

PERSONAL INFORMATION

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



-  Patras, GR-26441, Greece
-  stylianos.mystakidis (Skype)
-  [smyst@upatras.gr](mailto:smyst@upatras.gr)
-  [linkedin.com/in/styliosm](https://www.linkedin.com/in/styliosm)
-  <https://twitter.com/styliosm2>

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

CAREER

June 2023 – **Academic Faculty Member**

International Hellenic University, Thessaloniki, Greece

Academic teacher 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)

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

Hellenic Open University, Patras, Greece

Professor-Counsellor of the 10-month postgraduate course “Open and Distance Learning” (22 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
- Online & Blended Learning
- Project Management

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

University of Patras, Greece (Centre for Vocational Training)

Design and implementation of innovative training programs, educational and research projects utilizing the potential of educational technologies.

Main tasks:

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| <ul style="list-style-type: none"> <li>▪ E-learning Management</li> <li>▪ Instructional Design &amp; Learning Needs Analysis</li> <li>▪ E-learning &amp; Blended Learning Facilitation</li> <li>▪ Open Education (MOOCs, OEP, OER)</li> </ul> | <ul style="list-style-type: none"> <li>▪ Social Media Marketing</li> <li>▪ Virtual Worlds Design &amp; Development</li> <li>▪ E-learning Content Development</li> <li>▪ E-learning Platforms Administration</li> <li>▪ Training Management</li> <li>▪ Faculty Training, Support, Coaching &amp; Mentoring</li> <li>▪ Website Administration</li> </ul> |
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March 2011 – June 2015 **E-learning & Virtual Worlds Specialist**

University of Patras, Greece (Library and Information Services)

Main tasks:

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| <ul style="list-style-type: none"> <li>▪ E-learning Management</li> <li>▪ Instructional Design</li> <li>▪ E-learning Development</li> <li>▪ E-learning and Blended Learning Facilitation</li> <li>▪ Virtual Worlds Design &amp; Development</li> </ul> | <ul style="list-style-type: none"> <li>▪ Open Education (MOOCs, OEP, OER)</li> <li>▪ Social Media Strategy</li> <li>▪ Website design, development &amp; administration</li> <li>▪ Community Management</li> <li>▪ Learning Needs Analysis</li> </ul> |
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March 2001 – February 2011 **Engineer, E-learning Administrator & Developer**

University of Patras, Greece (Technical Services, Network Operating Center)

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
- Setup of an institution-wide greenhouse gas emissions system
- Coordinating and Organizing of Facilities Management activities
- E-learning Platforms Administration
- E-learning Development
- Website Administration
- User Training & Support

STUDIES

2014 – 2019	<p><b>PhD in Cognitive Science</b></p> <p>University of Jyväskylä (JYU), Jyväskylä, Finland</p> <ul style="list-style-type: none"> <li>▪ Thesis title: "Motivation Enhanced Deep and Meaningful Learning with Social Virtual Reality" available online: <a href="https://jyx.jyu.fi/handle/123456789/66667">https://jyx.jyu.fi/handle/123456789/66667</a></li> </ul>	EQF 8
2014 – 2016	<p><b>Master of Arts Education in Virtual Worlds</b></p> <p>University of the West of England (UWE), Bristol, United Kingdom</p> <ul style="list-style-type: none"> <li>▪ Master Thesis: "Monastery Raider: The Panagia Paramythea Code Epistemic Serious Game"</li> </ul>	EQF 7
2010 – 2011	<p><b>Virtual Worlds Certificate</b></p> <p>University of Washington, Seattle, USA</p> <ul style="list-style-type: none"> <li>▪ Concepts &amp; Principles of Virtual Worlds</li> <li>▪ Designing Virtual Worlds</li> <li>▪ Programming Virtual Worlds</li> <li>▪ Distinction: Class Speaker</li> </ul>	EQF 7
2009 – 2010	<p><b>European Postgraduate Certificate in e-Learning Course Design &amp; Teaching (20 ECTS)</b></p> <p>Open University of Catalonia, Barcelona, Spain</p> <p>Grade: A</p>	EQF 7
1992 – 1998	<p><b>Master of Science in Mechanical Engineering</b></p> <p>National Technical University of Athens, Athens, Greece</p> <ul style="list-style-type: none"> <li>▪ Grade: 7.62 (top 10%)</li> <li>▪ Master Thesis: Business Process Reengineering of a European NGO (AEGEE-Europe)</li> </ul>	EQF 7
1986 – 1992	<p><b>Abitur</b></p> <p>German School of Athens (DSA), Athens, Greece</p> <ul style="list-style-type: none"> <li>▪ Final Grade: 1.21 (6th among 110 students)</li> </ul>	EQF 4

