying Students' Needs and Interests. In N. Eteokleous, & E. Nisiforou (Ed.), Designing, Constructing, and Programming Robots for Learning (pp. 136-158). IGI Global. <http://doi:10.4018/978-1-7998-7443-0.ch007>

4.3. Publication in refereed International Journals

1. Kordaki, M., Papastergiou, M. & Psomos, P. (2014). Student perceptions in the design of a computer card game for learning computer literacy issues: A case study. Education and Information Technologies, 21(4), pp 837-862. DOI: 10.1007/s10639-014-9356-2. (The official journal of IFIP; ISSN: 1360-2357), (indexed in SCImago Journal Rank, SJR: 0.387, Impact factor (SNIP): 0.689).

2. Psomos, P. & Kordaki, M. (2012). Analysis of Educational Digital Storytelling Software using the “Dimension Star” Model. *International Journal of Knowledge Society Research (IJKSR)*, 3(4), pp. 22-32. DOI:10.4018/jksr.2012100103. (ISSN: 1947-8429).

4.4. Publications in Proceedings of International Conferences

1. Psomos, P. & Kordaki, M. (2018). Digital Storytelling activities: Direct and indirect educational benefits. In E. Langran & J. Borup (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 316-322). Washington, D.C., United States: Association for the Advancement of Computing in Education (AACE).
2. Psomos, P. & Kordaki, M. (2015). Digital Storytelling Pedagogical Evaluation Star: views of teachers. In L. Gómez Chova, A. López Martínez, I. Candel Torres (Eds; IATED Academy). *Proceedings of 7th International Conference on Education and New Learning Technologies, (EDULEARN2015)*, 6-8 July, 2015, Barcelona, Spain, pp. 1466-1473. ISBN: 978-84-606-8243-1, ISSN: 2340-1117.
3. Psomos, P. & Kordaki, M. (2015). A novel educational digital storytelling tool focusing on student misconceptions. In *Proceedings of 6th World Conference on Educational Sciences, 06-09 February 2014, University of Malta, Malta, Procedia - Social and Behavioral Sciences, Volume 191, 2 June 2015*, pp. 82-86.
4. Kordaki, M. & Psomos, P. (2015). Diagnosis and treatment of students' misconceptions with an intelligent concept mapping tool. In *Proceedings of 6th World Conference on Educational Sciences, 06-09 February 2014, University of Malta, Malta, Procedia - Social and Behavioral Sciences, Volume 191, 2 June 2015*, pp. 838-842.
5. Kordaki, M. & Psomos, P. (2014). An adaptive educational digital storytelling environment focusing on students' misconceptions. In L. Gómez Chova, A. López Martínez, I. Candel Torres (Ed.). *Proceedings of 8th International Technology, Education and Development Conference (INTED 2014)*, 10-12 March 2014, Valencia, Spain, pp. 6634-6641. (ISBN:978-84-616-8412-0, ISSN: 2340-1079)
6. Psomos, P. & Kordaki, M. (2012). Pedagogical guidelines for the development of educational digital storytelling environments based on a Pedagogical Evaluation Star. In *Proceedings of 4th International Conference on Education and New Learning Technologies (EDULEARN2012)*, 2-4 July 2012, Barcelona, Spain, pp.4697-4703. (ISBN: 978-84-695-3491-5).
7. Kordaki, M & Psomos, P. (2012). Diverse Categories of programming learning activities could be performed within Storytelling Alice. In *Proceedings of 4th International Conference on Education and New Learning Technologies (EDULEARN 2012)*, 2-4 July 2012, Barcelona, Spain, pp. 4704-4709. (ISBN: 978-84-695-3491-5).
8. Psomos, P. & Kordaki, M. (2012). A supporting framework for the creation of digital stories and learning programming by the students within Kodu, Scratch and Storytelling Alice. In P. Resta (Ed.), *Proceedings of Society for Information Technology & Teacher Education International*

