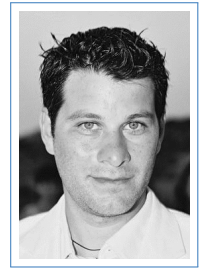


George Caridakis

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Summary

George Caridakis serves as an Associate Professor the Department of Cultural Technology & Communication, University of the Aegean where he coordinates the Intelligent Interaction research group (ii.aegean.gr) active in the research fields of Intelligent Systems, Human Computer Interaction and Digital Management of Cultural Heritage. He is also affiliated as a research professor with the Athena RC and the Artificial Intelligence and Learning Systems Laboratory (AILS), National Technical University of Athens. He has also served as a Visiting Professor in the Department of Digital Humanities, Université Paris 8, an Adjunct Lecturer at the Department of Biomedical Informatics, University of Thessaly and has been elected as an Assistant Professor in Games and Media Technology at the Medialogy Department, Aalborg University, Denmark.

He has been appointed as an expert at the CEDCHE (Commission Expert Group on the Common European Data Space for Cultural Heritage), Chair of the Tourism, Culture and Creative Industries Sectoral Scientific Council (SSC), National Council for Research, Technology and Innovation (NCRTI) and the respective Creative Economy Advisory Group, Regular member of the Hellenic Foundation for Research and Innovation HFRI General Assembly and elected as Chair of the (Greek ACM SIGCHI) and Board member of the ACM SIGCHI Mediterranean Committee.

He has served as a reviewer, board and committee member in numerous international scientific journals, conferences and workshops and has been invited numerous times to give talks regarding his research interests and activity. His teaching experience includes courses offered in undergraduate and postgraduate levels in different institutions in the past 20 years and supervision of PhD, MSc and undergraduate theses. His research on various aspects of intelligent human computer interaction and cultural informatics has been published in more than 65 journal articles and book chapters and more than 90 papers in conferences and workshops and has been well recognised by the scientific community by being cited more than 3500 times with an h-index of 31. He has worked at the ICT industry for a decade prior to his academic venture, participated in more than 40 research projects during the past 20 years at Regional, National and European level as a Researcher, Project Manager and Scientific Coordinator, and has served as an evaluator in many National and European funding and grants frameworks.

Academic positions

- 2023–2024 **Visiting Professor.** *Faculty of Digital Sciences and Technologies, Department of Digital Humanities, Université Paris 8.*
- 2023– **CEDCHE Expert.** *Commission Expert Group on the Common European Data Space for Cultural Heritage, DG CNECT G2 - Interactive Technologies, Digital for Culture and Education.*
- 2023– **Committee member.** *ACM SIGCHI Mediterranean Committee, ACM Special Interest Group on Computer–Human Interaction.*
- 2023– **Regular Member.** *General Assembly, Hellenic Foundation for Research and Innovation (HFRI).*
- 2021– **Chair.** *Sectorial Scientific Council for Tourism, Culture and Creative Industries, National Council for Research, Technology and Innovation.*
- 2021– **Faculty member.** *Associate Professor, Department of Cultural Technology & Communication, University of the Aegean. Greece*
- 2019–2024 **Chair.** *Greek chapter, ACM SIGCHI Special Interest Group on Computer-Human Interaction.*
- 2018– **Research Professor.** *Institute for Language and Speech Processing, Athena Research Center.*
- 2016– **Affiliated Research Associate.** *Artificial Intelligence and Learning Systems Laboratory (AILS Lab), National Technical University of Athens, Greece.*
- 2020–2021 **Faculty member.** *Tenured Assistant Professor, Department of Cultural Technology & Communication, University of the Aegean. Greece*
- 2016–2020 **Faculty member.** *Assistant Professor, Department of Cultural Technology & Communication, University of the Aegean. Greece*
- 2014–2016 **Faculty member.** *Lecturer, Department of Cultural Technology & Communication, University of the Aegean. Greece*
- 2011–2014 **Adjunct Lecturer.** *Department of Cultural Technology & Communication, University of the Aegean, Greece. Pending appointment*
- 2017– **Adjunct Academic Staff.** *Hellenic Open University, School of Science & Technology, Computer Science.*
- 2010–2012 **Adjunct Lecturer.** *Department of Computer Science and Biomedical Informatics, University of Thessaly, Greece.*
- 2009–2016 **Senior Researcher.** *Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.*
- 2004–2009 **Researcher.** *Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.*

Education

- 2009 **PhD in Electrical and Computer Engineering.** *National Technical University of Athens, Greece.*
- 2004 **Degree in Computer Science.** *Department of Informatics & Telecommunications, National and Kapodistrian University of Athens, Greece.*

Teaching

Undergraduate

- Advanced Human Computer Interaction.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Human Computer Interaction.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Cultural Information Management Technologies.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Ubiquitous Computing.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Multimedia Technologies.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Introduction to Computer Science.** *Hellenic Open University, School of Science & Technology, Computer Science.*
- Web Applications Design and Development.** *Department of Cultural Technology & Communication, University of the Aegean.*
- Human Computer Interaction.** *Department of Computer Science and Biomedical Informatics, University of Thessaly.*

Postgraduate

- Human-Computer Interaction.** *MSc in Digital Humanities, National and Kapodistrian University of Athens.*
- Intelligent Interaction.** *Intelligent Systems M.Sc. by research, Department of Cultural Technology & Communication, University of the Aegean.*
- Augmenting Cultural User Experience.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*
- Human Computer Interaction.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*
- Ubiquitous Computing.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*
- Digital Cultural Heritage Management.** *Monuments Management: Archaeology, City and Architecture M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*
Co-teaching

Information Management. *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

Computer Graphics. *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

Advanced topics in Cultural Informatics. *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean. Greece*

Cultural Metadata Management. *Monuments Management: Archaeology, City and Architecture M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*
Guest Lectures

Artificial Neural Networks and Machine Learning. *Postgraduate Education in School of Electrical and Computer Engineering, National Technical University of Athens, Guest Lectures.*

Man-Machine Communication. *Postgraduate Education in School of Electrical and Computer Engineering, National Technical University of Athens, Guest Lectures.*

e-Learning

Computer Programming (PLIPRO). *Hellenic Open University, School of Science & Technology, Computer Science.*
Online Course

Introduction to Computer Science. *Hellenic Open University, School of Science & Technology, Computer Science.*
Online Course

Ubiquitous and augmented interaction. *MSc in Research Directions in Information Technology, Department of Informatics, Ionian University.*
Guest lectures

Mobile Technologies. *Greek Open Courses, Greek Academic Network [GUnet].*

Multimedia Technologies. *Greek Open Courses, Greek Academic Network [GUnet].*

Cultural Information Management Technologies. *Greek Open Courses, Greek Academic Network [GUnet].*

Lifelong e-Learning Program. *University of the Aegean.*
Cultural communication technologies
Mobile Technologies
Web CMS development using WordPress
MIT App Inventor - Mobile Programming in learning

Teaching Assistant

Neural Networks and Computational Intelligence. *School of Electrical and Computer Engineering, National Technical University of Athens.*

Human Computer Interaction. *School of Electrical and Computer Engineering, National Technical University of Athens.*

