

Curriculum Vitae

Vlasios Kasapakis

Department of Cultural Technology and Communication

University of the Aegean, Lesvos, Greece



Contents

PERSONAL INFORMATION.....	3
SHORT BIO	3
EDUCATION	3
PROFESSIONAL EXPERIENCE.....	4
RESEARCH PROGRAMMES.....	4
TEACHING EXPERIENCE/SUPERVISION.....	9
PUBLICATIONS.....	10
THESES.....	10
EDITORIALS.....	10
PEER REVIEWED INTERNATIONAL SCIENTIFIC JOURNALS	10
PEER REVIEWED EDITED BOOKS CHAPTERS.....	11
ENCYCLOPEDIAS.....	12
PEER REVIEWED INTERNATIONAL CONFERERNCES.....	12
PEER REVIEWED NATIONAL CONFERERNCES.....	15
ABSTRACTS.....	15
BOOKS	15
CITATIONS.....	15
SCIENTIFIC ACTIVITIES	15
EDITORIAL BOARD.....	15
TPC MEMBER	16
REVIEWER.....	16
INVITED TALKS/WORKSHOPS/WEBINARS.....	16
TECHNICAL PORTFOLIO	17

PERSONAL INFORMATION

Date of birth: 02/12/1985

Address: P. Ioakeim 8, Mytilene, Lesvos, Greece

Phone: +30 2251036638, +30 6945001081

E-mail v.kasapakis@aegean.gr

Website <https://orcid.org/0000-0002-4048-6047>



SHORT BIO

Dr. Vlasios Kasapakis holds a bachelor's degree in Cultural Technology and Communication, a master's degree in Cultural Informatics and Communication, a PhD in the field of Pervasive Games, and a postdoctoral research diploma in the field of Interaction in Mixed Reality Environments, which he received from the University of the Aegean in 2007, 2009, 2016, and 2019, respectively. Currently, he serves as an Assistant Professor at the Department of Cultural Technology and Communication of the University of the Aegean, specializing in the subject area of 3D Graphics and Mixed Reality, while he formed and manages the [Aegean VR/MR Services](#) group under the Image, Sound, and Cultural Representation Lab. His research activity spans the areas of Mobile and Pervasive Computing in the fields of Games, Cultural Heritage, and Tourism. More recently, his research focuses on the entire range of Extended Reality in the fields of Education, Games, Interaction Technologies, and Cultural Heritage. He has published more than 70 articles on these topics in international journals, book chapters, and proceedings of international scientific conferences. Dr. Kasapakis serves as a member of the editorial board of the international scientific journal *Frontiers in Virtual Reality* and has also been a member of the scientific program committee of international scientific conferences in the fields of Extended Reality, Pervasive Computing, and Games. Finally, Dr. Kasapakis actively participates or has participated as a researcher, proposal co-author, and scientific director in numerous research and development projects funded by national and European resources.

EDUCATION

Apr 2016 – Mar 2019	Postdoctoral Research, Title: "Interaction in Mixed Reality Worlds", University of the Aegean, Department of Cultural Technology and Communication, Greece.
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, Greece.
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, Greece.
Sep 2003- Oct2007	Bachelor's degree, Cultural Technology and Communication, University of the Aegean, Department of Cultural Technology and Communication.
Languages	Greek (Native), English (C2)

PROFESSIONAL EXPERIENCE

Apr 2019 - Today	Assistant Professor, 3D Graphics and Mixed Reality, University of the Aegean, Department of Cultural Technology and Communication, Greece.
May 2014 – Apr 2019	Researcher/Technical Assistant for Motion Capture and Video Editing for bachelor's and MSc Theses, University of the Aegean, Department of Cultural Technology and Communication, Greece.
Jan 2019 – Dec 2019	Researcher/Developer, Computer Technology Institute and Press "Diophantus", TouristHub (GSRI), SMARTBUY (H2020-ICT-2015/687960), HoPE (EC/CIP7/621133), MOVESMART (EC/FP7/609026), eCOMPASS (EC/FP7/288094).
Dec 2022 – Mar 2023	Design, development, and management of the website of the International Documentary Festival "AegeanDocs", University of the Aegean, Department of Cultural Technology and Communication, Greece.
Jul 2012 – Dec 2022	Social Media Manager for the Summer Study Program in Audiovisual Arts and Communication of the University of the Aegean, University of the Aegean, Department of Cultural Technology and Communication, Greece.