- Conference 2012 (pp. 1419-1424), Austin, Texas, USA, Chesapeake, VA: AACE. (ISBN: 1-880094-92-4).
9. Psomos, P. & Kordaki, M. (2012). Pedagogical Analysis of Educational Digital Storytelling Software of the last five years. In Proceedings of 4th World Conference on Educational Sciences, Elsevier, Procedia - Social and Behavioral Sciences Volume 46 (2012), pp.1213-1218, 2-5 February 2012, Barcelona, Spain. (ISSN: 1877-0428).
 10. Psomos, P. & Kordaki, M. (2011). A Novel Pedagogical Evaluation Model for Educational Digital Storytelling Environments. In Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare & Higher Education (E-Learn 2011), October, 17-21, Honolulu, Hawaii, USA, (pp. 842-851), Chesapeake, VA: AACE. (ISBN: 1-880094-90-8).
 11. Psomos, P. & Kordaki, M. (2011). Analysis of educational digital storytelling environments: the use of the “Dimension Star” model. 4th World Summit on the Knowledge Society, Springer-Verlag, Information Systems, E-learning, and Knowledge Management Research, Communications in Computer and Information Science Volume 278, 2013, pp 317-322, 21-23 September 2011, Mykonos, Greece. (ISBN: 978-3-642-35878-4).

4.5. Publications in Proceedings of Greek Conferences

1. Psomos, P. & Kordaki, M. (2016). Direct and indirect educational benefits of digital storytelling. In Proceedings of 10th Pan-Hellenic and International Conference on Information and Communication Technologies in Education (HCICTE 2016), 23-25 September 2016, Ioannina, Greece.
2. Kordaki, M. & Psomos, P. (2012). Learning activities on the Scratch environment: Perceptions of teachers. In Proceedings of 8th Pan-Hellenic Conference with International Participation on Information and Communication Technologies in Education (HCICTE 2012), 28-30 September 2012, Volos, Greece.
3. Kordaki, M & Psomos, P. (2012). A proposal for teaching programming through the creation of educational digital stories within Storytelling Alice environment. 6th Pan-Hellenic Conference on 'Didactics of Computer Science', Greek Society for Informatics and University of West Macedonia, Dept. of Primary education, 20-22 April 2012, Florina, Greece, (pp. 93-102). (ISBN: 978-960-89650-7-2).
4. Psomos, P. & Kordaki, M. (2011). Analysis of educational digital storytelling environments: the use of the “Dimension Star” model. 8th Pan-Hellenic Conference on ‘The Digital School’. Scientific association of Primary level education teachers for ICT in Education. (pp. 1-9) 22-23 October 2011, Piraeus, Greece. (ISBN: 978-960-99435-2-9).
5. Psomos, P. & Kordaki, M. (2011). Analysis of Educational Digital Storytelling Software of the last five years: Use of the “Dimension Star” Model., Conference on Informatics in Education 2011 (CIE2011), Dept of Informatics, Ionian University and the Dept of Informatics, University of Piraeus, (pp. 254-263) 8-9 October 2011, Piraeus, Greece. (ISBN: 978-960-6759-78-9).

4.6. Workshops

1. Trainer in 3 two-day workshops held at the Experimental High School of Mytilene on "Training of teachers in the creation of Educational Digital Stories" under the auspices of the Regional Directorate of Primary and Secondary Education of the North Aegean.
2. Kordaki, M. & Psomos, P. (2012). Educational Digital Storytelling Environments: Creaza, Zimmer Twins at School and Xtranormal, Workshop of the 8th Pan-Hellenic Conference with International Participation on Information and Communication Technologies in Education (HCICTE 2012), 28-30 September 2012, Volos, Greece.
3. Kordaki, M. & Psomos, P. (2012). Eleven different categories of learning activities within Scratch. Workshop of the 6th Pan-Hellenic Conference on 'Didactics of Computer Science', Greek Society for Informatics and University of West Macedonia, Dept. of Primary education, pp. 591-594, 20-22 April 2012, Florina, Greece. (ISBN: 978-960-89650-7-2).