Imaging Technology and Analysis. *School of Electrical and Computer Engineering, National Technical University of Athens.*

Computer Graphics. *School of Electrical and Computer Engineering, National Technical University of Athens.*

Computer Programming. *School of Electrical and Computer Engineering, National Technical University of Athens.*

Supervision

Postdoctoral research

- 2023– **Enhancing Accessibility and Engagement in Cultural Heritage: Extending Cultural User eXperience (CUX) towards a Wider User-Content-Technology Triangle.** *Markos Konstantakis, Department of Cultural Technology & Communication, University of the Aegean.*
- 2023– **Context awareness in ubiquitous environments.** *Konstantinos Michalakis, Department of Cultural Technology & Communication, University of the Aegean.*
- 2022– **Enhancing human creativity within intelligent extended reality environments.** *Stavroula Zoi, Department of Cultural Technology & Communication, University of the Aegean.*
- 2021– **Enhancing Cultural and Touristic User eXperience with Natural Human Computer Interaction.** *Theologos Athanaselis, Department of Cultural Technology & Communication, University of the Aegean.*
- 2019– **Incorporating semantic technologies towards organising documenting and promoting cultural content and information.** *Yannis Christodoulou, Department of Cultural Technology & Communication, University of the Aegean.*
- 2018–2022 **Intelligent optimization of cultural interaction and user experience.** *Georgios Alexandridis, Department of Cultural Technology & Communication, University of the Aegean.*
- 2018–2022 **Investigating the impact of digital management and promotion of cultural content in Tourism and Creative Industry.** *Alexandros Teneketzis, Department of Cultural Technology & Communication, University of the Aegean.*

PhD thesis

- 2023– **Digital documentation and knowledge representation of Intangible Cultural Heritage.** *Georgia Angelaki, Department of Cultural Technology & Communication, University of the Aegean.*
- 2023– **Co-designing participatory gaming experiences in cultural settings.** *Athina Grammatikopoulou, Department of Cultural Technology & Communication, University of the Aegean.*

- 2020– **Semantic Integration of Intangible Cultural Heritage via Digital Crowdsourcing Systems and Participatory Infrastructures.** *Marianna Ziku*, Department of Cultural Technology & Communication, University of the Aegean.
- 2020– **Deep learning and natural language processing in public document data mining .** *Gabriel Arabatzis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2019– **Intelligent, Ubiquitous and Augmented Narrative Methods for a Shared and Linked User eXperience.** *George Trichopoulos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2017– **Serious Games and Technology Supported Literature Teaching in Schools.** *Sotiria Foutsitzi*, Department of Cultural Technology & Communication, University of the Aegean.
- 2017– **Semantically Supported Preservation and Promotion of Cultural Heritage.** *Efthymia Moraitou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Intelligent Serious Games with Emotion Awareness in Adult Education and Culture.** *Eirini Kalatha*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Augmenting Cultural User eXperience via Linked Open Cultural Data.** *John Aliprantis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016–2022 **Analysis, Design and Evaluation of Cultural User eXperience.** *Markos Konstantakis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2015–2022 **Context-aware Interaction in the Internet of things.** *Konstantinos Michalakos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2012–2018 **Context-aware Affective Computing.** *Aggeliki Vlachostergiou*, School of Electrical and Computer Engineering, National Technical University of Athens. Co-Supervision

PhD thesis advisory committee member

- 2020– **ICT and Metacognition in Attention Deficit Disorder intervention.** *Eleni Mitsea*, Department of Information and Communication Systems Engineering, University of the Aegean.
- 2016–2023 **Locative Media and Narratives. The role of spatial narrative in making meaning of places and communities.** *Ismeni Gatou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Sound and Locative Media: Designing adaptive soundscapes to the changes of urban spaces.** *Ektoros Gatsos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2014– **The issue of the Re-musealisation of artworks and the interpretive approaches of the Greek public.** *Niki Karagiorga*, Department of Cultural Technology & Communication, University of the Aegean.

- 2017–2024 **Artificial Intelligence for Games: Developing Agents Using Deep Learning.** *Anastasios Papagiannis*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2024 **Contributions to COVID-19 Pandemic Data Analysis.** *Goizalde Badiola*, Department of Computer Science, Basque University (UPV/EHU).
- 2024 **Reasoning in time-based medical data: combining visual analytics, data mining, and artificial intelligence methods.** *Jon Kerexeta Sarriegi*, Department of Computer Science, Basque University (UPV/EHU).
- 2016–2022 **Automatic Text Summarization: Machine Learning and Semantic Techniques.** *Panagiotis Kouris*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2010–2020 **Modeling Greek Sign Language for Statistical Machine Translation Systems.** *Dimitrios Kouremenos*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2022 **Deep learning optical motion capture using multiple depth sensors and retro-reflectors.** *Argyris Chatzitofis*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2022 **Natural Human Computer Interaction: a methodological framework for mid-air user gestures and multiple targets.** *Panagiotis Vogiatzidakis*, Department of Product & Systems Design Engineering, University of the Aegean.
- 2021 **The materiality of digital art. Practices of integrating everyday objects to socio-cultural artworks.** *Katerina Antonopoulou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2019 **Quality of Experience in Cyber-Physical Social Systems: A Cultural Heritage Space Use Case.** *Athina Thanou*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2018 **Emotion and Sentiment Analysis.** *Aggeliki Vlachostergiou*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2018 **Evaluation of Museums Digital Educational Applications: Informal Learning and Social Interaction Issues.** *Sofia Koutsianou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016 **Novel Artificial Intelligence Techniques and Data Transformation for Classification Algorithms performance improvement.** *Theodoros Iliou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2014 **Lattice Computing and Hyperspectral Image Processing for Human Detection and Identification.** *Ion Marques Bailon*, Faculty of Informatics and Computer Engineering, University of the Basque Country.
Member of the International Examination Committee for the PhD thesis
- 2013 **Contributions of Lattice Computing to Medical Image Processing.** *Darya Chyzyk*, Faculty of Informatics and Computer Engineering, University of the Basque Country.
Member of the International Examination Committee for the PhD thesis

- 2024 **Intelligent, LLM supported, interaction with the NAO robot towards integration in the educational process.** *Nikos Fragakis*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2023 **Sentiment analysis towards User eXperience evaluation.** *Vassilis Ballas*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Επαυξημένη, αφηγηματική, διάχυτη και περιηγητική Πολιτισμική Εμπειρία Χρήστη.** *Στέλιος Δημητράκης*, Π.Μ.Σ. Ευφυή Συστήματα Πληροφορικής, Τμήμα Πολιτισμικής Τεχνολογίας & Επικοινωνίας, Πανεπιστήμιο Αιγαίου.
- 2022 **Dynamic content enrichment of 360 ubiquitous tours .** *Paraskevas Valavanis*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **The great benefactors of National Gallery of Greece and Alexandros Soutsos Museum. Digital application design for interactive table.** *Konstantina Panagiotopoulou*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Augmented Reality (AR) application for children's books, aiming at the promotion of intangible cultural heritage through participatory content creation and design: The case study of of Psiloritis as a UNESCO World Geopark.** *Antonis Ntagiantas*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Intelligent Escape Room as a Cultural Heritage Serious Game.** *Zoi Karageorgiou*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Design, prototyping and evaluation of user experience of a museum mobile application. The case of Ethnological museum of Thrace.** *Christoforos Arabatzis*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2020 **Design and Implementation of a Digital Enhanced Exhibition: 'A Death for Immortality'.** *Eirini Moschovou*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2020 **Museums mobile social networking applications: The case of Athens Thematic Museums.** *Panagiota Chapsi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2018 **Personalised Augmented Cultural Experience (PACE) and a case study on George Iakovidis oil painting entitled Children's Concert.** *George Trichopoulos*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2018 **Semantically enriched augmented reality interface for antiquities, museum and art collections conservation issues.** *Apostolos Servetas – Servetopoulos*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.