RESEARCH PROGRAMMES

[Aug 2024 – Feb 2024]



HERIT ADAPT

[HERIT ADAPT: Heritage and territory resilience through sustainable Tourism, climate change Adaptation and citizen engagement](#)

HERIT ADAPT will foster cooperation among key stakeholders by activating interdisciplinary Territorial Working Groups (TWGs) to co-design the data-driven HERIT ADAPT Sustainable Tourism Model (STM) that will be tested in 8 pilot Euro-MED regions of different typologies, including UNESCO sites and lesser-known monuments in coastal, hinterland and mountainous areas.

Role: Analysis and development of data-driven services for sustainable tourism based on the needs of the HERIT-ADAPT project.

[Jan 2024 – Present]



[Steame Teacher Facilitators Academy \(STEAME-ACADEMY\)](#)

The STEAME Teacher Facilitators Academies will support the training of service teachers and the training of student teachers. At a certain stage the service teachers will serve as mentors of the student teachers throughout a European mobility-based system. This will create a networking between school education and university education and possibly industry, working together as co-creators for the sustainable development between teacher education providers with impact on the quality of education in Europe.

This project has been funded with support from the European Commission (Erasmus+).

University of the Aegean, Department of Primary Education, Rhodes, Greece.

Role: Senior Researcher – Virtual Reality Learning Environments Design and Development Training.

[Jan 2024 – Present]

Gender equality and anti-discrimination practices via virtual reality approaches (GAIA)

GAIA aims to substantially address issues of gender-based discrimination and contribute to women empowerment. It does so through technological innovation and digital tools

based on the development of a novel Virtual Reality (VR) tool.

The research work has been supported by the Hellenic Foundation for Research and Innovation (H.F.R.I.) under the “Basic Research Financing Action (Horizontal support of all Sciences) Sub-action II grant”.

School of International Studies, Communication and Culture, Department of Communication, Media, and Culture, Panteion University of Social and Political Sciences, Athens, Greece.

Role: Senior Researcher – Design and development of Virtual Reality Environments.

[Apr 2023 – Dec 2023]

[Virtual Reality in Higher Education \(VRinHE\)](#)

VRinHE

VRinHE promotes a sustainable, digital transformation of the Higher Education sector by developing innovative methods, approaches and guidelines to increase the participation rates, improve the quality of Higher Education and foster university learners’ digital 21st century skills.

This project has been funded with support from the European Commission (Erasmus+).

University of the Aegean, Department of Primary Education, Rhodes, Greece.

Role: Senior Researcher – Virtual Reality Learning Environments Design and Development Training.

[Jan 2023 – Present]

[VR tools for designing products aimed at people with visual and motor impairments \(VR4ALL\).](#)



The ultimate goal of VR4ALL project is, through the use of innovative VR tools, to increase the empathy of product designers in order for them to create better products for persons with motor and visual impairments.

This project has been funded with support from the European Commission (Erasmus+).

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

Role: Senior Researcher/Proposal co-author - Design, development, and evaluation of Virtual Worlds.

[Aug 2021 – Present]

[Realization of Virtual Reality Learning Environments \(VRLEs\) for Higher Education \(REVEALING\)](#)



The objective of the REVEALING project is to create VR learning environments that can be incorporated into the curricula of Higher Education Institutes (HEI). These environments will resemble virtual classrooms, with both students and teachers using avatars, and will display the lesson’s teaching material in a more immersive and interactive way. Additionally, there will be created 2 learning scenarios which will be videogame like quests, taking place in VR environments, that will include gamified educational exercises that the students will have to solve in order to successfully finish the quest.

This project has been funded with support from the European Commission (Erasmus+)

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

Role: Senior Researcher/Proposal co-author - Design, development, and evaluation of

Virtual Worlds.

[Feb 2021 – Aug 2023]



[Digital Transformation of the Aegean Archipelago in Culture and Tourism \(e-Aegean CulTour\)](#)

UoA, Department of Cultural Technology and Communication | 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, Lesvos, Greece.

Role: Director of Aegean VR/MR Services Project.

[Aug 2020 – Today]



[Aggregation and Provision of Integrated Tourist and Travel Services \(TouristHub\)](#)

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, Syros, Greece.

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

May 2020 – Today



[Nonverbal Communication in Immersive Virtual Reality \(metaVR\)](#)

Utilizing state-of-the-art technologies which allow the simulation or transference of non-verbal signals, metaVR will conduct a series of trials to first evaluate their performance vis-à-vis real processes and aspects of FtF interaction. The main research objective of metaVR is to thoroughly investigate the potential impact of nonverbal cues during synchronous, interpersonal interaction amongst physically remote individuals, immersed in a shared VE.

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, Syros, Greece.

