

# Curriculum Vitae

**Vlasios Kasapakis**

Department of Cultural Technology and Communication

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## PERSONAL INFORMATION

**Date of birth:** 02/12/1985

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## SHORT BIO

Dr. Vlasios Kasapakis serves as Assistant Professor at the Department of Cultural Technology and Communication, University of the Aegean, Greece. His research interests lie in the fields of Mixed/Virtual Reality and Mobile/Pervasive Computing. He has co-authored over 50 publications on the above subjects, while he has served as a TCP member and as a guest editor in relevant international conferences and journals respectively. He has also participated as a coordinator and/or key researcher in research and development projects receiving national (Greek) and International (European) funding.

## PROFESSIONAL EXPERIENCE

Apr 2019 - Today	Assistant Professor, University of the Aegean, Department of Cultural Technology and Communication, 3D Graphics and Mixed Reality.
May 2014 – Apr 2019	Motion Capture and Video editing assistant for bachelor's and MSc Theses, University of the Aegean, Department of Cultural Technology and Communication.
Nov 2017	Research Associate in the project "Development of Augmented Reality Application for Cultural Heritage Sites", Department of Communication and Internet Studies, Cyprus University of Technology, Cyprus.
Dec 2013	Design, development, and management of the website of the International Documentary Festival "AegeanDocs"
Jul 2012	Social Media Manager for the Summer Study Program in Audiovisual Arts and Communication of the University of the Aegean.

## EDUCATION

Apr 2016 – Mar 2019	Postdoctoral Research, Title: "Interaction in Mixed Reality Worlds", University of the Aegean, Department of Cultural Technology and Communication.
May 2010 – Apr 2016	PhD. Thesis title: "Pervasive Role-Playing Games: Design, Development and Evaluation of a Research Prototype", University of the Aegean, Department of Cultural Technology and Communication.
Oct 2007 - Feb 2009	Master of Science (MSc), Cultural Informatics and Communication. Thesis title: "Reenacting a Historical Event Using 3D Graphics: The Vikings in England and the Lindisfarne Monastery", University of the Aegean, Department of Cultural Technology and Communication.
Sep 2003- Oct2007	Bachelor's degree, Cultural Technology and Communication, University of the Aegean, Department of Cultural Technology and Communication.

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## RESEARCH PROGRAMMES

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[Aug 2020 – Today]



Aggregation and Provision of Integrated Tourist and Travel Services .

TouristHub is a research project (action number: MIS 5030469) implemented in the framework of the Single RTDI State Aid Action “RESEARCH – CREATE – INNOVATE” under the priority sectors of Tourism, Culture and Creative Industries. The “RESEARCH – CREATE – INNOVATE” support measure has been launched under the Intervention II – Business Partnerships with Research Organizations, and is financed by the Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

University of the Aegean, Department of Product and Systems Design Engineering.

Role: Experienced researcher – Evaluation of end user applications in the context of the provision of integrated tourism and travel services.

Feb 2021 – Today

Interregional Digital Transformation of the Aegean Archipelago in Culture and Tourism (e-Aegean CulTour) .

This research was funded by the Research e-Infrastructure “Interregional Digital Transformation for Culture and Tourism in Aegean Archipelagos” {Code Number MIS 5047046} which is implemented within the framework of the “Regional Excellence” Action of the Operational Program “Competitiveness, Entrepreneurship and Innovation”. The action was co-funded by the European Regional Development Fund (ERDF) and the Greek State [Partnership Agreement 2014–2020].

University of the Aegean, Department of Cultural Technology and Communication.

Role: Scientific director of the sub-project: Aegean Virtual and Mixed Reality Services.

May 2020 – Today



Nonverbal Communication in Immersive Virtual Reality

The research work has been supported by the Hellenic Foundation for Research and Innovation (H.F.R.I.) under the “First Call for H.F.R.I. Research Projects to support Faculty members and Researchers and the procurement of high-cost research equipment grant” (Project Number: HFRI-FM17- 1168).