- 2017 **Body ownership illusion in Virtual Reality environments: The impact of social context.** *Elena Dzardanova*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2017 **Flaneur: Augmented Architectural City Tours.** *Anastasia Ioannidi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2017 **Discovery and Registration of I.O.T. Instances.** *Panagiotis Kolyfas*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015 **Context-aware Augmented Reality: the The Museum of Industrial Olive-Oil Production of Lesvos paradigm.** *Ioannis Aliprantis*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015 **Designing an interactive surface application for the Aquarium of Crete.** *Erasmia Tzanaki*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
Co-supervision
- 2014 **Mitrivilini: Location Aware, collaborative, pervasive game for the city of Mytilini.** *Hera Almpanoudi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2014 **A Position Sensor Enhanced Installation Negotiating Personal Data and Privacy Violation and Monitoring.** *Eftychia Roumelioti*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
Co-supervision

Undergraduate thesis

- 2022 **Optimising citizens experience in the context of Digital Governance Services and crowdsourcing evaluation.** *Vassilis Ballas*, Department of Informatics, Athens University of Economics and Business.
- 2016 **Ubiquitous, collaborative, context-aware game development support ecosystem.** *Aggelos Proventzas & Taxiarchis Sterianellis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016 **Natural, Intelligent Drone control.** *Dimitris Stefos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 **3D Virtual Comic Characters Relation Visualisation: the Corto Maltese paradigm.** *Orestis-Kyriakos Poulakis*, Department of Cultural Technology & Communication, University of the Aegean.
Co-Supervision
- 2013 **Arduino based Interactive Digital Canvas: A Museum Wall installation.** *Foteini Christi*, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 **3D Gestural Interface using Arduino and electrical resistors.** *Michail Gerasklis*, Department of Cultural Technology & Communication, University of the Aegean.

- 2012 **Modeling and analysis of non-verbal behavior expressivity during Natural Interaction.** *Danae & Panagiota Vassileiou*, School of Electrical and Computer Engineering, National Technical University of Athens.
Co-Supervision
- 2008 **Isolated Greek Sign Language Recognition using Hidden Markov Models.** *Stavros Theodorakis*, School of Electrical and Computer Engineering, National Technical University of Athens.
Co-Supervision

Academic Service

Invited talks

- 2023 *Beyond Interaction Towards Context-Aware User eXperience.* Luxembourg Institute of Science and Technology (LIST).
- 2023 *Citizen-Enhanced Open Science and Data Viability: The Intangible Cultural Heritage Paradigm.* Roskilde University, Denmark.
- 2023 *Cultural Data Spaces: A Perspective Beyond Repositories.* CaTCH – Capturing the Intangible of Cultural Heritage, Hybrid Conference.
- 2023 *Emerging technologies and experiences in Tourism.* 10th Athens International Tourism & Culture Expo.
- 2023 *Semantically enhanced and Augmented Cultural Heritage Preservation: The Acropolis of Tiryns instance.* Open Innovation and Modern Digital Technologies for the Documentation and Promotion of Cultural Heritage (VOESKA Project).
- 2023 *Digital Insights on Cultural Heritage and Tourism synergies.* The protection of cultural heritage, tourism, and urbanism, Manchester Business Transformation Research Centre and School of Digital Arts.
- 2023 *Digital Cultural User eXperience.* Perspectives on Digital Cultural Heritage, Archaeological Museum of Thessaloniki, Information Technologies Institute (ITI), Centre of Research and Technology Hellas (CERTH).
- 2023 *Intelligent Gamified User eXperience.* Corallia gi-Cluster.
- 2022 *Ubiquitous Augmented Cultural User eXperience: content, interaction and context aspects .* ERASMUS XR Symposium, The art and design of XR.
- 2022 *CAnTi: Conservation of Ancient Tyrins .* Smart-Eye: Emerging technologies for Archaeological information.
- 2022 *Intelligent and Affective Computing.* Intelligence and creations: Thoughts on the Artificial in humans.
- 2022 *LOD on Ubiquitous and Augmented Cultural User eXperience.* International Conference on infrastructure and applications related to Cultural Heritage.
- 2021 *Emerging Technologies in Cultural Heritage and Tourism.* Inspirational Event by Advance Services.
- 2021 *3D Scanning of the Ancient Quarries in Marathi, Paros.* The emergence of the ancient quarries of Paros and the relevant experiences from the Greek area.
- 2021 *Accessible Cultural User eXperience via Universal Design Practices.* Zagori Eco-museum open online seminar.
- 2020 *Integrating Tourism and Cultural User eXperience.* Digital Cultural Heritage and its Contribution to Tourism, Online International Symposium.

- 2020 *From PATCH to CATCH: Towards context awareness in digital cultural heritage management..* PATCH 2020 @ ACM UMAP 2020, Workshop on Personalized Access to Cultural Heritage, ACM 28th Conference on User Modeling, Adaptation and Personalization.
- 2020 *Ubiquitous and Augmented Cultural User eXperience.* International itinerant congress, A ship's deck log: travelling on the literary paths in Greece and Magna Graecia, POLYSEMI.
- 2020 *Crowdsourcing facilitating Intangible Cultural Heritage.* Multiplier event of Erasmus+ KA2 HEREDITAS:HERE Discover International Treasure And Survive.
- 2019 *Digital technologies in the preservation and promotion of cultural sites and monuments.* International ICOMOS Conference on 'The Value Framework for the Protection and Management of Antiquities and Monuments: Present Uses and Future Synergies', Athens, Greece.
- 2019 *Digital Heritage Management: Emerging Technologies in Capturing, Documenting and Promoting CH.* Ancient Quarries of Paros, Paros, Greece.
- 2019 *Polysemi Digital Cultural Routes Report.* Directorate for the Development of Modern Creation, General Directorate of Contemporary Culture, Ministry of Culture and Sports, Corfu, Greece.
- 2019 *Emerging Aspects of Digital Cultural Heritage Management.* 'Cultural Management: Present and Future' Workshop, Postgraduate Program 'Monument Management: Archaeology, City and Architecture', Athens, Greece.
- 2018 *Trends and Challenges in Artificial Intelligence Application in the Retail Section.* Economist Conference on 'The artificially intelligent Retail Industry', Athens, Greece.
- 2017 *Digital Cultural Heritage Management Technologies.* Innovative Applications of Computer Science workshop, Cultural Technology and Communication Department Students Association, Lesvos, Greece.
- 2016 *Interaction Design and User eXperience.* Audiovisual Culture: Challenges and Prospects for an Integrated Audiovisual National Policy, Secretariat General for Information and Communication Conference, Syros, Greece.
- 2015 *Affective Computing.* Interaction Design and User Experience (IDUX) International Summer School, Syros, Greece.
- 2015 *Intelligent, pervasive and context-aware domestic function: Integrating Smart homes into Smart Cities.* Internet of Things: Identifying business opportunities, Naftemporiki Conference, Athens, Greece.
- 2015 *The Age of Context.* Summer school on Mobile and Pervasive Computing Systems, Hellenic Open University, Athens, Greece.
- 2015 *Affective Computing.* 1st International Summer School on Interaction Design and User Experience (IDUX), Interactive Systems Design Lab, Department of Product and Systems Design Engineering, Syros, Greece.
- 2015 *Ubiquitous Museums.* Workshop on Mobile technologies in the field of museums and professional occupation of CTC graduates, Student Association of the Department of Cultural Technology and Communication, Archaeological Museum of Mytilene, Lesvos, Greece.
- 2015 *Computer applications in Archaeology.* Cultural Heritage Management in Archaeology, Summer School of the Interdepartmental Postgraduate Programme on Monuments Management: Archaeology, City and Architecture, Athens, Greece.

