PERSONAL INFORMATION
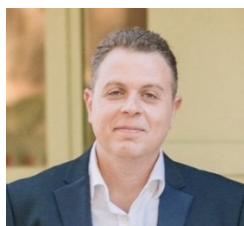
Dr. Stylianos Mystakidis Dipl. Eng. M.Sc. M.A. PMP Ph.D.

Patras, Achaia, Greece

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Sex Male | Date of birth 12/10/1974 | Nationality Greek

SHORT BIO

Dr. Stylianos Mystakidis is an innovator and researcher on Educational Technology at the University of Patras, Adjunct Faculty member at the Democritus University of Thrace, the Hellenic Open University, the Open University of Cyprus and Visiting Professor at the International Telematic University UNINETTUNO, Italy. He has published over 120 works in peer-reviewed international journals, conferences and books on Immersive Learning, Metaverse, Extended Reality, Virtual Reality, Gamification, Storytelling, Serious Games, Instructional Design, Open and Distance Education, Artificial Intelligence. His works have generated considerable impact as he is included in the world's top 2% most-cited scientists in Education (Elsevier & University of Stanford's list, 2023-2025). He has participated as a researcher and project manager (PMI/PMP) in 21 international and European projects. He is serving as General Chair of the Annual Conference of the Immersive Learning Research Network (iLRN). His formal studies include a Ph.D. in Cognitive Science at the Faculty of Information Technology, University of Jyväskylä (Finland), MA in Education in Virtual Worlds at the University of West of England Bristol (UK), MSc in Mechanical Engineering at the National Technical University of Athens (Greece) and Postgraduate Certificate at the Open University of Catalonia (Spain).

CAREER

February 2024 –	**Visiting Professor**

International Telematic University UNINETTUNO, Rome, Italy

▪ Undergraduate Computer Science course "Digital Innovation" (9 ECTS), faculty of Engineering.

January 2025 –	**Professor-Counsellor, Academic Teaching Staff**

Open University of Cyprus, Nicosia, Cyprus

▪ Professor-Counsellor of the postgraduate course "Digital Technologies in Education" (15 ECTS).

June 2023 –	**Academic Faculty Member**

Democritus University of Thrace*, Kavala, Greece

Academic faculty member of the following postgraduate courses (in English) of the MSc in Immersive Technologies - Innovation in Education, Training and Game Design:
▪ IMTE1: Immersive Storytelling (7.5 ECTS)
▪ IMTE4: Immersive Media Design (7.5 ECTS)
▪ * In the academic year 2022-3, the MSc was hosted by the Hellenic International University

October 2020 –	**Professor-Counsellor, Academic Teaching Staff**

Hellenic Open University, Patras, Greece

▪ Professor-Counsellor of the postgraduate courses "Open and Distance Learning" (22 ECTS) and "Emerging web technologies and digital games" (10 ECTS).

January 2019 –	**Learning Innovator and Researcher**

University of Patras, Greece (School of Natural Sciences, Museum of Science & Technology)

Design, implementation & evaluation of innovative learning experiences, educational and research projects utilizing the potential of educational technologies. Indicative tasks:
▪ Instructional Design & Development: 3D Virtual Worlds, Metaverse, VR, AR, Game-based Learning
▪ Online Learning, Project Management

March 2014 – December 2018	**Learning Technologist, Coordinator and Manager**

University of Patras, Greece (Centre for Vocational Training – KEK/KEDIVIM)

Design and implementation of innovative training programs, educational and research projects in educational technology. Main tasks: ▪ E-learning Management ▪ Instructional Design & Learning Needs Analysis	▪ E-learning & Blended Learning Facilitation ▪ Social Media Marketing ▪ E-learning Content Development ▪ E-learning Platforms & Website Administration ▪ Faculty Training, Support, Coaching & Mentoring

March 2001 – June 2015   **Engineer, E-learning Administrator, Developer & Virtual Worlds Specialist**

University of Patras, Greece (Technical Services, Network Operating Centre, Library Services)

Distinction: Commendation letter by the Rector for a successful project that led to six-digit annual budget savings. Main tasks and achievements:
▪ Setup and Operation of the University of Patras' Occupational Safety & Health Office

▪ E-learning Platforms Administration	▪ Open Education (MOOCs, OEP, OER)
▪ E-learning Management & Development	▪ Website Design & Administration
▪ Virtual Worlds Design & Development	▪ User Training & Support

STUDIES

2014 – 2019   **PhD in Cognitive Science**   EQF 8

Faculty of Information Technology, University of Jyväskylä (JYU), Jyväskylä, Finland

▪ Thesis title: "Motivation Enhanced Deep and Meaningful Learning with Social Virtual Reality" available online: https://jyx.jyu.fi/handle/123456789/66667