Role: Senior Researcher/Proposal co-author - Development of a Mixed Reality platform supporting remote real-time user interaction.

Apr 2020 – Dec 2020	<u>Integrated system for managing and curating digital content and producing personalized individual and collaborative narratives.</u> Entrepreneurship development with Sectoral priorities – Central Greece and South Aegean (RIS3) University of the Aegean, Department of Cultural Technology and Communication, Lesvos, Greece. <u>Role: Senior Researcher - Implementation of virtual and mixed reality application to display and promote cultural heritage.</u>
Oct 2018 – Sept 2022 	<u>Creation of infrastructure for the evaluation and development of open-source technologies and interaction software in a virtual reality (VR) environment</u> The proposal concerns the expansion of the research infrastructure of the Laboratory of Image, Sound and Cultural Representation of the Department of Cultural Technology and Communication of the University of the Aegean, with the creation of two research spaces that will support collaborative Virtual Reality Systems. Northern Aegean Regional Fund University of the Aegean, Department of Cultural Technology and Communication, Lesvos, Greece. Role: Researcher/Equipment procurement, installation and operation director.
Aug 2018 – Dec 2019	Social Interaction in Virtual Reality Environments (SIVR) 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, Syros, Greece. <u>Role: Senior Researcher/Proposal co-author - Development of a Mixed Reality platform supporting remote real-time user interaction.</u>
Apr 2016 – Jun 2018 	<u>Enhanced Buying Experiences in Smart Cities (SMARTBUY)</u> 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. H2020-ICT-2015/687960. Computer Technology Institute and Press (CTI), Patras, Greece. <u>Role: Senior Researcher– Design, development, and evaluation of mobile applications.</u>
Jan 2016 – Jun 2018	<u>Holistic Personal public Eco-mobility (HoPE)</u>

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

CIP7-621133.

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

Role: Senior Researcher – Design, development, and evaluation of mobile applications.

Jan 2015 - Oct 2016

[Renewable Mobility Services in Smart Cities \(MOVESMART\)](#)

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 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).

FP7-609026.

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

Role: Researcher – Design, development, and evaluation of mobile applications.

Apr 2014 - Jul 2014

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

The project aims at highlighting traditional crafts/ professions in the Northern Aegean region, in the form of videos with 3D graphics. In this context the project records in detail the productive processes interrelated with ten (10) 'traditional' crafts.

Northern Aegean Regional Fund

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

Role: Researcher/3D Graphics Modelling.

Feb 2013 - Oct 2014

[eco-Friendly Urban Multi-Modal Route Planning Services for Mobile Users \(eCOMPASS\)](#)

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.

FP7-288094.

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

Role: Researcher – Design, development, and evaluation of mobile applications.

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.](#)

The project aimed at developing a three-dimensional GPS based virtual touring of the castle of Mytilene, the mapping of which was based on detailed architectural elements from various historical periods of the city.

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.

TEACHING EXPERIENCE/SUPERVISION

DEPARTMENT OF CULTURAL TECHNOLOGY AND COMMUNICATION, UNIVERSITY OF THE AEGEAN

- 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)
 - Programming games and applications in augmented reality environments with C# I, 2023 – Today
 - Programming games and applications in augmented reality environments with C# II, 2023 – Today
 - Mixed and Virtual Reality Games/Applications Development I, 2019 – 2023
 - Mixed and Virtual Reality Games/Applications Development II, 2019 – 2023
 - 3D Graphics I, 2016-2018
 - 3D Graphics II, 2016-2018
 - Mobile Technologies, 2016-2018

ATHENS SCHOOL OF FINE ARTS

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

DISTANCE LEARNING:

- Introduction to Unity, University of Ioannina K.E.DI.BI.M, 2023 – Today.
- Lifelong learning program in Mobile Technologies, University of Aegean 2013.

SUPERVISION:

PhD Thesis Supervisor (Completed)			
1	Dzardanova Elena (2023)	Department of Product and Systems Design Engineering	“The Body is the Message: Conceptual and Experimental Examinations of the Virtually Realized Experience”.
PhD Thesis Supervisor (In progress)			
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 Theses Supervisor (Completed)		
2019 – 2022: Supervision of fourteen (14) Master of Science and five (5) undergraduate theses in the field of Extended Reality.		

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, 1-2, 2020.
- [E2] D. Gavalas, **V. Kasapakis** and B. Guo, Mobile and Pervasive Games, Personal and Ubiquitous Computing, Springer Science, 19(3), 493-494, 2015.
- [E3] Vosinakis, S., **Kasapakis, V.**, & Gavalas, D. (2023). Extended Reality (XR) as a Communication Medium: Special Issue Guest Editorial. PRESENCE: Virtual and Augmented Reality, 1-9.