University of the Aegean, Department of Product and Systems Design Engineering.

Role: Senior Researcher - Development of a Mixed Reality platform supporting remove real-time user interaction.

Apr 2020 – Dec 2020

Integrated system for managing and curating digital content, and producing personalized individual and collaborative narratives.

Entrepreneurship development with Sectoral priorities – Central Greece and South Aegean (RIS3)

University of the Aegean, Department of Cultural Technology and Communication.

Role: Experienced Researcher - Implementation of virtual and mixed reality application to display and promote cultural heritage.

Aug 2018 – Dec 2019

Social Interaction in Virtual Reality Environments

This research was co-financed by Greece and the European Union (European Social Fund- ESF) through the Operational Programme "Human Resources Development, Education and Lifelong Learning 2014-2020" in the context of the project "Social Interaction in Virtual Reality Environments" (MIS 5004223).

University of the Aegean, Department of Product and Systems Design Engineering.

Role: Senior Researcher - Development of a Mixed Reality platform supporting remove real-time user interaction.

Apr 2016 – Jun 2018



H2020-ICT-2015/687960 SMARTBUY (“Enhanced Buying Experiences in Smart Cities”).

Horizon 2020 Programme.

SMARTBUY intends to provide the technological infrastructure for small and medium sized retailers to become THE PLACE to buy for the people that don’t want to lose the advantages of in-store purchasing at the same time that they want to experiment the advantages of eCommerce; comparison of prices, choice of providers, reviews and specification awareness, etc.

Computer Technology Institute and Press (CTI), Patras, Greece.

Role: Researcher.

Jan 2016 – Jun 2018



CIP7-621133 HoPE (“Holistic Personal public Eco-mobility”).

ICT Policy Support Programme.

Hope intends to demonstrate through a pilot how seamless IFM can be rolled out across regions through cooperation between different transport operators.

Computer Technology Institute and Press (CTI), Patras, Greece.

Role: Researcher.

Jan 2015 - Oct 2016



FP7-609026 MOVESMART (“Renewable Mobility Services in Smart Cities”).

MOVESMART aims at providing time-dependent route planning and renewable personal mobility services using a set of crowd-sourcing tools for collecting real-time information by multimodal travelers. The core of MOVESMART is a hierarchical urban-traffic infrastructure that is hosted and maintained by a cloud architecture. MOVESMART envisions the server-based creation and maintenance of time-dependent urban-traffic metadata as well as live-traffic logging, hosted in an urban traffic knowledge base (UTKB).

Computer Technology Institute and Press (CTI), Patras, Greece.

Role: Researcher.

Apr 2014 - Jul 2014

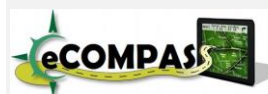
Design and creation of three-dimensional (3D) representations for the presentation of traditional professions of the North Aegean

Northern Aegean Regional Fund

University of the Aegean, Department of Cultural Technology and Communication.

Role: Researcher, 3D Graphics Modelling.

Feb 2013 - Oct 2014



FP7-288094 eCOMPASS (“eco-Friendly Urban Multi-Modal Route Planning Services for Mobile Users”).

Objectives eCOMPASS addresses high-demand urban mobility aspects, primarily aiming at reducing the environmental footprint of the mobility of people and goods in urban areas. The project primarily investigates two mobility scenarios with significant contribution to urban CO2 emissions and energy consumption: • mobility of private car drivers; • mobility of goods through fleets of vehicles carrying light or heavy cargo.

Computer Technology Institute and Press (CTI), Patras, Greece.

Role: Researcher, Mobile Applications Design, Development and Evaluation.

May 2013 – Sep 2013

Provision of electronic services highlighting and promoting the castle of Mytilene, the Byzantine and Ottoman monuments and the daily life of the wider area.