2014 – 2016   **Master of Arts Education in Virtual Worlds**   EQF 7

University of the West of England (UWE), Bristol, United Kingdom

▪ Master Thesis: "Monastery Raider: The Panagia Paramythea Code Epistemic Serious Game"

2010 – 2011   **Virtual Worlds Certificate**   EQF 7

University of Washington, Seattle, USA

▪ Concepts & Principles of Virtual Worlds ▪ Designing Virtual Worlds	▪ Programming Virtual Worlds Distinction: Class Speaker

2009 – 2010   **European Postgraduate Certificate in e-Learning Course Design & Teaching (20 ECTS)**   EQF 7

Open University of Catalonia, Barcelona, Spain

▪ Grade: A
▪ Fundamentals of e-Learning and Education Design, Supporting Teaching & Learning Processes through ICT, Designing Programmes and Courses in Blended Environments, Designing Resources and Activities for e-Learning Purposes

1992 – 1998   **Integrated Master of Science in Mechanical Engineering**   EQF 7

National Technical University of Athens, Athens, Greece

▪ Master Thesis: Business Process Reengineering of a European Non-Governmental Organization

ACADEMIC ACTIVITY

Academic Profile
▪ ORCID: https://orcid.org/0000-0002-9162-8340
▪ Scopus: https://www.scopus.com/authid/detail.uri?authorId=55547222700
▪ Google Scholar: https://scholar.google.gr/citations?user=M4yfbJ4AAAAJ

Achievements – Awards – Distinctions – Scholarships
1. World's top 2% most-cited scientist in Education 2023-2025 (Elsevier & Stanford University's list) https://topscinet.com/scientist_profile/Mystakidis,%20Stylianos/2012/?stype=single_year
2. Highly Ranked Scholar (global top 0,05%) in the prior five years in ScholarGPS (2024) https://scholargps.com/scholars/20849281284026/stylianos-mystakidis
3. Finalist for the Best Poster Award of the 21th International Conference on Intelligent Tutoring Systems (ITS 2025)
4. Best Academic Full Paper Award of the 10th International Conference of the Immersive Learning Research Network (iLRN 2024) https://www.immersivelrn.org/ilrn2024/awards/
5. Knowledge Pioneer Award, Encyclopedia, MDPI, 2024 https://www.upatras.gr/aponomi-vraveiou-encyclopedia-knowledge-pioneer-award-se-erevniti-tou-panepistimiou-patron/
6. Best Reviewer Award of the IEEE ICALT 2023 conference

7. Featured article and front page of *Information*, *13*(3) https://www.mdpi.com/2078-2489/13/3, 2022
8. Featured article and front page of *Computers*, *10*(8) https://www.mdpi.com/2073-431X/10/8, 2021
9. Featured educational machinima award for the video "Real Virtuality: A Special Day" at the *Virtual Worlds Best Practices in Education*, 2014
10. National Seal of Good Digital Teaching Practice, 2012 for the Open Workshop on Information Literacy of the University of Patras (First Greek MOOC in 3D virtual worlds)
11. Best Educational Practice in Virtual Worlds Poster Award, 2012 for the UW Maya Island in Second Life at the Virtual Worlds Best Practices in Education conference
12. Technical Chamber of Greece (TEE) Scholarship, 1993 (due to outstanding academic record)
13. State Scholarships Foundations (IKY) Scholarship, 1993 (due to outstanding academic record)

Academic Metrics (Google Scholar)