PEER REVIEWED INTERNATIONAL SCIENTIFIC JOURNALS

- [J1] IF: 3.006. Papadopoulou, E. E., Kavroudakis, D., Agelada, A., Zouros, N., Soulakellis, N., & Kasapakis, V. (2024). Virtual reality in geoeeducation: the case of the Lesvos Geopark. Interactive Learning Environments, 1-17. IF: 3.7.
- [J2] Dzardanova, E., Nikolakopoulou, V., **Kasapakis, V.**, Vosinakis, S., Xenakis, I., & Gavalas, D. (2024). Exploring the impact of non-verbal cues on user experience in immersive virtual reality. Computer Animation and Virtual Worlds, e2224. IF: 3.006.
- [J3] **Kasapakis, V.**, Dzardanova, E., Vosinakis, S., & Agelada, A. (2023). Sign language in immersive virtual reality: design, development, and evaluation of a virtual reality learning environment prototype. Interactive Learning Environments, 1-15. IF: 5.4.
- [J4] Xenakis, I., Gavalas, D., **Kasapakis, V.**, Dzardanova, E., & Vosinakis, S. (2023). Non-Verbal Communication in Immersive Virtual Reality through the Lens of Presence: A Critical Review. PRESENCE: Virtual and Augmented Reality, 1-71. IF: 1.750.
- [J5] **Kasapakis, V.**, Dzardanova, E., & Agelada, A. (2023). Virtual reality in education: The impact of high-fidelity nonverbal cues on the learning experience. Computers & Education: X Reality, 2, 100020.
- [J6] **Kasapakis, V.**, & Dzardanova, E. (2022). Virtual reality learning environments: using high-fidelity avatars to enhance distance learning experience. Interactive Learning Environments, 1-14. IF: 5.4.

- [J7] Dzardanova, E., & **Kasapakis, V.** (2022). Virtual Reality: A Journey from Vision to Commodity. *IEEE Annals of the History of Computing*, 45(1), 18-30. IF: 0.3.
- [J8] Dzardanova E, **Kasapakis V**, Gavalas D, Sylaiou S. (2021) Virtual reality as a communication medium: a comparative study of forced compliance in virtual reality versus physical world. *Virtual Reality*, 21:1, IF: 5.095.
- [J9] Bourg L, Chatzidimitris T, Chatzigiannakis I, Gavalas D, Giannakopoulou K, **Kasapakis V**, Konstantopoulos C, Kypriadis D, Pantziou G, Zaroliagis C. (2021) Enhancing shopping experiences in smart retailing. *Journal of Ambient Intelligence and Humanized Computing*, 4:1-9, IF: 7.104.
- [J10] Chatzidimitris, T., Gavalas, D., **Kasapakis, V.**, Konstantopoulos, C., Kypriadis, D., Pantziou, G., & Zaroliagis, C. (2020) "A location history-aware recommender system for smart retail environments". *Personal and Ubiquitous Computing (SCI-E)*, 1-12, IF: 3.006.
- [J11] Papadopoulou EE, **Kasapakis V**, Vasilakos C, Papakonstantinou A, Zouros N, Chroni A, Soulakellis N. (2020). Geovisualization of the Excavation Process in the Lesvos Petrified Forest, Greece Using Augmented Reality. *ISPRS International Journal of Geo-Information*, 9(6):374, IF: 2.899.
- [J12] Vassilakis C, Kotis K, Spiliotopoulos D, Margaris D, **Kasapakis V**, Anagnostopoulos CN, Santipantakis G, Vouros GA, Kotsilieris T, Petukhova V, Malchanau A. (2020) A semantic mixed reality framework for shared cultural experiences ecosystems. *Big Data and Cognitive Computing*, 4(2):6.
- [J13] Sylaiou, S., **Kasapakis, V.**, Gavalas, D., & Dzardanova, E. (2020). "Avatars as storytellers: affective narratives in virtual museums". *Personal and Ubiquitous Computing*, 1-13, IF: 3.006.
- [J14] E. Dzardanova, **V. Kasapakis** and D. Gavalas. (2018). "On the Effect of Social Context in Virtual Reality", *IEEE Consumer Electronics Magazine*, Special Issue in "Advanced Interaction and Virtual/Augmented Reality", IF: 3.789
- [J15] **V. Kasapakis** and D. Gavalas, "User-Generated Content in Pervasive Games", *ACM Computers in Entertainment*, 16(1), 3:1-3:23, 2018.
- [J16] **V. Kasapakis** and D. Gavalas. (2017). "Occlusion Handling in Outdoors Augmented Reality Games", *Multimedia Tools and Applications*, Springer Science, 76(7), pp 9829-9854, IF: 2.757.
- [J17] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou and N. Vathis. (2017). "Scenic Route Planning for Tourists", *Personal and Ubiquitous Computing*, Springer Science, 21(1), pp. 137-155, IF: 3.006
- [J18] **V. Kasapakis** and D. Gavalas. (2017). "Revisiting Design Guidelines for Pervasive Games", *International Journal of Pervasive Computing and Communications*, Emerald, 13(4), pp. 386-407.
- [J19] **V. Kasapakis**, D. Gavalas and P. Galatis. (2016). "Augmented Reality in Cultural Heritage: Field of View Awareness in an Archaeological Site Mobile Guide", *Journal of Ambient Intelligence and Smart Environments*. Thematic issue on "Reflections and Advances in Ambient Intelligence", IOS Press, 8(5), pp. 501-514, IF: 2.105
- [J20] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis. (2015). "The eCOMPASS Multimodal Tourist Tour Planner", *Expert Systems with Applications*, Elsevier Science, 42(21), pp. 7303-7316, November, IF: 6.954
- [J21] **V. Kasapakis** and D. Gavalas. (2015). "Pervasive Gaming: Status, Trends and Design Principles", *Journal of Network and Computer Applications*, Elsevier Science, Vol. 55, pp. 213-236, IF: 6.281
- [J22] **V. Kasapakis**, D. Gavalas and N. Bubaris. (2015). "Pervasive Games Field Trials: Recruitment of Eligible Participants through Preliminary Game Phases", *Personal and Ubiquitous Computing*, Special Issue on "Mobile and Pervasive Games", Springer Science, 19(3), 523-536, IF: 3.006.