- 2015 *Cultural Metadata: publishing in Europeana*. Centre for Imaging Research and Diffusion (CRDI), Dissemination of Knowledge on digitisation, Leonardo da Vinci programme, Girona, Spain.
- 2014 *Memory, emotion and interaction context as users engagement factors in digital games*. Net and Zelda II: Internet stories and video games, Workshop organised by the Department of Communication, Media and Culture, Panteion University of Social and Political Studies, Athens, Greece.
- 2014 *Affective, Natural and Multimodal Human Computer Interaction*. Department of Computer Science, Faculty of Science of the University of Fribourg, Switzerland.
- 2014 *Sign Language recognition and synthesis*. Accessibility in digital, audiovisual content Workshop, Digital Herodotus Project, European Territorial Cooperation Cyprus – Greece, Mytilene, Greece.
- 2014 *Managing users and data in context*. Infopaths and Hybrid Environments: Examples from Archaeology, Museology, Urban Geography and Computer Interface Design, Swedish Archaeological Institute, Athens, Greece.
- 2013 *Intelligent and adaptive systems treating learning deficiencies and social interaction*. Workshop on Innovation and effective use of ICT technologies in Adult Education, General Secretariat for Lifelong Learning, Ministry of Education, Culture and Sport, Athens, Greece.
- 2012 *Multimodal, Affective and Natural Interaction*. Medialogy Department, Aalborg University, Copenhagen, Denmark.
- 2011 *Affective Computing: Recognition and synthesis of emotion*. Information Systems Seminar, Department of Informatics and Telecommunications, University of Athens, Greece.
- 2010 *Intelligent Human Computer Interfaces*. Postgraduate Course Informatics, Image synthesis and Graphics Design, Department of Informatics, Athens T.E.I., Greece.

Boards and committees

CEDCHE Expert, Commission Expert Group on the Common European Data Space for Cultural Heritage, DG CNECT G2 - Interactive Technologies, Digital for Culture and Education

Chair of the Sectorial Scientific Council (SSC) for Tourism, Culture and Creative Industries, National Council for Research, Technology and Innovation (NCRTI)

Member of the Creative Economy Advisory Group Attica Region

Member of the ACM SIGCHI Mediterranean Committee

CHIGreece 2025 – 3rd International Conference of the Greece ACM SIGCHI Chapter

Chair of the ACM Special Interest Group in Human Computer Interaction, Greek chapter

International Chair, CHITALY 2025, 16th Biannual Conference of the Italian SIGCHI Chapter, 6-10 October, Salerno, Italy

Mediterranean Values through HCI Research, Second International Workshop of the ACM-SIGCHI Mediterranean Committee (MedCHI), co-located with ACM womENCourage 2024, June 27th, Madrid, Spain

Guest Editor, *Intelligent Interaction in Cultural Heritage*, Special Issue of Information Applications (ISSN: 2078-2489)

Inaugural Workshop of the ACM-SIGCHI Mediterranean Committee (MedCHI), February 14th-15th, Politecnico di Milano, Milan, Italy

Guest Editor, *Digital Crossroads: Enhancing Mediterranean Values through Human-Computer Interaction Research*, Special Issue of IxD&A Interaction Design & Architecture(s) Journal

Managing Artificial Intelligence in Archaeology, COST action CA23141

8th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM), November 10th-12th, Piraeus, Greece

CHIGreece 2023 – 2nd International Conference of the Greece ACM SIGCHI Chapter

ACM MobileHCI 2023 Organizing Committee

CAA-GR International Conference on Computer Applications and Quantitative Methods in Archaeology

Coordinator of the Research Cooperation Memorandum between the University of the Aegean and the Athena RC and the Institute for Digital Management of Cultural Heritage

CHIGreece 2021 – 1st International Conference of the Greece ACM SIGCHI Chapter

Coordinator of Memorandum between the University of the Aegean and the JOIST Innovation Park

Time Machine Organisation, Regular Member

Mentor and team coordinator, National Innovation & Entrepreneurship Competition, AEGEAN Startups

Mentor and team coordinator, European Innovation Council, EUvsVirus hackathon

Interdisciplinary Committee for Paros Cultural Heritage and ancient quarries preservation and promotion

'Ubiquitous digital cultural experience', panel hosted by the ICOM Europe and ICOM Greece conference 'In the Age of Virtualization: European Museums Respond to the Digital Challenge'

Workshop on Designing Sustainable Cultural Routes, Conference on Sustainable Cultural and Tourism Development: Cultural Routes

Chairman of the Expert Team for the evaluation of the ARTIQ AI Centres of Excellence call by the National Science Centre (NCN) and the National Centre for Research and Development (NCBR)

Expert panel of the IdeaLab 'Cities for the future services and solutions' Workshop, Poland National Centre for Research and Development

RISE IMET 2020 – International Conference on Emerging Technologies and the Digital Transformation of Museums and Heritage Sites

Pan-Hellenic Conference on Informatics [PCI]

Workshop on Personalized Access to Cultural Heritage (PATCH 2020), User Modeling, Adaptation and Personalization conference (UMAP 2020)

5th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM 2020)

Greek World Usability Day, Sustainable Design for the Future Digital Heritage

Workshop on 'Digitally Enhanced Cultural Heritage' hosted by the 'Social Sciences Today. Dilemmas and perspectives beyond the crisis' conference

Expert workshop on Interactive Technologies, Directorate-General for Communications Networks, Content and Technology [DG CONNECT]

European AI Alliance

Serviced and Networked Artificial Intelligence for Destination Competitiveness

Hellenic Artificial Intelligence Society

International Euro-Mediterranean Conference

Digital interactions in culture and heritage workshop, International Conference on Advanced Visual Interfaces

Intelligent Information Management Journal

gi-cluster Gaming and Creative Industries Cluster, Corallia

Intelligent Human Computer Interaction SI, Multimodal Technologies and Interaction