- h-index: 27
- i10-index: 48

Teaching Experience in Higher Education

Semester	Course	University
2025-6 Fall	1. Emerging web technologies and digital games (10 ECTS)	Hellenic Open University, Greece
2024-5 Fall	2. Open and Distance Learning (22 ECTS)	Hellenic Open University, Greece
2024-5 Spring	3. Digital Technologies in Education	Open University of Cyprus, Cyprus
	4. Open and Distance Learning	Hellenic Open University, Greece
2024-5 Summer	5. Immersive Media Design (7.5 ECTS)	Democritus University of Thrace, GR
	6. Immersive Storytelling (7.5 ECTS)	Democritus University of Thrace, GR
2023-4 Fall	7. Open and Distance Learning	Hellenic Open University, Greece
2023-4 Spring	8. Open and Distance Learning	Hellenic Open University, Greece
	9. Digital Innovation	International Telematic University, Italy
2023-4 Summer	10. Immersive Media Design	Democritus University of Thrace, GR
	11. Immersive Storytelling	Democritus University of Thrace, GR
2022-3 Fall	12. Open and Distance Learning	Hellenic Open University, Greece
2022-3 Spr.	13. Open and Distance Learning	Hellenic Open University, Greece
2022-3 Summer	14. Immersive Media Design	Democritus University of Thrace, GR
	15. Immersive Storytelling	Democritus University of Thrace, GR
2021-2 Fall	16. Open and Distance Learning	Hellenic Open University, Greece
2021-2 Spr.	17. Open and Distance Learning	Hellenic Open University, Greece
2020-1 Fall	18. Open and Distance Learning	Hellenic Open University, Greece
2020-1 Spr.	19. Open and Distance Learning	Hellenic Open University, Greece
2018-9	20. Collaborative ICT Tools in Public Administration	National School of Public Administration, Greece
2015-6	21. Collaborative ICT Tools in Public Administration	National School of Public Administration, Greece
2014-5	22. Collaborative ICT Tools in Public Administration	National School of Public Administration, Greece
2013-4 Fall	23. CDT4 Designing Resources and Activities for e-Learning Purposes	Open University of Catalonia, Spain
2013-4 Spring	24. Artificial intelligence, bots and Non-Player Characters	University of the West of England, United Kingdom
2012-3	25. CDT3 Designing Programmes and Courses in Blended Environments	Open University of Catalonia, Spain
2011-2 Fall	26. CDT4 Designing Resources and Activities for e-Learning Purposes	Open University of Catalonia, Spain
2010-11 Fall	27. CDT4 Designing Resources and Activities for e-Learning Purposes	Open University of Catalonia, Spain
2010-11 Spring	28. CDT3 Designing Programmes and Courses in Blended Environments	Open University of Catalonia, Spain
2009-10 Spring	29. CDT3 Designing Programmes and Courses in Blended Environments	Open University of Catalonia, Spain

Teaching Experience in Postsecondary Education

- Basic & advanced ICT, Informatics and teacher training, 1.246 hours in 16 semesters (IEK Vocational College, 2000-2009)

Teaching Experience in Vocational & Adult Education

1. Instructional design and development of the 2-ECTS course "Augmented and Virtual Reality in Teaching and Learning" (Open University of Cyprus & Cyprus Pedagogical Institute, 2019-20)
2. Train The Blended Learning and eLearning Trainer (KEDIVIM University of Patras, 2015-19)
3. Adult Learning (KEDIVIM University of Patras, 2017-18)
4. Academic Faculty Training on 3D Virtual Environments (Cyprus University of Technology, 2015)

5. Training of Academic Faculty on E-learning Course Design & Development (UOC, 2015)
6. Understanding Virtual Worlds (University of Washington USA, 2011-12)
7. Designing Virtual Worlds (University of Washington USA, 2011-12)
8. Programming Virtual Worlds (University of Washington USA, 2011-12)
9. Web 2.0 tools in Public Administration (EKDDA, 2009-10)
10. Train the e-trainer (EKDDA, 2008-10)
11. Train the e-learning operator (EKDDA, 2008-9)
12. Computer science didactics (EKDDA, 2008-9)
13. Production of SCORM & OER for e-learning (EKDDA, 2008-9)

Research Projects

[RR07] Experiential Quantum Mechanic / ExQuMe (2025-1-FI01-KA220-HED-000362170, 2025-28)

[RR06] Esports as Accelerator for Social Inclusive Education (101086885-EASIE-ERASMUS-EDU-2022-PI-FORWARD, 2023-26)

[RR05] Most Valuable Play (KA220-SCH-96DE057D, 2024-26)

[RR04] Neuropedagogy (2020-1-PL01-KA203-081740, 2020-23)

[RR03] Boosting Innovation in Education aNd REsearch oF Precision AgriculTure in Palestine / BENEFIT (609544-EPP-1-2019-1-PS-EPPKA2-CBHE-JP, 2020-23)

[RR02] Digital Competence of Teachers (Open University of Cyprus for Cyprus Pedagogical Institute, 2019-20)

[RR01] Open Education Europa (European Commission, 2014-15)

Publications in international journals (peer-reviewed)

[J37] Christopoulos, A., **Mystakidis**, S., Stylios, C., & Tsoulos, I. G. (2025). Unplugged gamification in education: Developing computational thinking skills through embodied gameplay. *The Journal of Educational Research*, 1–14. https://doi.org/10.1080/00220671.2025.2517266

[J36] Pazakou, A.-M., **Mystakidis**, S., & Kazanidis, I. (2025). Collaboration in a Virtual Reality Serious Escape Room in the Metaverse Improves Academic Performance and Learners' Experiences. *Future Internet*, *17*(1), 21. https://doi.org/10.3390/fi17010021

[J35] Ewais, A., **Mystakidis**, S., Khalilia, W., Diab, S., Christopoulos, A., Khasib, S., Yahya, B., & Hatzilygeroudis, I. (2024). Virtual Reality Immersive Simulations for a Forensic Molecular Biology Course—A Quantitative Comparative Study. *Applied Sciences*, *14*(17), 7513. https://doi.org/10.3390/app14177513