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.

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.

PEER REVIEWED INTERNATIONAL CONFERENCES

- [C1] Kasapakis, V., & Morgado, L. (2025). Ancient Greek Technology: An Immersive Learning Use Case Described Using a Co-Intelligent Custom ChatGPT Assistant. arXiv preprint arXiv:2502.04110.
- [C2] Kasapakis, V., Fokides, E., Kostas, A., Agelada, A., Gavalas, D., & Koutromanos, G. (2024, September). Virtual reality for synchronous learning in higher education. In International Conference on Extended Reality (pp. 249-257). Cham: Springer Nature Switzerland.
- [C3] Agelada, A., Rizopoulos, G., Flamos, I., & **Kasapakis, V.** (2022, December). Users as Craftspeople: Demonstrating Traditional Crafts using Interactive Immersive Virtual Reality. In 2022 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR) (pp. 245-247). IEEE.
- [C4] Neamoniti, S., & **Kasapakis, V.** (2022, December). Hand Tracking vs Motion Controllers: The effects on Immersive Virtual Reality Game Experience. In 2022 IEEE International Symposium on Multimedia (ISM) (pp. 206-207). IEEE.
- [C5] Dzardanova, E., **Kasapakis, V.**, Vosinakis, S., & Psarrou, K. (2022, November). Sign Language in Immersive VR: Design, Development, and Evaluation of a Testbed Prototype. In Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology (pp. 1-2).
- [C6] Marios, I., & **Kasapakis, V.** (2022, November). Experience Variations Between Immersive and Non-Immersive RPGs. In Proceedings of the 28th ACM Symposium on Virtual Reality Software and Technology (pp. 1-2).
- [C7] Vasilogamvros, P., & **Kasapakis, V.** (2022, November). The Effect of In-Game Advertising on Non-Immersive Game Experience. In 2022 IEEE Games, Entertainment, Media Conference (GEM) (pp. 1-3). IEEE.
- [C8] Malouta, A., Chrysanthi, A., & **Kasapakis, V.** (2022, October). Herstory: an AR storytelling application presenting women's heroic lives in public space. In 2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET) (pp. 01-04). IEEE.
- [C9] **Kasapakis, V.**, Dzardanova, E., Nikolakopoulou, V., & Vosinakis, S. (2022, October). Evaluation of a Virtual Reality Learning Environment testbed and Non-Verbal Cue Integration. In 2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET) (pp. 1-2). IEEE.
- [C10] Dzardanova, E., & **Kasapakis, V.** (2022, September). First Impressions Matter! IVR Haptic Feedback Effect on User Perception Towards Non-Player Characters. In Proceedings of the 17th International Conference on the Foundations of Digital Games (pp. 1-3).
- [C11] Gavalas, D., **Kasapakis, V.**, Kavakli, E., Koutsabasis, P., Catapoti, D., & Vosinakis, S. (2022, July). ARtefact: A Conceptual Framework for the Integrated Information Management of Archaeological Excavations. In International Conference on Extended Reality (pp. 211-223). Cham: Springer Nature Switzerland.
- [C12] Dzardanova E, **Kasapakis V.** Does having a virtual body make a difference during cinematic VR experiences? In Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems 2022 Jun 14 (pp. 1-4).
- [C13] **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. In Proceedings of the 14th International Workshop on Immersive Mixed and Virtual Environment Systems 2022 Jun 14 (pp. 47-50).