International Journal of Computational Methods in Heritage Science [IJCMHS]

International Conference on Digital Culture & AudioVisual Challenges

IEEE International Conference on Advanced Video and Signal-Based Surveillance, Smart Indoor Event and Activity Recognition Workshop [SIEARW]

European Museum Academy Conference and Award Ceremony

'Exploring the Relationship between Archaeology and Upcoming Trends in Computing', Archaeological Dialogues 2016 panel

Engineering Applications of Neural Networks Conference [EANN]

IFIP International Conference on Artificial Intelligence Applications & Innovations [AIAI]

IEEE International Conference on Multimedia and Expo, Main Conference track

International Conference on Affective Computing and Intelligent Interaction [ACII]

IEEE Conference on Automatic Face and Gesture Recognition

International Workshop on Emotion Representation, Analysis and Synthesis in Continuous Time and Space [EmoSPACE]

International Conference on Computer Vision and Image Analysis applications [ICCVIA]

International Symposium on Computer Vision and the Internet [VisionNet]
Intelligent, Affective, and Natural Interfaces [IANI] @ SETN
International Workshop on Semantic Media Adaptation and Personalization [SMAP]
European Conference on Social Media
International Conference on Connected Vehicles & Expo [ICCVE]
Intelligent Information Management Journal
International Journal of Neural Networks
Advances in Intelligent Systems and Computing, Springer
International Conference on Advanced Computing and Intelligent Engineering [ICACIE]
Special Issue on Social media and networks for multimedia content management, International Journal of Virtual Communities and Social Networking [IJVCSN]
Academic Editor of British Journal of Mathematics & Computer Science
International Conference on Connected Vehicles & Expo [ICCVE]
International Conference on Internet of Vehicles [IOV]
e-Game development Special Session, in conjunction with 18th Panhellenic Conference on Informatics [PCI]
International Conference on Advanced Cognitive Technologies and Applications
International Symposium on Cloud and Services Computing [SC2]
Workshop on Innovative European Policies and Applied Measures for Developing Smart Cities [IPMSC]
Interaction Design & Human-Computer Interaction Workshop, 5th International Conference on Typography and Visual Communication [ICTVC]
European Conference on Games Based Learning [ECGBL]
Specification and Computation of Affect in Collaborative and Social NETWORKS [SCACSNET]

Reviewer

ACM CHI Conference on Human Factors in Computing Systems
IEEE Transactions on Affective Computing [TAC]
Journal on Multimodal User Interfaces [JMUI]
International Journal of Human Computer Studies
International Conference on Affective Computing & Intelligent Interaction [ACII]
International Conference on Affective Interaction in Natural Environments [AFFINE]
Advances in Human-Computer Interaction Journal
International Journal of Human-Computer Interaction, Taylor & Francis
British HCI conference [BHCI]
International Conference on Movement and Computing [MOCO]
Affective, Interactive and Cognitive Methods for E-Learning Design
International Conference of Kansei Engineering and Emotion Research [KEER]
European Conference on Social Media [ECSM]

International Conference on Innovations in Bio-Inspired Computing and Applications
 IEEE International Conference on Advanced Learning Technologies [ICALT]
 Journal of Biomedical Science and Engineering
 IEEE International Conference on Information Technology and Applications in Biomedicine
 CIDOC - ICOM Conference
 International Conference on Tourism Research [ICTR]
 Entertainment Computing Journal
 New Trends in Humanistic Informatics: Implementations and Applications [CaEE-SI]
 International Conference on Computer-Human Interaction Research and Applications (CHIRA)
 Digital Applications in Archaeology and Cultural Heritage

 IEEE Transactions on Neural Networks
 Neural Networks Journal
 Neurocomputing
 International Conference on Pattern Recognition [ICPR]
 Pattern Recognition Letters [PRL]
 ACM Transactions on Interactive Intelligent Systems [TiiS]
 IEEE Intelligent Systems
 International Journal on Expert Systems with Applications
 International Journal on Semantic Web and Information Systems, Special Issue on Semantic Social Media Dynamics
 International Conference on Web Studies, Web Studies 4
 Studies in Computational Intelligence
 IAES International Journal of Artificial Intelligence (IJ-AI)
 Applied Artificial Intelligence Journal
 International Journal on Artificial Intelligence Tools
 International Conference on Novel & Intelligent Digital Systems [NiDS2023]
 International Conference on Deep Learning Theory and Applications (DeLTA 2020)
 Special Issue of AAI Journal on Event Recognition
 International Symposium on INnovations in Intelligent SysTems and Applications
 International Symposium on Neural Networks
 International Joint Conference on Neural Networks [IJCNN]
 International Conference on Artificial Neural Networks [ICANN]
 International Journal of Pattern Recognition and Artificial Intelligence
 International Journal of Advanced Robotic Systems
 Artificial Intelligence in Medicine
 Hellenic Conference on Artificial Intelligence [SETN]
 International Conference on Intelligent Systems Design and Applications [ISDA]

International conference on Novelties in Intelligent Digital Systems (NiDS)
Conference on Internet of Things and Embedded Intelligence (CITEI 2020)
Smart Cities Journal
International Conference on Intelligent Networking and Collaborative Systems [INCoS]
IEEE Internet of Things Journal

IEEE Transactions on Multimedia
Computer Vision and Image Understanding Journal
IEEE Transactions on Cybernetics
International Conference on Machine Vision and Machine Learning [MVML]
IEEE Transactions on Image Processing [TIP]
IEEE Transactions on Systems, Man, and Cybernetics–Part B [SMC–B]
ACM Transactions on Internet Technology [TOIT]
IEEE International Conference on Multimedia and Expo [ICME]
IEEE International Conference on Image Processing [ICIP]
Computer Speech and Language
European Signal Processing Conference [EUSIPCO]
Language Resources and Evaluation
International Conference on Acoustics, Speech, and Signal Processing [ICASSP]
Advances in Multimedia
International Symposium on Visual Computing
International Conference on Advances in Signal, Image and Video Processing [SIGNAL]
Educational Research and Reviews [ERR]
International Euro-Mediterranean Conference
International Journal of Robotics and Automation (IJRA)
Journal of Engineering and Computer Innovations
International Symposium on Computer and Information Sciences
Computers and Education
International Conference on Soft Computing and Pattern Recognition
Journal of Electronics & Communications
International Conference on Industrial Enterprise and System Engineering – ICoIESE

Administrative committees

University of the Aegean

Quality Assurance Unit
Strategic Research Planning Working Group
Tender for student welfare
Teleconference Equipment Supply

Cultural Technology Department

Intelligent Systems MSc Coordination Committee
 PhD Program Committee
 Interdepartmental Coordination Committee for Management of Monuments:
 Archaeology, City, Architecture MSc
 Undergraduate Curriculum
 Studies Quality Assurance and Department Evaluation
 Admission Exams
 MSc Candidates Evaluation
 Course Recognition & Alignment
 Digital Communication
 Papers and Documents Destruction
 Organization and Operation of Summer Internships
 Internship Certification
 Early Stage Adjunct Lecturer Candidate Evaluation
 PD 407/80 Adjunct Lecturer Candidate Evaluation