Ministry of Education and Religious Affairs, Culture and Sports with co-financing from the European Regional Development Fund. 14th Management Office of Byzantine Monuments, within the framework of the Operational Program Digital Convergence of the NSRF. Building contractor

Role: Researcher, 3D Graphics Modelling.

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## TEACHING EXPERIENCE

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### Department of Cultural Technology and Communication, University of the Aegean

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- Undergraduate Courses:
  - Virtual Reality, 2019 – Today
  - 3D Graphics, 2016 – Today
  - Multimedia Technologies, 2019 – Today
  - Mobile and Pervasive Computing, 2016-2018
- Postgraduate Program Courses (M.Sc. – Cultural Informatics and Communication, Digital Cultural Products Design)
  - Mixed and Virtual Reality Games/Applications Development I, 2019 – Today
  - Mixed and Virtual Reality Games/Applications Development II, 2019 – Today
  - 3D Graphics I, 2016-2018
  - 3D Graphics II, 2016-2018
  - Mobile Technologies, 2016-2018
- Distance Learning Courses:
  - Lifelong learning program in Mobile Technologies, University of Aegean 2013.

### Athens School of Fine Arts

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- Undergraduate Courses:
  - Advanced Topics of Virtual Reality, 2010-2011.

### Theses Supervision:

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PhD Thesis Supervisor (In progress)			
1	Dzardanova Elena (2020)	Department of Product and Systems Design Engineering, University of the Aegean.	«The Body is the Message: Theoretical and Experimental Examination of the Body in Shared Mixed Reality Environments».
2	Ioannidis Marios (2020)	Department of Cultural Technology and Communication, University of the Aegean.	«Design and Evaluation of Interactive Digital Storytelling Techniques for Immersive Virtual Reality Games».
3	Nika Chrysanthi (2020)	Department of Cultural Technology and Communication, University of the Aegean.	«Location Based Games: The Impact of Narrative Design on Promoting Cultural Heritage».
4	Chatzidimitris Thomas (2020)	Department of Cultural Technology and Communication, University of the Aegean.	«Investigating and assessing the quality of experience of players in pervasive games».
5	Androniki Agelada (2020)	Department of Cultural Technology and Communication, University of the Aegean.	«Using Virtual Characters to Promote Cultural Heritage».
PhD Theses Three-member Committee Member (In progress)			
1	Eleni Pneumatikou (Supervisor: Gazi Aggeliki).	Department of Communication, Media and Culture, Panteion University.	«Cultural Trauma and Spatial Displacement: The use of virtual reality applications in the case of the community of Pontokomi»
2	Magdalini Tsigka (Supervisor: Valamoti Tonia)	Department of History and Archaeology, Aristotle University of Thessaloniki.	«Food preparation in the Neolithic settlement Anagyri VIIc: An exploration through cooking utensils»
PhD Theses Seven-member Committee Member (Completed)			
1	Koiliias Alexandros (Supervisor: Anagnostopoulos Christos)	Department of Cultural Technology and Communication, University of the Aegean.	«Intelligent Modelling of Human Movement Behaviour During Virtual Crowd Interaction in Immersive Virtual Environments»
PhD Theses Seven-member Committee Member (Completed)			
1	Diolatzis Ioannis (Supervisor: Gerasimos Pavlogeogratos)	Department of Cultural Technology and Communication, University of the Aegean	«Application of the Theory of Epicycles to the Antikythera Mechanism”: Study of the Planetary Motion in the Front Section of the Mechanism and its Reconstruction»
Master of Science and Undergraduate Thesis Supervisor (Completed)			

## PUBLICATIONS

### THESES

- [D1] **V. Kasapakis**, “Pervasive Role-Playing Games: Design, Development and Evaluation of a Research Prototype”. Department of Cultural Technology and Communication, University of the Aegean, Greece, February 2016.
- [D2] **V. Kasapakis**, “Reenacting a Historical Event Using 3D Graphics: The Vikings in England and the Lindisfarne Monastery”. MSc Thesis, Cultural Informatics and Communication, Department of Cultural Technology and Communication, University of the Aegean, Greece, February 2009.

