

Nikos Bubaris

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Short Academic Vitae

Areas of research

- Content, User-Interface and Experience Design (XR, locative, desktop, multimedia)
- Cultural Theory and Media Studies
- Sound Studies (Theory & Design)

Selected Publications

Books

- Bubaris, N. (2024). *Culture and Multimedia. Creating Content and User-Interfaces*. Kallipos, Open Academic Editions.
- Bubaris, N. et al. (2021). *Cultural Technology and Communication. 41 Concepts and Definitions*. Ethnico Typografio
- Papageorgiou, D., Bubaris, N., Myrivili, L. -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. (2021). "Geolocating beyond coordinates: spatial stories of researching-relating-creating" *Entanglements: Experiments in Multimodal Ethnography* 4(1):126-144.

- Bubaris, N. (2017). "Walking with media: a multimodal approach", *Punctum: International Journal of Semiotics*, Vol 3(1): 27-44.
- Kasapakis, V., Gavalas, D., 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 in Books

- Bubaris, N. Kinesthetic Listening. In Stefanou, D. (ed.). *Sound Studies*. Heraclion: Crete University Press (forthcoming).
- Bubaris, N. (2021). Locative Media Walks. In Bubaris, N., Bounia, A., Catapoti, D., Kalloniatis, C. (eds.). (2021). *Cultural Technology and Communication. 41 Concepts & Definitions*. Ethnico Typografio
- Bubaris, N. (2021). Sound Design. In Bubaris, N., Bounia, A., Catapoti, D., Kalloniatis, C. (eds.). (2021). *Cultural Technology and Communication. 41 Concepts & Definitions*. Ethnico Typografio.
- 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.
- 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. (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

- Bubaris, N. et al. Designing experiences of mixed reality. The case of location-aware applications in the preservation of industrial cultural heritage. *CCLabs*, 2025 (forthcoming).
- Nika, C., Varelas, G., Bubaris, N., Kasapakis, V. (2019). Interactive 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.
- 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.
- Kasapakis, V., Gavalas, D., 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., Gavalas, D., 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.

Participation in Research Projects

- e-Aegean Production Center: Center for the Production and Processing of Audiovisual Material *Digital Transformation of the North Aegean in Culture and Tourism* (EPAnEK 2014–2020), 2020–2023. Role: Member of the scientific team.
- In the Footsteps of the Travelers (TRACCE): Travelogue with Augmented Cultural and Contemporary Experience *Research – Create – Innovate*, General Secretariat for Research and Technology, 2019–2021. Role: Member of the scientific team
- Open-Source VR Interaction Technologies *Creation of infrastructures for the evaluation and development of open-source technologies and interactive software in Virtual Reality (VR)*, NSRF 2014–2020, 2018–2021 Role: Deputy Scientific Coordinator
- 3D Applications for the Promotion of Monuments in Evrytania. *Funding: Private – Hellenic Spirit*, 2019–2020. Role: Deputy Scientific Coordinator
- Children’s Website for the Numismatic Museum of Athens. *Funding: Alexander S. Onassis Public Benefit Foundation*, 2009. Role: Scientific Coordinator (with Eleni Myrivili)
- Terra 4 – Cultural Exhibition. *Technopolis City of Athens (Gazi)*, 22–25 May 2008. *Funding: Ministry of Mercantile Marine, the Aegean and Island Policy* Role: Member of the scientific team – exhibition design and curation (with Myrsini Antoniou, Eleni Myrivili, Dimitris Papageorgiou)
- History Lost / The Theft of History – Traveling Exhibition *Culture 2000 Program, EU*, 2006–2010. *Supported by: McDonald Institute for Archaeological Research (Cambridge University), Ministry of Culture (Greece), Cyprus Department of Antiquities* Role: Member of the scientific team – interactive exhibits design (with Eleni Myrivili, Alexandra Bounia, Evangelia Dimaraki) *Exhibition presented in: Nicosia, Athens, Nemea, Trieste, Lisbon, Dublin, Belgrade, Brussels, etc.*
- Greek Youth Today. *General Secretariat for Youth*, 2004–2005. Role: Member of the scientific team
- Ermou: Symbolic, Economic & Social Center of Mytilene. *Municipal Theater of Mytilene*, 26–27 June 2004. *Funding: Prefecture of Lesbos* Role: Member of the scientific team – design, curation, and organization of multimedia cultural exhibition (with Dimitris Papageorgiou, Giorgos Pechlivanidis)

Selected Digital Media Artworks

- Stratigraphy, audio walk. (Akoo-o). Contemporary Music and Sound Art. Megaron. The Athens Concert Hall, 19-20/10/2024.
- Outflows. Shared videowalk & audio-video paper. Virtual Otherwise. A biennial anthropology conference, University of Pennsylvania · School of

- Arts and Sciences, Ιούλιος 2022.
<https://www.youtube.com/watch?v=AZ07ORQTlk8> (29' 36"- 51' 30")
- Sound design (concept, narrative, six-channel sound composition and installation) of the museum exhibition for the 20 years of operation of the Department of Cultural Technology and Communication. Benaki Museum Piraeus, 20/4/2022.
 - Athens 2021: On the possibility of sonic monuments. Audio paper. THE CITY TALKS BACK: ASSEMBLY 2" – Movement Radio. Onassis Cultural Center <https://backtalks.city/project/athens-2021-on-the-possibility-of-sonic-monuments/>
 - Athens-Skopje, shared audio walk (with Akoo-o), TAF – The Art Foundation, Athens, 21/3/2019.
 - Situated Vinyls, ephemeral sound interventions, various places, September 2018-now.
 - 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/>
 - 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 set 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 and CAMP, Athens, 6-29/3/2014.
 - 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.

- “Ermou Soundscape”, interactive soundscape installation presented in Mytilini, 2004 and in Athens 2005.