- [C14] Dzardanova E, **Kasapakis V.** Preliminary evaluation of an IVR user experience design model using eye-tracking attention measurements. In 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW) 2022 Mar 12 (pp. 822-823). IEEE.
- [C15] Gavalas D, **Kasapakis V**, Kavakli E, Koutsabasis P, Catapoti D, Vosinakis S. ARtefact: A Conceptual Framework for the Integrated Information Management of Archaeological Excavations. In International Conference on Extended Reality 2022 (pp. 211-223). Springer, Cham.
- [C16] **Kasapakis V**, Dzardanova E, Nikolakopoulou V, Vosinakis S, Xenakis I, Gavalas D. Social Virtual Reality: Implementing Non-verbal Cues in Remote Synchronous Communication. In International Conference on Virtual Reality and Mixed Reality 2021 Nov 24 (pp. 152-157). Springer, Cham.
- [C17] **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.
- [C18] 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).
- [C19] 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).
- [C20] 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).
- [C21] 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).
- [C22] 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).
- [C23] 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).
- [C24] 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).
- [C25] **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).
- [C26] **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).
- [C27] **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).
- [C28] 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).

- [C29] **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.
- [C30] 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.
- [C31] E. Dzardanova, **V. Kasapakis** and D. Gavalas, "Affective Impact of Social Presence in Immersive 3D Virtual Worlds", Proceedings of the 6th International Workshop on Digital Entertainment, Networked Virtual Environments and Creative Technology (DENVECT'2017), co-located with the 22nd IEEE International Symposium on Computer and Communications (ISCC'2017), pp. 6-11, Heraklion, Crete, Greece, 3-6 July 2017.
- [C32] A. Ioannidi, D. Gavalas and **V. Kasapakis**, "Flaneur: Augmented Exploration of the Architectural Urbanscape", Proceedings of the 22nd IEEE International Symposium on Computer and Communications (ISCC'2017), pp. 529-533, Heraklion, Crete, Greece, 3-6 July 2017.
- [C33] P. Galatis, D. Gavalas, **V. Kasapakis**, G. Pantziou and C. Zaroliagis, "Mobile Augmented Reality Guides in Cultural Heritage", Proceedings of the 8th EAI International Conference on Mobile Computing, Applications and Services (MobiCASE'2016), pp. 11-19, EAI, Cambridge, UK, 30 November – 1 December 2016.
- [C32] 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 21st IEEE Symposium on Computers and Communications (ISCC'2016), pp. 1151-1156, Messina, Italy, 27-30 June 2016.
- [C35] **V. Kasapakis** and D. Gavalas, "Investigating User Generated Content in Pervasive Games", Proceedings the 5th International Workshop on Digital Entertainment, Networked Virtual Environments, and Creative Technology (DENVECT'16), co-located with the 21st IEEE Symposium on Computers and Communications (ISCC'2016), pp. 79-84, Messina, Italy, 27-30 June 2016.
- [C36] **V. Kasapakis**, D. Gavalas and P. Galatis, "An Efficient Geometric Approach for Occlusion Handling in Outdoors Augmented Reality Applications", Proceedings of the 3rd 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.
- [C37] **V. Kasapakis** and D. Gavalas, "Geolocative Raycasting for Real-Time Buildings Detection in Pervasive Games", Proceedings of the 14th International Workshop on Network and Systems Support for Games (NetGames'2015), Zagreb, Croatia, 3-4 December 2015.
- [C38] **V. Kasapakis** and D. Gavalas, "Determining Field of View in Outdoors Augmented Reality Applications", Proceedings of the 12th European Conference on Ambient Intelligence (AmI'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.
- [C39] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, "A Personalized Multimodal Tourist Tour Planner", Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia (MUM'2014), pp. 73-80, Melbourne, Australia, 25-28 November 2014.
- [40] **V. Kasapakis** and D. Gavalas, "Blending History and Fiction in a Pervasive Game Prototype", Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia (MUM'2014), pp. 116-122, Melbourne, Australia, 25-28 November 2014.
- [C41] 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.*](#)