### Editorials

- [E1] Gavalas, D., Sylaiou, S., **Kasapakis, V.**, & Dzardanova, E., Special issue on virtual and mixed reality in culture and heritage. *Personal and Ubiquitous Computing*, (**indexed in Thomson’s ISI Web of Knowledge**), 1-2, 2020.
- [E2] D. Gavalas, **V. Kasapakis** and B. Guo, “Mobile and Pervasive Games”, Editorial για ειδικό τεύχος (special issue) του περιοδικού *Personal and Ubiquitous Computing* (**indexed in Thomson’s ISI Web of Knowledge**), Springer Science, 19(3), 493-494, July 2015.

### PEER REVIEWED INTERNATIONAL SCIENTIFIC JOURNALS

- [J1] Dzardanova E, **Kasapakis V**, Gavalas D, Sylaiou S. Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world. *Virtual Reality (SCI-E)*, 21:1, 2021. IF: 5.095.
- [J2] Bourg L, Chatzidimitris T, Chatzigiannakis I, Gavalas D, Giannakopoulou K, **Kasapakis V**, Konstantopoulos C, Kypriadis D, Pantziou G, Zaroliagis C. Enhancing shopping experiences in smart retailing. *Journal of Ambient Intelligence and Humanized Computing (SCI-E)*, 4:1-9, 2021. IF: 7.104.
- [J3] Chatzidimitris, T., Gavalas, D., **Kasapakis, V.**, Konstantopoulos, C., Kypriadis, D., Pantziou, G., & Zaroliagis, C.. “A location history-aware recommender system for smart retail environments”. *Personal and Ubiquitous Computing (SCI-E)*, 1-12, 2020. IF: 3.006.
- [J4] Papadopoulou EE, **Kasapakis V**, Vasilakos C, Papakonstantinou A, Zouros N, Chroni A, Soulakellis N. Geovisualization of the Excavation Process in the Lesvos Petrified Forest, Greece Using Augmented Reality. *ISPRS International Journal of Geo-Information (SCI-E)*, 9(6):374, 2020. IF: 2.899.
- [J5] Vassilakis C, Kotis K, Spiliotopoulos D, Margaris D, **Kasapakis V**, Anagnostopoulos CN, Santipantakis G, Vouros GA, Kotsilieris T, Petukhova V, Malchanau A. A semantic mixed reality framework for shared cultural experiences ecosystems. *Big Data and Cognitive Computing (ESCI)*, 4(2):6, 2020.
- [J6] Sylaiou, S., **Kasapakis, V.**, Gavalas, D., & Dzardanova, E., “Avatars as storytellers: affective narratives in virtual museums”. *Personal and Ubiquitous Computing (SCI-E)*, 1-13, 2020. IF: 3.006.
- [J7] E. Dzardanova, **V. Kasapakis** and D. Gavalas, “On the Effect of Social Context in Virtual Reality”, *IEEE Consumer Electronics Magazine (SCI-E)*, Special Issue in “Advanced Interaction and Virtual/Augmented Reality”, 2018. IF: 3.789
- [J8] **V. Kasapakis** and D. Gavalas, “User-Generated Content in Pervasive Games”, *ACM Computers in Entertainment (ESCI)*, 16(1), 3:1-3:23, 2018.
- [J9] **V. Kasapakis** and D. Gavalas, “Occlusion Handling in Outdoors Augmented Reality Games”, *Multimedia Tools and Applications (SCI-E)*, Springer Science, 76(7), pp 9829-9854, April 2017. IF: 2.757.
- [J10] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou and N. Vathis, “Scenic Route Planning for Tourists”, *Personal and Ubiquitous Computing (SCI-E)*, Springer Science, 21(1), pp. 137-155, February 2017. IF: 3.006