[J34] **Mystakidis**, S. (2024). Towards Passion-driven Learning in Extended Reality with Meaningful Gamification and Escape Room Games. *ERCIM News*, *137*, 28–29. https://ercim-news.ercim.eu/en137/special/towards-passion-driven-learning-in-extended-reality-with-meaningful-gamification-and-escape-room-games

[J33] Prasetya, F., Fortuna, A., Samala, A. D., Rawas, S., **Mystakidis**, S., Syahril, Waskito, Primawati, Wulansari, R. E., & Kassymova, G. K. (2024). The impact of augmented reality learning experiences based on the motivational design model: A meta-analysis. *Social Sciences & Humanities Open*, *10*, 100926. https://doi.org/10.1016/j.ssaho.2024.100926

[J32] Papadopoulou, A., **Mystakidis**, S., & Tsinakos, A. (2024). Immersive Storytelling in Social Virtual Reality for Human-Centered Learning about Sensitive Historical Events. *Information*, *15*(5), 244. https://doi.org/10.3390/info15050244

[J31] Yazdi, A., Karimi, A., & **Mystakidis**, S. (2024). Gamification in Online Education: A Visual Bibliometric Network Analysis. Information, 15(2), 81. https://doi.org/10.3390/info15020081

[J30] Voreopoulou, A., **Mystakidis**, S., & Tsinakos, A. (2024). Augmented Reality Escape Classroom Game for Deep and Meaningful English Language Learning. *Computers*, *13*(1), 24. https://doi.org/10.3390/computers13010024

[J29] Christopoulos, A., **Mystakidis**, S., Kurczaba, J., Laakso, M.-J., & Stylios, C. (2024). Is Immersion in 3D Virtual Games Associated with Mathematical Ability Improvement in Game-Based Learning? *International Journal of Science and Mathematics Education*, *22*(7), 1479–1499. https://doi.org/10.1007/s10763-023-10440-4

[J28] Khalilia, W. M., Abdallatif, A., **Mystakidis**, S., & Fragkaki, M. (2023). A Mediation Model of the Usability and Intergroup Relation for Online Project Management Community Effectiveness with Microsoft Teams. *Societies*, *13*(12), 255. https://doi.org/10.3390/soc13120255

[J27] Christopoulos, A., & **Mystakidis**, S. (2023). Gamification in Education. *Encyclopedia*, *3*(4), 1223–1243. https://doi.org/10.3390/encyclopedia3040089

[J26] **Mystakidis**, S., Christopoulos, A., Fragkaki, M., & Dimitropoulos, K. (2023). Online Professional Development on Educational Neuroscience based on Design Thinking. *Information*, *14*(7). https://doi.org/10.3390/info14070382

[J25] Kalaitzopoulou, E., Matthews, P., **Mystakidis**, S., & Christopoulos, A. (2023). Engagement with Optional Formative Feedback in a Portfolio-Based Digital Design Module. *Information*, *14*(5). https://doi.org/10.3390/info14050287

[J24] **Mystakidis**, S., & Lympouridis, V. (2023). Immersive Learning. *Encyclopedia*, *3*(2), 396–405. https://doi.org/10.3390/encyclopedia3020026

[J23] Fragkaki, M., **Mystakidis**, S., & Dimitropoulos, K. (2022). Higher Education Faculty Perceptions and Needs on Neuroeducation in Teaching and Learning. *Education Sciences*,

12(10), 707. https://doi.org/10.3390/educsci12100707

[J22] Tsimaras, D. O., **Mystakidis**, S., Christopoulos, A., Zoulias, E., & Hatzilygeroudis, I. (2022). E-Learning Courses Evaluation on the Basis of Trainees' Feedback on Open Questions Text Analysis. *Education Sciences*, *12*(9). https://doi.org/10.3390/educsci12090633

[J21] Theologi-Gouti, P., Iliopoulos, I., & **Mystakidis**, S. (2022). Harnessing the power of local museum-school cultural, environmental and health education networks. *University Museums and Collections Journal*, *14*(2), 131.

[J20] **Mystakidis**, S., Jiayu, L., & Rongzhen, C. (2022). 工业4．0时代元宇宙赋能的智慧教育 (Wisdom Education Empowered by Metaverse in the Era of Industry 4.0). *Journal of World Education*, *510*, 11–15. https://mall.cnki.net/magazine/article/JYXI202206002.htm

[J19] Christopoulos, A., **Mystakidis**, S., Cachafeiro, E., & Laakso, M.-J. (2023). Escaping the cell: virtual reality escape rooms in biology education. *Behaviour & Information Technology*, *42*(9), 1434–1451. https://doi.org/10.1080/0144929X.2022.2079560

[J18] **Mystakidis**, S., Besharat, J., Papantzikos, G., Christopoulos, A., Stylios, C., Agorgianitis, S., & Tselentis, D. (2022). Design, Development and Evaluation of a Virtual Reality Serious Game for School Fire Preparedness Training. *Education Sciences*, *12*(4), 281. https://doi.org/10.3390/educsci12040281