R&D Projects

- 2022–2025 **Smart Recommendations for Tourism Based on Efficient Knowledge Extraction from Digital Platforms [ATTR4-0349847].** *Research and Innovation Synergies in the Region of Attica.*
 Scientific Coordinator
- 2022–2025 **MANSION AR tX Augmented Reality in Touring Experience focusing on Morphological, Architectural & coNStructural InfOrmatIoN [ATTRP4-0349366].** *Research and Innovation Synergies in the Region of Attica.*
 Scientific Coordinator
- 2022–2025 **Advanced Virtual User eXperience in the Paleontological and Geological Museum [ATTR4-0342153].** *Research and Innovation Synergies in the Region of Attica.*
 Scientific Coordinator
- 2022–2023 **CoCult - Cultural CommonalIties of Paris and Lesvos: participatory design of digitally supported analysis methodologies .** *Re-ERUA Research and Engagement for the European Reform University Alliance.*
 Scientific Coordinator
- 2022–2024 **Invisible Map - Ubiquitous Context-Aware Cultural Experience application .** *Digital Platform for Promotion & Distribution of the Eleusis as European Capital of Culture.*
 Scientific Coordinator
- 2021–2023 **Unified dissemination of projects results under the 1st Call for the Science & Society Action, 200 Years from the Greek Revolution.** *Hellenic Foundation for Research and Innovation.*
 Scientific Coordinator
- 2021–2023 **THALHOR: Cross-border Cooperation for the Development of Marine Spatial Planning.** *Interreg V-A, Greece-Cyprus 2014-2020.*

- 2020–2023 **e-Aegean CulTour: Culture and Tourism Digital Transformation in the North Aegean.** *Supporting Regional Excellence, Competitiveness, Entrepreneurship & Innovation programme.*
Scientific Coordinator of the AegeanA action
- 2020–2024 **CAnTi – Innovative Methodology for Conservation, Semantic Documentation and Promotion of Ancient Tirintha.** *Open Innovation in Culture, GSRT-EPAnEK, T6YBP-00271.*
Project Scientific Coordinator & Manager
- 2020–2023 **PROSAIC – PROMoting SemAntIc Conservation.** *General Secretariat for Research and Innovation.*
Research Subcontractor
- 2018–2022 **PaloAnalytics – A platform for big data analytics and mining on web and social media streams.** *General Secretariat for Research and Innovation, T1EDK-03470.*
Project Scientific Coordinator
- 2018–2022 **Tracce – TRavelogue with Augmented Cultural and Contemporary Experience.** *General Secretariat for Research and Innovation, T1EDK-02146.*
Project Scientific Coordinator & Manager
- 2018–2022 **Digital Cultural Heritage Management Center.** *Research Infrastructures, Region of North Aegean, 5021534.*
Project Scientific Coordinator
- 2019 **Polysemi – Park of Literary Travels in Greece and Magna Graecia.** *Interreg V- A Greece-Italy Programme 2014-20, 5003108.*
Report Scientific Coordinator
- 2018–2023 **DigiArc - Protection and promotion of the medieval cultural heritage in the Aegean islands and Cyprus.** *Interreg V-A Greece-Cyprus 2014–2020, 5031156.*
Research team member
- 2018–2023 **RE-CULT - Promotion and dissemination of cultural and natural heritage through the development and institutional strengthening of Religious Tourism in the island region of Greece and Cyprus..** *Interreg V-A Greece-Cyprus 2014–2020, 5035557.*
Research team member
- 2018–2021 **iWalk: Intelligent Robotic Walker for mobility and cognitive assistance of elderly and motor-impaired people.** *General Secretariat for Research and Innovation, T1EDK, 5030856.*
Research team member
- 2019– **Semantically Supported Preservation and Promotion of Cultural Heritage.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 115.*
Supervisor
- 2017–2020 **Augmenting Cultural User eXperience via Linked Open Cultural Data.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 234.*
Supervisor
- 2017–2019 **Intelligent Serious Games with Emotion Awareness in Adult Education and Culture.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 1347.*
Supervisor

- 2012–2015 **SandS – Social & Smart - Social housekeeping through intercommunicating appliances and shared recipes merged in a pervasive web-services infrastructure.** *FP7 FIRE ICT-317947.*
Senior Researcher
- 2014–2015 **eTourism – Innovative location based, augmented reality services in Tourism.** *GSRT Cooperation 2011, 11SYN-10-1180.*
Project Manager
- 2014–2015 **Educational Material Quality Improvement: Engineering of Pervasive Computing Systems.** *Educational Content, Methodology and Technology Laboratory, Hellenic Open University.*
Evaluator
- 2015 **Digital Solidarity Services.** *Digital Convergence.*
Senior Researcher
- 2013–2015 **STHENOS – Multimodal research on affective computing.** *THALES – EDULLL.*
Senior researcher
- 2013–2015 **L.U.C.A. – Links United for Coma Awakenings.** *LLP GRUNDTVIG Learning Partnership – 2013-1-IT2-GRU06-51826.*
Senior Researcher
- 2012–2015 **ILearnRW - Integrated Intelligent Learning Environment for Reading and Writing.** *FP7 – 318803.*
Senior Researcher
- 2011–2014 **IS-Helleana – Intelligent System for HELLEnic Audiovisual National Aggregator.** *GSRT Cooperation – SYN09-72-922.*
Project Manager
- 2011–2013 **DCA – Digitising Contemporary Art.** *CIP-ICT PSP – 270927.*
Senior Researcher
- 2010–2013 **SIREN – Social games for conflict RESolution based on natural interaction.** *FP7 ICT TeL – 258453.*
Senior Researcher
- 2008–2011 **METABO - Controlling Chronic Diseases related to Metabolic.** *FP7 – 216270.*
Researcher
- 2006–2010 **CALLAS – Conveying Affectiveness in Leading-edge Living Adaptive Systems.** *FP6 – Integrated Project.*
Researcher
- 2006–2010 **FEELIX GROWING - FEEL, Interact, eXpress: a Global appRoach to develOpment With INterdisciplinary Grounding.** *FP6 – 045169.*
Researcher
- 2007–2008 **Dianoema - Visual analysis and Gesture recognition for Sign Language modeling and robot tele-operation.** *GSRT – Image, Sound and Language Processing Framework.*
Researcher
- 2004–2009 **Calculation and Semantic Perception of Three Dimensional Human Motion for Human Computer Interaction and Virtual Character Animation.** *GSRT – PENED 2003.*
PhD Candidate

- 2004–2008 **Ask-IT Ambient Intelligence System of Agents for Knowledge-based and Integrated Services for Mobility Impaired Users.** *FP6 – Integrated Project.*
Researcher
- 2004–2008 **Intelligence and emotion in interactive environments.** *EPEAEK – Pythagoras Researcher Support Program.*
Researcher
- 2004–2007 **HUMAINE – Human-Machine Interaction Network on Emotion.** *FP6 – Network of Excellence.*
Researcher
- 2004–2005 **Information system for monitoring and managing medical information focusing on blood reserves.** *RU – NTUA.*
Researcher
- 2004–2005 **Synennoesi - An educational platform for the Greek Sign Language, exploiting avatar and animation technologies.** *GSRT – E-learning Framework.*
Researcher

Evaluations, monitoring and reviews

Horizon Europe. ECCCH 2025 calls European Collaborative Cloud for Cultural Heritage.