- [J11] **V. Kasapakis** and D. Gavalas, "Revisiting Design Guidelines for Pervasive Games", *International Journal of Pervasive Computing and Communications (ESCI)*, Emerald, 13(4), pp. 386-407, 2017.
- [J12] **V. Kasapakis**, D. Gavalas and P. Galatis, "Augmented Reality in Cultural Heritage: Field of View Awareness in an Archaeological Site Mobile Guide", *Journal of Ambient Intelligence and Smart Environments (SCI-E)*. Thematic issue on "Reflections and Advances in Ambient Intelligence", IOS Press, 8(5), pp. 501-514, October 2016. IF: 2.105
- [J13] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "The eCOMPASS Multimodal Tourist Tour Planner", *Expert Systems with Applications (SCI-E)*, Elsevier Science, 42(21), pp. 7303-7316, November 2015. IF: 6.954
- [J14] **V. Kasapakis** and D. Gavalas, "Pervasive Gaming: Status, Trends and Design Principles", *Journal of Network and Computer Applications*, Elsevier Science (**SCI-E**), Vol. 55, pp. 213-236, September 2015. IF: 6.281
- [J15] **V. Kasapakis**, D. Gavalas and N. Bubaris, "Pervasive Games Field Trials: Recruitment of Eligible Participants through Preliminary Game Phases", *Personal and Ubiquitous Computing (SCI-E)*, Special Issue on "Mobile and Pervasive Games", Springer Science, 19(3), 523-536, July 2015. IF: 3.006

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#### PEER REVIEWED EDITED BOOKS CHAPTERS

- [BC1] **V. Kasapakis** and D. Gavalas, "Design Aspects and Context-Awareness in Pervasive Games", in *"Creating Personal, Social, and Urban Awareness through Pervasive Computing"*, B. Guo, D. Riboni and P. Hu (Eds.), DOI: 10.4018/978-1-4666-4695-7, ISBN10: 1466646950, Chapter 6, pp. 131-156, IGI Global, October 2013.

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#### ENCYCLOPEDIAS

- [EN1] E. Dzardanova, **V. Kasapakis** and D. Gavalas, "Social Virtual Reality", *accepted from the Encyclopedia of Computer Graphics and Games*, Springer Science, 2018.
- [EN2] **V. Kasapakis**, E. Dzardanova and D. Gavalas, "Mixed Reality", *accepted from the Encyclopedia of Computer Graphics and Games*, Springer Science, 2018.
- [EN3] **V. Kasapakis**, D. Gavalas and E. Dzardanova, "3D Modelling through Photogrammetry in Cultural Heritage", *submitted to the Encyclopedia of Computer Graphics and Games*, Springer Science.

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#### PEER REVIEWED INTERNATIONAL CONFERERNCES

- [C1] Dzardanova E, **Kasapakis V.** Does having a virtual body make a difference during cinematic vr experiences?. InProceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems 2022 Jun 14 (pp. 1-4).
- [C2] **Kasapakis V**, Dzardanova E, Nikolakopoulou V, Vosinakis S, Xenakis I, Gavalas D. Exploring non-verbal cues and user attention in IVR with eye tracking technologies. InProceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems 2022 Jun 14 (pp. 47-50).
- [C3] Dzardanova E, **Kasapakis V.** Preliminary evaluation of an IVR user experience design model using eye-tracking attention measurements. In2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW) 2022 Mar 12 (pp. 822-823). IEEE.
- [C4] Gavalas D, **Kasapakis V**, Kavakli E, Koutsabasis P, Catapoti D, Vosinakis S. ARtefact: A Conceptual Framework for the Integrated Information Management of Archaeological Excavations. InInternational Conference on Extended Reality 2022 (pp. 211-223). Springer, Cham.
- [C5] **Kasapakis V**, Dzardanova E, Nikolakopoulou V, Vosinakis S, Xenakis I, Gavalas D. Social Virtual Reality: Implementing Non-verbal Cues in Remote Synchronous Communication. InInternational Conference on Virtual Reality and Mixed Reality 2021 Nov 24 (pp. 152-157). Springer, Cham.