[J17] **Mystakidis**, S., & Christopoulos, A. (2022). Teacher Perceptions on Virtual Reality Escape Rooms for STEM Education. *Information*, *13*(3), 136. doi:10.3390/info13030136

[J16] **Mystakidis**, S. (2022). Metaverse. *Encyclopedia*, *2*(1), 486–497. https://doi.org/10.3390/encyclopedia2010031

[J15] **Mystakidis**, S., Filippousis, G., Tolis, D., & Tseregkouni, E. (2021). Playful Metaphors for Narrative-Driven E-Learning. *Applied Sciences*, *11*(24), 11682. doi:10.3390/app112411682

[J14] **Mystakidis**, S., Fragkaki, M., & Filippousis, G. (2021). Ready Teacher One: Virtual and Augmented Reality Online Professional Development for K-12 School Teachers. *Computers*, *10*(10), 134. https://doi.org/10.3390/computers10100134

[J13] **Mystakidis**, S. (2021). Deep and Meaningful Learning. *Encyclopedia*, *1*(3), 988–997. https://doi.org/10.3390/encyclopedia1030075

[J12] Christopoulos, A., **Mystakidis**, S., Pellas, N., & Laakso, M.-J. (2021). ARLEAN: An Augmented Reality Learning Analytics Ethical Framework. *Computers*, *10*(8), 92. https://doi.org/10.3390/computers10080092

[J11] **Mystakidis**, S., Christopoulos, A., & Pellas, N. (2022). A systematic mapping review of augmented reality applications to support STEM learning in higher education. *Education and Information Technologies*, *27*(2), 1883–1927. https://doi.org/10.1007/s10639-021-10682-1

[J10] **Mystakidis**, S. (2021). Combat Tanking in Education - The TANC Model for Playful Distance Learning in Social Virtual Reality. *International Journal of Gaming and Computer-Mediated Simulations*, *13*(4), 1–20. https://doi.org/10.4018/IJGCMS.291539

[J9] Pellas, N., **Mystakidis**, S., & Christopoulos, A. (2021). A Systematic Literature Review on the User Experience Design for Game-Based Interventions via 3D Virtual Worlds in K-12 Education. *Multimodal Technologies and Interaction*, *5*(6), 28. doi:10.3390/mti5060028

[J8] **Mystakidis**, S., Berki, E., & Valtanen, J. (2021). Deep and Meaningful E-learning with Social Virtual Reality Environments in Higher Education: A Systematic Literature Review. *Applied Sciences, 11*(5), 2412. doi:10.3390/app11052412

[J7] Pellas, N., Mystakidis, S., & Kazanidis, I. (2021). Immersive Virtual Reality in K-12 and Higher Education: A systematic review of the last decade scientific literature. *Virtual Reality*, *25*(3), 835–861. https://doi.org/10.1007/s10055-020-00489-9

[J6] Pellas, N., & **Mystakidis**, S. (2020). A Systematic Review of Research about Game-based Learning in Virtual Worlds. *JUCS - Journal of Universal Computer Science*, *26*(8), 1017–1042. https://doi.org/10.3897/jucs.2020.054

[J5] **Mystakidis**, S., Berki, E., & Valtanen, J. (2019). The Patras Blended Strategy Model for Deep and Meaningful Learning in Quality Life Long Distance Education. *Electronic Journal of E-Learning, 17*(2), 66–78. doi:10.34190/JEL.17.2.01

[J4] **Mystakidis**, S., & Berki, E. (2018). The Case of Literacy Motivation: Playful 3D Immersive Learning Environments and Problem-Focused Education for Blended Digital Storytelling. *International Journal of Web-Based Learning and Teaching Technologies, 13*(1). doi:10.4018/IJWLTT.2018010105

[J3] Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., & **Mystakidis**, S. (2015). A Cross-Cultural and Gender-Based Perspective for Online Security: Exploring Knowledge, Skills and Attitudes of Higher Education Students. *IADIS International Journal on WWW/Internet, 13*(1), 64–79. Retrieved from: http://iadisportal.org/ijwi/papers/2015131105.pdf

[J2] Kostopoulos, K. P., Giannopoulos, K., **Mystakidis**, S., & Chronopoulou, K. (2014). E-Learning through Virtual Reality Applications: The Case of Career Counseling. *The International Journal of Technologies in Learning, 20*(1), 57–68. doi:10.18848/2327-0144/CGP/v20i01/49125

[J1] Γιαννόπουλος, Κ., Κωστόπουλος, Κ. Π., **Μυστακίδης**, Σ., & Χρονοπούλου, Κ. (2013). Εφαρμογές Εικονικής Πραγματικότητας στη Συμβουλευτική Σταδιοδρομίας. Δυνατότητες και Περιορισμοί. *Επιθεώρηση Συμβουλευτικής-Προσανατολισμού*, *101*, 296–308. Retrieved from https://www.elesyp.gr/index.php/component/jdownloads/send/2-ilektronika-teyxi/32-teyxos-101