Horizon Europe. Cultural Heritage Cloud RIA ECCCH-01-01 & IA ECCCH-01-02.

Horizon Europe. Cluster 4: Digital, Industry and Space.

Horizon 2020. Information and Communication Technologies, Research and Innovation Actions.

Horizon 2020. Future and Emerging Technologies, Research and Innovation Actions.

Horizon 2020. Understanding Europe: promoting the European public and cultural space, Research and Innovation Actions.

European Digital Innovation Hubs. Digital Europe Programme.

EIC Pathfinder Open. European Innovation Council.

Erasmus+ Key Action 2: Cooperation for Innovation and Good Practices. Strategic Partnerships for higher and school education.

Erasmus+ Key Action 1: Higher education student and staff mobility between Programme and Partner Countries. Higher Education.

Expert and Scientific Support for the Implementation of Co-Funded Projects
National Documentation Centre (EKT)

Erasmus+ Youth in action. Youth and Lifelong Learning Foundation.

Erasmus Mundus Intensive Programmes. State Scholarships Foundation.

LLP Leonardo da Vinci Programme. Multilateral projects for Development of Innovation.

GAMEINN, Smart Growth Operational Programme. National Centre for Research and Development [NCBR].

Innovation Fund Denmark (IFD) . Eureka.

. COST Association Open Call OC-2024-1.

Chair of the Selection Committee of the Research and Innovation Programme, Applied Research Established under the Swiss-Polish Cooperation Programme. National Centre for Research and Development, Poland.

Eurostars. Eureka.

Evaluation of the National R&D Strategy for Smart Specialisation (RIS3) 2014 - 2020. General Secretariat for Research and Innovation.

Certification of R&D expenditure. General Secretariat for Research and Innovation.

National Registry Evaluators. Hellenic National Academic Recognition and Information Center (NARIC).

Culture, Tourism and Creative Industries – Research and Innovation collaboration in the Region of Attica. General Secretariat for Research and Innovation.

Tourism, Culture & Creative Industries, Research - Create - Innovate, Intervention I. General Secretariat for Research and Innovation.

Bilateral and Multilateral R&T Greece-China Cooperation. General Secretariat for Research and Innovation.

Collaborative Innovation Clusters. General Secretariat for Research and Innovation.

5th Call for Action Science and Society – Always Strive for Excellence - Theodore Papazoglou. Hellenic Foundation for Research and Innovation.

Supporting faculty members and researchers. Hellenic Foundation for Research and Innovation.

Research, Innovation and Dissemination Hubs. Hellenic Foundation for Research and Innovation.

Supporting postdoctoral researchers. Hellenic Foundation for Research and Innovation.

Engineering and Technology Sciences – H.F.R.I. (ELIDEK) for the Support of PhD students, Hellenic Foundation for Research and Innovation (H.F.R.I.)

200 Years since the Greek Revolution. Hellenic Foundation for Research and Innovation.

Enrichment, exploitation and promotion of Greece's Cultural Digital Reserve. Operation Programme Competitiveness, Entrepreneurship & Innovation (EPANEK).

Digital National Gallery. National Gallery.

Austrian Science Fund. Linz Institute of Technology, Johannes Kepler University.

Acceleration programme. MIT Enterprise Forum CEE.

Enhancing digital education platforms and repositories. Human Resources Development, Education & Lifelong Learning programme 2014-2020.

Research & Development for RIS3 Crete. Managing Authority of Regional Operational Programme of Crete.

Information and Communication Technologies. Managing Authority of Western Greece Regional Operational Programme.

ICT4Growth, Observatory for the Information Society. Digital Convergence Operational Program.

EPANAD – Development of Human Resources Operational Programme. Supporting employment of research personnel in enterprises.

Kentucky Science and Engineering Foundation. R&D Excellence Awards.
Israel Science Foundation. Grant proposals.

Professional Experience

2000–2004 **Galanis Sports Data.** *IT Department, Developer, Software development, Broadcasting graphics generator interfaces, Web applications.*

1995–2000 **Galanis Sports Data.** *Broadcasting graphics support.*

Publications

Citation metrics

Citations	3646
h-index	31
i10-index	71
g-index	57
e-index	41.93
hc-index	22
hI-index	7.34
hI,norm	15
hI,annual	0.92
hm-index	14.85
AW-index	20.31
AWCR	412.59
AWCRpA	113.96

Source: Google Scholar

Journal articles

- [49] Efthymia Moraitou, Yannis Christodoulou, Konstantinos Kotis, and George Caridakis. "An Ontology-Based Framework for Supporting Decision-Making in Conservation and Restoration Interventions for Cultural Heritage". In: *ACM Journal on Computing and Cultural Heritage* 17.3 (May 2024). ISSN: 1556-4673. DOI: 10 . 1145 / 3653977. URL: <https://doi.org/10.1145/3653977>.
- [48] M. Ziku, K. Kotis, G. Pavlogeorgatos, E. Kavakli, C. Zeeri, and G. Caridakis. "Evaluating Crowdsourcing Applications with Map-Based Storytelling Capabilities in Cultural Heritage". In: *Heritage* 7.7 (2024), pp. 3429–3454. DOI: 10 . 3390 / heritage7070162. URL: <https://www.mdpi.com/2571-9408/7/7/162>.
- [47] M. Ziku et al. "Digital Cultural Heritage Management for Local Heritage: Overcoming Barriers to Accessibility with Regional Digital Infrastructures". In: *Journal of Integrated Information Management* 9.1 (2024), pp. 20–29. DOI: 10 . 12681 / jiim . 38585. URL: <https://ejournals.epublishing.ekt.gr/index.php/jiim/article/view/38585>.
- [46] S. Angelis, E. Moraitou, G. Caridakis, and K. Kotis. "CHEKG: A Collaborative and Hybrid Methodology for Engineering Modular and Fair Domain-Specific Knowledge Graphs". In: *Knowledge and Information Systems* 66.8 (2024), pp. 4899–4925. DOI: 10 . 1007 / s10115-024-02110-w. URL: <https://link.springer.com/article/10.1007/s10115-024-02110-w>.
- [45] G. Alexandridis, G. Siolas, T. Papagiannis, G. Ioannou, K. Michalakakis, G. Caridakis, V. Karyotis, and S. Papavassiliou. "StreetLines: A Smart and Scalable Tourism Platform Based on Efficient Knowledge-Mining". In: *Digital* 4.3 (2024), pp. 676–697. DOI: 10 . 3390/digital4030034. URL: <https://www.mdpi.com/2673-6470/4/3/34>.
- [44] M. Konstantakis, G. Trichopoulos, J. Aliprantis, N. Gavogiannis, A. Karagianni, P. Parthenios, K. Serraios, and G. Caridakis. "Generating Digital Twins of Cultural Spaces through the Integration of Photogrammetry and Laser Scanning Technologies". In: *Digital* 4.1 (2024), pp. 215–231. DOI: 10 . 3390 / digital4010011. URL: <https://www.mdpi.com/2673-6470/4/1/11>.