- [C6] **Kasapakis V**, Dzardanova E. Using high fidelity avatars to enhance learning experience in virtual learning environments. In 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW) 2021 Mar 27 (pp. 645-646). IEEE.
- [C7] Gavalas D, Giannakopoulou K, **Kasapakis V**, Kehagias D, Konstantopoulos C, Kontogiannis S, Kypriadis D, Pantziou G, Paraskevopoulos A, Zaroliagis C. Renewable Mobility in Smart Cities: The MOVESMART Approach. In Smart Technologies for Smart Cities 2020 (pp. 135-157).
- [C8] Nika, C., Varelas, I., Bubaris, N., & **Kasapakis, V.**, "Interactive Spatial Storytelling for Location-Based Games: A Case Study". Proceedings of the *8th International Conference on Games and Learning Alliance (GALA 2019)*.
- [C9] Lorena Bourg, Thomas Chatzidimitris, Ioannis Chatzigiannakis, Damianos Gavalas, **Vlasios Kasapakis**, Charalampos Konstantopoulos, Damianos Kypriadis, Grammati Pantziou and Christos Zaroliagis "Enhanced Buying Experiences in Smart Cities: The SMARTBUY approach", Proceedings of the *2019 European Conference on Ambient Intelligence (AMI 2019)*.
- [C10] T. Chatzidimitris, D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, D. Kypriadis, G. Pantziou and C. Zaroliagis "A Location History-Aware Retail Product Recommender System", Proceedings of the *15th International Conference on Wireless and Mobile Computing, Networking and Communications (WiMob 2019)*.
- [C11] S. Sylaiou, **V. Kasapakis**, E. Dzardanova and D. Gavalas, "Assessment of Virtual Guides' Credibility in Virtual Museum Environments", Proceedings of the *6th International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2019)*.
- [C12] E. Dzardanova, **V. Kasapakis**, D. Gavalas and S. Sylaiou, "Exploring aspects of obedience in VR-mediated communication", Proceedings of the *11th International Conference on Quality of Multimedia Experience (QoMEX 2019)*.
- [C13] S. Sylaiou, **V. Kasapakis**, E. Dzardanova, and D. Gavalas, "Leveraging Mixed Reality Technologies to Enhance Museum Visitor Experiences", Proceedings of the *9th International Conference on Intelligent Systems (IS' 2018)*.
- [C14] **V. Kasapakis**, E. Dzardanova, D. Gavalas and S. Sylaiou, "Remote Synchronous Interaction in Mixed Reality Gaming Worlds", Proceedings of the the *10th International Workshop on Immersive Mixed and Virtual Environment Systems (MMVE'2018)*, co-located with *ACM Multimedia Systems Conference (MMSys'2018)*.
- [C15] **V. Kasapakis**, D. Gavalas and E. Dzardanova, "Robust Outdoors Marker-Based Augmented Reality Applications: Mitigating the Effect of Lighting Sensitivity", Proceedings of the the *5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR'2018)*.
- [C16] **V. Kasapakis**, E. Dzardanova and C. Paschalidis, "Conceptual and Technical Aspects of Full-Body Motion Support in Virtual and Mixed Reality", Proceedings of the the *5th International Workshop on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR'2018)*.
- [C17] D. Gavalas, K. Giannakopoulou, **V. Kasapakis**, D. Kehagias, C. Konstantopoulos, S. Kontogiannis, D. Kypriadis, G. Pantziou, A. Paraskevopoulos, C. Zaroliagis, "Renewable Mobility in Smart Cities: Cloud-Based Services", Proceedings of the *8th International Workshop on Management of Cloud and Smart City Systems (MoCS'2018)*, held in conjunction with the *23rd IEEE International Symposium on Computer and Communications (ISCC'2018)*.
- [C18] **V. Kasapakis**, D. Gavalas and E. Dzardanova, "Creating Room-Scale Interactive Mixed-Reality Worlds Using Off-the-Shelf Technologies", Proceedings of the *14th International Conference on Advances in Computer Entertainment Technology (ACE'2017)*, LNCS Vol. 10714, Springer-Verlag, A.D. Cheok, M. Inami, T. Romão (Eds.), pp. 1-13, London, UK, 14-16 December 2017.
- [C19] J. Dibbelt, D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, S. Kontogiannis, G. Pantziou, D. Wagner, C. Zaroliagis, "Multimodal Route and Tour Planning in Urban Environments", Proceedings of the *2017 International Workshop on Smart Cities and IoT Services (SmartIoT'2017)*, held in conjunction with the *22nd IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 214-219, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~50%).