Book Chapters (peer-reviewed)

[CH15] Tolis, D., **Mystakidis, S.**, Hatzilygeroudis, I., & Siozopoulos, K. (2026). Generative AI Agents for Instructional Co-design: A Sequential Agent-Based Approach Using a Low-Code/No-Code Platform. In *21st International Conference on IntelligentTutoring Systems (ITS 2025)* (pp. 301–306). Springer. https://doi.org/10.1007/978-3-031-98281-1_25

[CH14] Lainidis, I., & **Mystakidis, S.** (2026). Systematic Literature of Immersive Learning Design with Virtual Reality for STEM Education in Higher Education. In *11th International Conference of the Immersive Learning Research Network (iLRN 2025)* (pp. 219–233). https://doi.org/10.1007/978-3-031-98080-0_14

[CH13] Vontzalidis, G., **Mystakidis, S.**, Christopoulos, A., & Moustakas, K. (2025). Spatial Audio Cues in an Immersive Virtual Reality STEM Escape Room Game: A Comparative Study. *10th International Conference of the Immersive Learning Research Network (ILRN 2024).* (pp. 317–328). Springer. https://doi.org/10.1007/978-3-031-80475-5_23

[CH12] Tolis, D., **Mystakidis, S.**, & Christopoulos, A. (2025). Generative AI Applications in Education: A Low-Code/No-Code Approach. In V. Geroimenko (Ed.), *Human-Computer Creativity: Generative AI in Education, Art, and Healthcare* (pp. 135–151). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-86551-0_8

[CH11] **Mystakidis, S.**, Theologi-Gouti, P., & Iliopoulos, I. (2024). STEAM Project Exhibition in the Metaverse for Deaf High School Students' Affective Empowerment: The Power of Student Museum Exhibitions in Social Virtual Reality. In *9th International Conference of the Immersive Learning Research Network (iLRN 2023)* (pp. 239–249). Springer. https://doi.org/10.1007/978-3-031-47328-9_18

[CH10] **Mystakidis, S.**, & Lympouridis, V. (2024). Designing Simulations in the Metaverse: A Blueprint for Experiential Immersive Learning Experiences. In V. Geroimenko (Ed.), *Augmented and Virtual Reality in the Metaverse* (pp. 65–79). Springer Nature Switzerland. https://doi.org/10.1007/978-3-031-57746-8_4

[CH09] **Mystakidis, S.**, Kostopoulos, K.-P., Giannopoulos, K., & Chronopoulou, K. (2023). Problem-based Learning for a Massive Open Online Course in Social Virtual Reality. In S. Marín-Conejo & G. O'Sullivan (Eds.), *Intersectional Challenges in Higher Education: Concerns, Approaches, Methods* (pp. 101–122). Editorial Dykinson.

[CH08] **Mystakidis, S.**, & Lympouridis, V. (2024). Immersive Learning Design in the Metaverse: A Theoretical Literature Review Synthesis. In D. Liu, R. Huang, A. Hosny Saleh Metwally, A. Tlili, & E. Fan Lin (Eds.), *Application of the Metaverse in Education* (pp. 55–71). Springer. https://doi.org/10.1007/978-981-97-1298-4_4

[CH07] **Mystakidis, S.** (2022). Sustainable Engagement in Open and Distance Learning With Play and Games in Virtual Reality: Playful and Gameful Distance Education in VR. In *Research Anthology on Virtual Environments and Building the Metaverse* (pp. 297–312). IGI Global. https://doi.org/10.4018/978-1-6684-7597-3.ch015

[CH06] **Mystakidis, S.** (2022). Sustainable Engagement in Open and Distance Learning with Play and Games in Virtual Reality. In O. Bernardes, V. Amorim, & A. C. Moreira (Eds.), *Handbook of Research on Gamification Dynamics and User Experience Design* (pp. 409–424). IGI Global. https://doi.org/10.4018/978-1-6684-4291-3.ch019

[CH05] **Mystakidis, S.**, Mourtzis, P., & Tseregkouni, E. (2022). Collaborative problem solving for in-depth conceptual knowledge in 3D virtual worlds. In *Ideas for Active Learning* (pp. 643–651). University of Sussex Library. https://doi.org/10.20919/OPXR1032/79

[CH04] **Mystakidis, S.** (2021). Motivation Enhancement Methods for Community Building in Extended Reality. In J. A. Fisher (Ed.), *Augmented and Mixed Reality for Communities* (pp. 265–282). CRC Press. https://doi.org/10.1201/9781003052838-17

[CH03] **Mystakidis, S.**, & Berki, E. (2019). The Case of Literacy Motivation: Playful 3D Immersive Learning Environments and Problem-Focused Education for Blended Digital Storytelling. In I. Management Association (Ed.), *Virtual Reality in Education: Breakthroughs in Research and Practice* (pp. 259-274). Hershey, PA: IGI Global. https://doi.org/10.4018/978-1-5225-8179-6.ch012

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[W3]   Perifanou, M., **Mystakidis**, S., & Beard, A. (2015). Moving towards Open Educational Practices. Online, 21 April 2015: Open Education Europa, European Commission.