- [C42] **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. Giaffreda et al. (Eds.), Springer-Verlag, pp. 118-124, Rome, Italy, 27 October 2014.
- [C43] **V. Kasapakis**, D. Gavalas and N. Bubaris, “Pervasive Games Research: A Design Aspects-Based State of the Art Report”, Proceedings of the 17th Panhellenic Conference on Informatics (PCI’2013), pp. 152-157, Thessaloniki, Greece, 19-21 September 2013.
- [C44] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, K. Mastakas and G. Pantziou, “A Survey on Mobile Tourism Recommender Systems”, Proceedings of the 3rd International Conference on Communications and Information Technology (ICCIT’2013), pp. 131-135, Beirut, Lebanon, 19-21 June 2013.
- [C45] **V. Kasapakis**, D. Gavalas and N. Bubaris, “Addressing Openness and Portability in Outdoor Pervasive Role-Playing Games”, Proceedings of the 3rd International Conference on Communications and Information Technology (ICCIT’2013), pp. 93-97, Beirut, Lebanon, 19-21 June 2013.

PEER REVIEWED NATIONAL CONFERENCES

- [N1] Agelada, A., Papadopoulou, E., **Kasapakis, V.**, Kostas, A., Soulakellis, N. (2023). Using Virtual Reality to Enhance Learning Experience in Massive Open Online Courses (MOOCs), International Conference on Open and Distance Learning.
- [N2] **Kasapakis, V.**, Dzardanova, E., Agelada, A. (2023). Non-verbal Communication in Virtual Reality Learning Environments, 2nd Annual Greek Conference of Communication Workshops. The future of communication in the digital age. Best paper award.

ABSTRACTS

- [A1] D. Gavalas, **V. Kasapakis**, C. Konstantopoulos, G. Pantziou, N. Vathis and C. Zaroliagis, “Multimodal Tourist Tour Planning”, Special Session “Sustainable Multimodal Urban Mobility”, 28th European Conference on Operational Research (EURO 2016), Poznan, Poland, 3-6 July 2016.

BOOKS

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

CITATIONS

	Publications	Citations	<i>h</i> -index
Google Scholar	79	1140	19
Scopus	66	682	13
Web of Science	57	415	10

SCIENTIFIC ACTIVITIES

EDITORIAL BOARD

- [The Computer Games Journal](#), Springer Science (2016 - 2021).
- [Frontiers in Virtual Reality](#) (2022 – Today)

TPC MEMBER

- iLRN' 2024: 10th Annual International Conference of the Immersive Learning Research Network, Glasgow, Scotland, 20 – 22 July, 2024.
- GET' 2022: 15th International Conference on Game and Entertainment Technologies Lisbon, Portugal 20 – 22 July, 2022
- IEEE CoG2022: IEEE Conference on Games (CoG), August 21-24, Beijing, China, 2022.
- GaLA Conf' 2022: 11th Games and Learning Alliance Conference, November 30 – December 2, Tampere Finland, 2022.
- GaLA Conf' 2021: 10th International Conference, GALA 2021 La Spezia, Italy, December 1–2, 2021.
- IEEE ISCC' 2020: 25th IEEE Symposium on Computers and Communications, July 8-10, Rennes, France, 2020.
- GaLA Conf' 2020: 9th Games and Learning Alliance Conference, December 9th-10th 2020. Laval (virtual), France.
- Aml' 2019: 15th European Conference, Aml, November 13–15, Rome, Italy, 2019.
- ISoCC' 2019: 2nd International Symposium on Computers and Communications, 26th August, Vancouver, Canada, 2019.
- GaLA Conf' 2019: 9th Games and Learning Alliance Conference, November 27th-29th Athens, Greece, 2019.
- 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.
- 14th International Conference on Intelligent Environments (IE'18), Special Session "Gamification, Playfulness, and Ludicity in Intelligent Environments", Rome, Italy, June 25-28, 2018.
- VTC'2018: 88th IEEE Vehicular Technology Conference, Chicago, USA, August 27-30, 2018.
- VTC'2018: 87th IEEE Vehicular Technology Conference, Porto, Portugal, June 3-6, 2018.
- WiMob'2017: 13th IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, Rome, Italy, October 9-11, 2017.
- ISCC'2017: 22nd IEEE International Symposium on Computer and Communications, Heraklion, Greece, July 3-6, 2017.
- WiMob'2016: 12th IEEE International Conference on Wireless and Mobile Computing, Networking and Communications, October 17-19, New York, USA, 2016.
- ICIW'2016: 11th IARIA International Conference on Internet and Web Applications and Services, May 22-26, Valencia, Spain, 2016.
- ICIW'2015: 10th IARIA International Conference on Internet and Web Applications and Services, June 21-16, Brussels, Belgium, 2015.
- ICIW'2014: 9th IARIA International Conference on Internet and Web Applications and Services, July 20-14, Paris, France, 2014.