- [C20] E. Dzardanova, **V. Kasapakis** and D. Gavalas, "Affective Impact of Social Presence in Immersive 3D Virtual Worlds", Proceedings of the 6<sup>th</sup> *International Workshop on Digital Entertainment, Networked Virtual Environments and Creative Technology (DENVECT'2017)*, co-located with the 22<sup>nd</sup> *IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 6-11, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~45%).
- [C21] A. Ioannidi, D. Gavalas and **V. Kasapakis**, "Flaneur: Augmented Exploration of the Architectural Urbanscape", Proceedings of the 22<sup>nd</sup> *IEEE International Symposium on Computer and Communications (ISCC'2017)*, pp. 529-533, Heraklion, Crete, Greece, 3-6 July 2017 (acceptance ratio ~47%).
- [C22] P. Galatis, D. Gavalas, **V. Kasapakis**, G. Pantziou and C. Zaroliagis, "Mobile Augmented Reality Guides in Cultural Heritage", Proceedings of the 8<sup>th</sup> *EAI International Conference on Mobile Computing, Applications and Services (MobiCASE'2016)*, pp. 11-19, EAI, Cambridge, UK, 30 November – 1 December 2016, (acceptance ratio ~38%).
- [C23] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, K. Mastakas, G. Pantziou, N. Vathis and C. Zaroliagis, "Scenic Athens: A personalized scenic route planner for tourists", Proceedings of the 21<sup>st</sup> *IEEE Symposium on Computers and Communications (ISCC'2016)*, pp. 1151-1156, Messina, Italy, 27-30 June 2016.
- [C24] **V. Kasapakis** and D. Gavalas, "Investigating User Generated Content in Pervasive Games", Proceedings the 5<sup>th</sup> *International Workshop on Digital Entertainment, Networked Virtual Environments, and Creative Technology (DENVECT'16)*, co-located with the 21<sup>st</sup> *IEEE Symposium on Computers and Communications (ISCC'2016)*, pp. 79-84, Messina, Italy, 27-30 June 2016.
- [C25] **V. Kasapakis**, D. Gavalas and P. Galatis, "An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications", Proceedings of the 3<sup>rd</sup> *International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2016)*, LNCS Vol. 9768 (Part I), Springer-Verlag, L.T. De Paolis and A. Mongelli (Eds.), pp. 418-434, Otranto, Italy, 15-18 June 2016.
- [C26] **V. Kasapakis** and D. Gavalas, "Geolocative Raycasting for Real-Time Buildings Detection in Pervasive Games", Proceedings of the 14<sup>th</sup> *International Workshop on Network and Systems Support for Games (NetGames'2015)*, Zagreb, Croatia, 3-4 December 2015.
- [C27] **V. Kasapakis** and D. Gavalas, "Determining Field of View in Outdoors Augmented Reality Applications", Proceedings of the 12<sup>th</sup> *European Conference on Ambient Intelligence (Aml'2015)*, LNCS Vol. 9425, Springer-Verlag, B. De Ruyter, A. Kameas, P. Chatzimisios, I. Mavrommati (Eds.), pp. 344-348, Athens, Greece, 11-13 November 2015 (acceptance ratio ~54%). Selected among the best conference papers; invited for submission of an extended version to a Thematic Issue of the *Journal of Ambient Intelligence and Smart Environments* [J].
- [C28] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "A Personalized Multimodal Tourist Tour Planner", Proceedings of the 13<sup>th</sup> *International Conference on Mobile and Ubiquitous Multimedia (MUM'2014)*, pp. 73-80, Melbourne, Australia, 25-28 November 2014 (acceptance ratio ~41%).
- [C29] **V. Kasapakis** and D. Gavalas, "Blending History and Fiction in a Pervasive Game Prototype", Proceedings of the 13<sup>th</sup> *International Conference on Mobile and Ubiquitous Multimedia (MUM'2014)*, pp. 116-122, Melbourne, Australia, 25-28 November 2014 (acceptance ratio ~41%).
- [C30] T. Chatzidimitris, D. Gavalas and **V. Kasapakis**, "PacMap: Transferring PacMan to the Physical Realm", Proceedings of the *International Conference on Pervasive Games (PERGAMES'2014)*, LNICST Vol. 150, R. Giffreda et al. (Eds.), Springer-Verlag, pp. 139-144, Rome, Italy, 27 October 2014 – **Featured in the January 2015 issue of [MIT Technology Review](#)**.
- [C31] **V. Kasapakis**, D. Gavalas and T. Chatzidimitris, "Evaluation of Pervasive Games: Recruitment of Qualified Participants through Preparatory Game Phases", Proceedings of the *International Conference on Pervasive Games (PERGAMES'2014)*, LNICST Vol. 150, R. Giffreda et al. (Eds.), Springer-Verlag, pp. 118-124, Rome, Italy, 27 October 2014.
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## ABSTRACTS