[W2]   **Mystakidis**, S. (2013). Information Literacy & Smart Life-Long Learning: Knowledge Antidotes in Economic Crisis. In *Libraries Development of Cyprus Association of Librarians Seminar – Information Scientists (CALIS)*. Retrieved from: https://www.slideshare.net/stylianosm/knowledge-antidotecyprusv1

[W1]   **Mystakidis** S. & Gadler-Pratt A. (2012). iHUB: Fast Track Virtual Worlds Education - Best Practices of Instructional Design, Development of 3D Learning Environments and Teaching in Virtual Worlds Workshop. *Federal Consortium for Virtual Worlds. Inspire the Future*, Washington D.C., USA, 16-18 May 2012.

Posters

[P4]   Theologi-Gouti, P., Iliopoulos, I., **Mystakidis**, S., & Kotzamanidi, I. (2024, September 24). Science Education Outreach with Playful Museum Kits for Sustainability: Insights from a Pilot Project of the Science and Technology Museum of the University of Patras, Greece. *UMAC-Universeum 2024 Annual Conference*.

[P3]   Theologi-Gouti, P., Iliopoulos, I., & **Mystakidis**, S. (2022). Harnessing the Power of local Museum-School Cultural, Environmental and Health Education Networks: The Case of the Science and Technology Museum of the University of Patras, Greece. *UMAC-NATHIST-ICME-ICR 2022 Joint Annual Conference*. Prague, 22-23 August 2022: ICOM.

[P2]   Fragkaki, M., **Mystakidis**, S., & Filippousis, G. (2020). Design and Evaluation of an Augmented and Virtual Reality Flipped-Learning Course for K-12 Educators. *Poster presented in the 6th International Conference of the Immersive Learning Research Network (ILRN 2020)*.

[P1]   **Mystakidis**, S. (2012). Explore the 2012 Maya Island while you have time! *Poster presented in the 2012 Virtual Worlds Best Practices in Education Conference*. (**Best poster award**)

Editorial Experience

[EDB5] Editorial Review Board member, *Metaverse*, 2025-today https://aber.apacsci.com/index.php/met/about/editorialTeam

[EDB4] Editorial Review Board member, *International Journal of Game-Based Learning (IJGBL)*, 2024-today https://www.igi-global.com/journals/open-access/reviewers/international-journal-game-based-learning/41019

[EDB3] Editorial Review Board member, *Journal of Hypermedia & Technology-Enhanced Learning*, 2024-2029 https://edutech-journals.org/index.php/j-hytel/about/editorialTeam

[EDB2] Editorial Review Board member, *International Journal of Environment, Workplace and Employment (IJEWE)*, 2023-today https://www.inderscience.com/jhome.php?jcode=ijewe

[EDB1] Associate Editor, *International Journal of Gaming and Computer-Mediated Simulations (IJGCMS)*, 2021-today https://www.igi-global.com/journal/international-journal-gaming-computer-mediated/1125

[ED10] Special Track Chair "Immersive Technologies, XR and AI for Education" (XRAI4Edu) at the iLRN 2025 conference https://www.immersivelrn.org/ilrn2025/special-track-3-xrai4edu/

[ED9]   Guest Editor, Recent Advances and Application of Virtual Reality, *Applied Sciences*, 2024-2025 https://www.mdpi.com/journal/applsci/special_issues/08V3TB14YR

[ED8]   Guest Editor, Innovation in Education, Training and Game Design with Immersive Technologies and Spatial Computing, *Information*, 2024-2025 https://www.mdpi.com/journal/information/special_issues/Y857V5JB3C

[ED7]   Guest Editor, Gamification and Serious Games Applications in Immersive Learning Environments, *Computers*, 2023-2024 https://www.mdpi.com/journal/computers/special_issues/50T8K7441H

[ED6]   Collection Editor, *Encyclopedia of Digital Society, Industry 5.0 and Smart City*, 2023- https://encyclopedia.pub/book/detail/10

[ED5]   Guest Editor, Research Topic "Digital Escape Rooms: A Problem-Based Approach to

Education and Training", *Frontiers in Education*, 2021-2022
https://www.frontiersin.org/research-topics/27652/digital-escape-rooms-a-problem-based-approach-to-education-and-training