REVIEWER

- Indicative International Conferences: IEEE WiMob, IEEE IoT, IEEE VTC, IEEE ISCC, IARIA ICIW, IEEE GLOBECOM, IEEE COMPSAC, ACM RecSys, IEEE ICC, IEEE WF-IoT, Springer iLRN, Springer GaLA.
- Indicative International Journals: Virtual Reality (Springer), Personal and Ubiquitous Computing (Springer), PRESENCE: Virtual and Augmented Reality (MIT), Frontiers In Virtual Reality, Journal on Computing and Cultural Heritage (ACM), Computers in Human Behavior: Artificial Humans (Elsevier).

INVITED TALKS/WORKSHOPS/WEBINARS

- Invited talks:
 - Realization of Virtual Reality Learning Environments, Inter-Mediterranean Peace and Collaboration (IMPACT), Jan 2024.

- Cultural Representation and ICT: problems and prospects interconnected with VR technologies, 2nd International Biennale on Practical Philosophy, Nov 2021.
- **Webinars:**
 - [Navigating the Future: Harnessing Social Virtual Environments for Education](#), STEAME TEACHER FACILITATORS ACADEMY, Nov 2023.
- **Workshops:**
 - Interactive Virtual Reality Learning Environments, Cyprus STEAME Festival, Dec 2023.
 - Beyond the Classroom Walls: Exploring VR in Education, EUROMATH & EUROSCIENCE, Mar 2024.

TECHNICAL PORTFOLIO

Selected Applications Designer/Developer Programming Languages: C#, Java, Markup Languages: HTML, CSS Game Engines/IDEs: Unity 3D, Unreal Engine, Android Studio, Visual Studio. 3D Graphics Software: Cinema 4D, 3Ds Max, Blender Open-Source Platforms: Arduino Motion Capture: Rokoko, Optitrack, Vicon Systems, ManusVR, BinaryVR, Hi5 Gloves, Vive Trackers, Pupil Labs Eye Tracking, Vive Eye Tracking. VR/MR SDKs: SteamVR, XR Interaction Toolkit, ARCore, AR Foundation.	VRChat Collaborative Virtual Reality Learning Environments (2023) - Link Virtual Representation of the Teriade Museum (2022) - Link Virtual Representation of the Municipal Art Gallery of Mytilene (2022) - Link Mytilene Mansions promotion through Augmented Reality (2022) - Link Full body motion and non-verbal cues support in collaborative virtual reality environments (2021) - Link Sign Language in Social Virtual Reality (2021) - Link Non-Verbal Cues Motion Capture in Virtual Reality (2021) – Link Virtual Representation of the Death of Markos Botsaris & the sunken church of Kremasta (2021) - Link Virtual Reality Distance Learning Platform (2020) - Link VR Basketball – Accepted and published in Oculus Store (2019) - Link Open-Source Virtual Reality Glove Design and Development (2017) - Link Augmented Virtuality Using Motion Capture Technologies (2017) - Link Mobile Route Planning Application (2016) - Link Mobile Tourist Tour Planner Application (2015) - Link Geolocative Raycasting for Field of View Calculation in Pervasive Games and Cultural Heritage (2015) – Link 1 , Link 2 Five Minutes: To Escape: Personal Game Design/Development Project (2015) - Link
Selected Applications Design/Development Consultant	Virtual Simulation of the Mastic Production Process - Link Virtual Visit at the Castle of Mytilene - Link Virtual Simulation of the Ouzo Production Process - Link Olive Oil Production through Virtual Reality – Link Making Terraces - Link
Selected Student Applications Design/Development Supervision	Postgraduate student projects (2023) - Link Undergraduate student projects (2023) - Link Undergraduate student projects (2022) – Link

Undergraduate student projects (2021) - [Link](#)

Blue stories in VR – Sofia Neamoniti (2022) - [Link](#)

The Sealed Truth – Vasilogamvros Panagiotis (2022) - [Link](#)

Gigantomachy – Omiros Tsimaras (2023) - [Link](#)