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## BOOKS



«[Mobile Technologies - Mobile Web, Mobile Apps on the Android Platform, Augmented Reality](#)», ISBN: 978-960-578-007-4

## CITATIONS

	Publications	Citations	Cross References	<i>h</i> -index
Google Scholar	52	700	-	14
Scopus	48	415	358	10
Web of Science	17	180	168	6

## TPC MEMBER - REVIEWER

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  - IEEE ISCC' 2020: 25th IEEE Symposium on Computers and Communications, July 8-10, Rennes, France.
  - GaLA Conf' 2020: 9th Games and Learning Alliance Conference, December 9th-10th 2020. Laval (virtual), France.
  - Aml' 2019: 15th European Conference, Aml 2019, November 13–15, Rome, Italy.
  - ISoCC' 2019: 2nd International Symposium on Computers and Communications, 26th August, Vancouver, Canada.

- GaLA Conf' 2019: 9th Games and Learning Alliance Conference, November 27th-29th 2019, Athens, Greece.
  - WiMob' 2019: 15th IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, Barcelona, Spain, October 21-23, 2019.
  - WiMob' 2018: 14th IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, Limassol, Cyprus, October 15-17, 2018.
  - ISoCC' 2018: International Symposium on Computers and Communications, Las Vegas, USA, August 27-29.
  - 14<sup>th</sup> International Conference on Intelligent Environments (IE'18), Special Session "Gamification, Playfulness, and Ludicity in Intelligent Environments", Rome, Italy, June 25-28, 2018.
  - VTC'2018: 88<sup>th</sup> IEEE Vehicular Technology Conference, Chicago, USA, August 27-30, 2018.
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  - WiMob'2017: 13<sup>th</sup> IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, Rome, Italy, October 9-11, 2017.
  - ISCC'2017: 22<sup>nd</sup> IEEE International Symposium on Computer and Communications, Heraklion, Greece, July 3-6, 2017.
  - WiMob'2016: 12<sup>th</sup> IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, New York, USA, October 17-19, 2016.
  - ICIW'2016: 11<sup>th</sup> IARIA International Conference on Internet and Web Applications and Services, May 22-26, Valencia, Spain, 2016.
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