[ED4] Guest Editor, Special Issue "Virtual & Augmented Reality Innovations for Teachers, Teacher Education, and Professional Development", *Computers*, 2021-2023
https://www.mdpi.com/journal/computers/special_issues/XR_Edu

[ED3] Guest Editor, Special Issue "Playful Design Applications in Digital Education & Training", *Applied Sciences*, 2021 https://mdpi.com/journal/applsci/special_issues/playful_design_applications

[ED2] Associate Editor, Volume 20, *The International Journal of Technologies in Learning*, 2015

[ED1] Guest Editor of the Special Issue "Learning in cyber-physical worlds", *eLearning Papers*, 2014

European Projects

[PR14] Skills, talent and empowerment through pathways – STEP (101141094–STEP-AMIF-2023-TF2-AG-CALL) – Researcher / Trainer (2025-26)

[PR13] EMBBIOME - Erasmus Mundus Master ın Biomedical Engineering (2024)

[PR12] EUAA Framework Service EUAA/2023/151 – Provision of Services in Instructional Design and Production of Interactive Digital Learning Products - Instructional Designer (2025-30)

[PR11] Engaging Gamified Experiences in learning and Development / EnGamED Platform (2024-25)

[PR10] EASO Framework Service EASO/ 2019/758 – Provision of e-Learning content authoring services including educational animations (2020-24)

[PR09] European Atelier of Crafts 4.0., Digital Skills and Augmented Didactics applied to the European Atelier of Crafts Model / Create 4.0 (021-1-IT01-KA220-VET-000033022) Researcher - Technical Expert (2022-24)

[PR08] e-Preparation Portal for Teachers-Students-Parents Including Abroad Studies / e-Prep (2020-1-DE02-KA226-VET-008290) Researcher (2021-23)

[PR07] CRAFT AND SMEs VET-NET (609100-EPP-1-2019-1-IT-EPPKA3-VET-NETPARR) Technical Expert - Evaluator (2019-22)

[PR06] Digital Serious Games for Academy of Athens - Expert (2024)

[PR05] Innovation for Vocational Education Trainers / iVET (2021-1-ES01-KA220-VET-000029626) - Expert (2023-24)

[PR04] Loustas Digital Serious Game – Municipality of Pylaia – Chortiati (2023-24)

[PR03] e-Kedith Experience - Municipality of Thessaloniki (2021)

[PR02] Development of an Integrated e-Learning Environment – Cyprus University of Technology (2014-15)

[PR01] Digital Agenda Assembly (EC) Contractor (2012)

Reviewer Experience

260+ verified reviews in 35+ Scopus indexed journals and conferences.

Conferences' Program Committee Member & Reviewer Experience

▪ General Chair – 12th International Conference of the Immersive Learning Research Network (2026)

▪ General Chair – 11th International Conference of the Immersive Learning Research Network (2025)

▪ Publicity Chair – 10th International Conference of the Immersive Learning Research Network (2024)

▪ Publicity Chair – 9th International Conference of the Immersive Learning Research Network (2023)

▪ Member - IEEE International Conference on Advanced Learning Technologies ICALT

▪ Member - European Conference on Technology Enhanced Learning ECTEL

▪ Member - IEEE VR Conference

▪ Member - International Conference on Interactive Mobile Communication, Technologies and Learning IMCL

▪ Member - International Conference in Open and Distance Learning ICODL

Evaluation of European and National Projects

▪ Evaluator of EU's HORIZON-MSCA-DN-2023 & 2024– 'Doctoral Networks' call (6 evaluations)

▪ External Reviewer of the University of Qatar, Office of Research Support since 2022 (3 reviews of High Impact Grants – cycle 6, 2022 & cycle 8, 2024).

▪ Certified Evaluator – Expert of the European Cooperation in Science and Technology (COST) with participation in 5 international Review Panels since 2020

▪ Certified Evaluator – Expert of the Hellenic Foundation for Research and Innovation since 2021

PERSONAL SKILLS

Mother tongue(s)   Greek

Other language(s)

UNDERSTANDING	SPEAKING	WRITING

	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
	Certificate of Proficiency in English – CPE				
German	C2	C2	C2	C2	C2
	Abitur, Kleines Deutsches Sprachdiplom				

Professional Certifications

- Project Management Professional (PMI/PMP)
- Post Graduate Diploma in e-Learning and Blended Learning (NCFE, UK)
- Post Graduate Diploma in Training and Development (NCFE, UK)
- Certified Trainer in Adult Learning in Greece (EOPPEP No. EB 27178)
- Moodle E-Learning platform Modification Professional (ACTA CELM)
- Certified ISO:9001 Quality Assurance (National Evaluation Center of Quality & Technology in Health)
- European Computer Proficiency for Teaching Young Learners K12
- European Computer Driving Licence (ECDL) Expert
- European Computer Driving Licence (ECDL) Webmaster