- [43] G. Alexandridis, G. Siolas, T. Papagiannis, G. Ioannou, K. Michalakis, G. Caridakis, V. Karyotis, and S. Papavassiliou. "StreetLines: A Smart and Scalable Tourism Platform Based on Efficient Knowledge-Mining". In: *Digital* 4.3 (2024), pp. 676–697. doi: 10.3390/digital4030034. URL: <https://www.mdpi.com/2673-6470/4/3/34>.
- [42] G. Trichopoulos, M. Konstantakis, G. Caridakis, A. Katifori, and M. Koukouli. "Crafting a Museum Guide Using ChatGPT4". In: *Big Data and Cognitive Computing* 7.3 (2023), p. 148. doi: 10.3390/bdcc7030148. URL: <https://www.mdpi.com/2504-2289/7/3/148>.
- [41] G. Trichopoulos, M. Konstantakis, G. Alexandridis, and G. Caridakis. "Large Language Models as Recommendation Systems in Museums". In: *Electronics* 12.18 (2023), p. 3829. doi: 10.3390/electronics12183829. URL: <https://www.mdpi.com/2079-9292/12/18/3829>.
- [40] G. Trichopoulos, M. Konstantakis, and G. Caridakis. "Smart Glasses for Cultural Heritage: A Survey". In: *Heritage* 7.3 (2023), p. 78. doi: 10.3390/heritage7030078. URL: <https://www.mdpi.com/2571-9408/7/3/78>.
- [39] M. Konstantakis et al. "An Enhanced Methodology for Creating Digital Twins within a Paleontological Museum". In: *Heritage* 6.9 (2023), p. 314. doi: 10.3390/heritage6090314. URL: <https://www.mdpi.com/2571-9408/6/9/314>.
- [38] K. Michalakis and G. Caridakis. "Enhancing User Interaction with Context-awareness in Cultural Spaces". In: *Personal and Ubiquitous Computing* 27.2 (2023), pp. 379–399.
- [37] E. Moraitou et al. "Supporting the Conservation and Restoration OpenLab of the Acropolis of Ancient Tiryns through Data Modelling and Exploitation of Digital Media". In: *Computers* 12.5 (2023), p. 96.
- [36] G. Trichopoulos, G. Alexandridis, and G. Caridakis. "A Survey on Computational and Emergent Digital Storytelling". In: *Heritage* 6.2 (2023), pp. 1227–1263.
- [35] M. Konstantakis, Y. Christodoulou, J. Aliprantis, and G. Caridakis. "ACUX Recommender: A Mobile Recommendation System for Multi-Profile Cultural Visitors Based on Visiting Preferences Classification". In: *Big Data and Cognitive Computing Journal, Digital Systems for Tourism* 6.4 (2022), p. 144.
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- [32] A. Ntagiantas, M. Konstantakis, J. Aliprantis, D. Manousos, L. Koumakis, and G. Caridakis. "An Augmented Reality Children's Book Edutainment through Participatory Content Creation and Promotion Based on the Pastoral Life of Psiloritis". In: *Applied Sciences, Special Issue Advanced Technologies in Digitizing Cultural Heritage* 12.3 (2022). ISSN: 2076-3417. doi: 10.3390/app12031339. URL: <https://www.mdpi.com/2076-3417/12/3/1339>.
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- [30] G. Alexandridis, I. Varlamis, K. Korovesis, G. Caridakis, and P. Tsantilas. "A Survey on Sentiment Analysis and Opinion Mining in Greek Social Media". In: *Information, Special Issue Sentiment Analysis and Affective Computing* 12.8 (2021). ISSN: 2078-2489. doi: 10.3390/info12080331. URL: <https://www.mdpi.com/2078-2489/12/8/331>.
- [29] G. Alexandridis, J. Aliprantis, K. Michalakis, K. Korovesis, P. Tsantilas, and G. Caridakis. "A knowledge-based deep learning architecture for aspect-based sentiment analysis". In: *International Journal of Neural Systems* 31.10 (2021), p. 2150046.

- [28] K. Michalakakis, Y. Christodoulou, G. Caridakis, Y. Voutos, and P. Mylonas. "A Context-Aware Middleware for Context Modeling and Reasoning: A Case-Study in Smart Cultural Spaces". In: *Applied Sciences* 11.13 (2021). ISSN: 2076-3417. DOI: 10.3390/app11135770. URL: <https://www.mdpi.com/2076-3417/11/13/5770>.
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- [24] G. Alexandridis, Y. Voutos, P. Mylonas, and G. Caridakis. "A Geolocation Analytics-Driven Ontology for Short-Term Leases: Inferring Current Sharing Economy Trends". In: *Special Issue Mining Humanistic Data, Algorithms Journal* 13.3 (2020), p. 59. ISSN: 1999-4893.
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- [19] K. Michalakakis, J. Aliprantis, and G. Caridakis. "Visualizing the Internet of Things: Naturalizing human-computer interaction by incorporating AR features". In: *IEEE Consumer Electronics Magazine* 7.3 (2018), pp. 64–72.
- [18] A. Vlachostergiou, G. Caridakis, P. Mylonas, and A. Stafylopatis. "Learning representations of natural language texts with Generative Adversarial Networks at document, sentence, and aspect level". In: *Algorithms* 11.10 (2018), p. 164.
- [17] A. Vlachostergiou, G. Stratogiannis, G. Caridakis, G. Siolas, and P. Mylonas. "User adaptive and context-aware smart home using pervasive and semantic technologies". In: *Journal of Electrical and Computer Engineering, Article ID 4789803* 2016 (2016).
- [16] L. Malatesta, S. Asteriadis, G. Caridakis, M. Vassalou, and K. Karpouzis. "Associating gesture expressivity with affective representations". In: *Engineering Applications of Artificial Intelligence Journal, Special Issue on Mining the Humanities: Technologies and Applications* 51 (2016), pp. 124–135.
- [15] G. Caridakis. "Gesture and Sign Language Recognition Methods". In: *Wiley Encyclopedia of Electrical and Electronics Engineering* (2015), pp. 1–21.
- [14] G. Siolas, G. Caridakis, P. Mylonas, G. Stratogiannis, S. Kollias, and A.G. Stafylopatis. "Context-Aware User Modeling and Semantic Interoperability in Smart Home Environments". In: *International Journal of Virtual Communities and Social Networking (IJVCSN), Special Issue on Social Media and Networks for Multimedia Content* 7(3) (2015), pp. 17–50.

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- [12] G. Caridakis, J. Wagner, A. Raouzaïou, F. Lingenfelder, K. Karpouzis, and E. Andre. "A cross-cultural, multimodal, affective corpus for gesture expressivity analysis". In: *Journal on Multimodal User Interfaces, Special Issue on Multimodal Corpora* 7.1-2 (2013), pp. 121–134.
- [11] K. Karpouzis, G. Caridakis, R. Cowie, and E. Douglas-Cowie. "Induction, recording and recognition of natural emotions from facial expressions and speech prosody". In: *Journal on Multimodal User Interfaces, Special Issue on Pervasive Assistance* 7.3 (2013), pp. 195–206.
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