ACADEMIC ACTIVITY

<p>Academic Profile</p> <p>Achievements – Awards – Distinctions – Scholarships</p>	<ul style="list-style-type: none"> <li>▪ <a href="https://orcid.org/0000-0002-9162-8340">https://orcid.org/0000-0002-9162-8340</a></li> <li>▪ <a href="https://scholar.google.gr/citations?user=M4yfbJ4AAAAJ">https://scholar.google.gr/citations?user=M4yfbJ4AAAAJ</a></li> <li>▪ World's top 2% most-cited scientist (University of Stanford's list, 2022)</li> <li>▪ Best reviewer Award of the IEEE ICALT 2023 conference</li> <li>▪ Featured article and front page of <i>Information</i>, 13(3) <a href="https://www.mdpi.com/2078-2489/13/3">https://www.mdpi.com/2078-2489/13/3</a>, 2022</li> <li>▪ Featured article and front page of <i>Computers</i>, 10(8) <a href="https://www.mdpi.com/2073-431X/10/8">https://www.mdpi.com/2073-431X/10/8</a>, 2021</li> <li>▪ Featured educational machinima award for the video "Real Virtuality: A Special Day" at the <i>Virtual Worlds Best Practices in Education</i>, 2014</li> <li>▪ 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)</li> <li>▪ 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</li> <li>▪ Technical Chamber of Greece (TEE) Scholarship, 1993 (due to outstanding academic record)</li> <li>▪ State Scholarships Foundations (IKY) Scholarship, 1993 (due to outstanding academic record)</li> </ul>										
<p>Academic Metrics</p>	<ul style="list-style-type: none"> <li>▪ h-index: 21</li> <li>▪ i10-index: 32</li> </ul>										
<p>Teaching Experience</p>	<table border="0"> <thead> <tr> <th style="text-align: left;"><i>Course</i></th> <th style="text-align: left;"><i>Institute</i></th> <th style="text-align: left;"><i>Level</i></th> <th style="text-align: left;"><i>Language</i></th> <th style="text-align: left;"><i>Year</i></th> </tr> </thead> <tbody> <tr> <td>▪ Immersive Media Design (7.5 ECTS)</td> <td>International Hellenic</td> <td>Postgraduate</td> <td>English</td> <td>2022-23</td> </tr> </tbody> </table>	<i>Course</i>	<i>Institute</i>	<i>Level</i>	<i>Language</i>	<i>Year</i>	▪ Immersive Media Design (7.5 ECTS)	International Hellenic	Postgraduate	English	2022-23
<i>Course</i>	<i>Institute</i>	<i>Level</i>	<i>Language</i>	<i>Year</i>							
▪ Immersive Media Design (7.5 ECTS)	International Hellenic	Postgraduate	English	2022-23							

in Higher Education	▪ Immersive Storytelling (7.5 ECTS)	University, Greece			
	▪ Open and Distance Learning (22 ECTS)	Hellenic Open University, Greece	Postgraduate	Greek	2022-23 2021-22 2020-21
	▪ Collaborative ICT Tools in Public Administration	National School of Public Administration and Local Government, Greece	Postgraduate	Greek	2018-19 2015-16 2014-15
	▪ Artificial intelligence, bots and Non-Player Characters (7.5 ECTS)	University of the West of England, United Kingdom	Postgraduate	English	2014-15 2013-14
	▪ Designing Programmes and Courses in Blended Environments (6 ECTS)	Open University of Catalonia, Spain	Postgraduate	English	2014-15 2011-12
	▪ Designing Resources and Activities for e-Learning Purposes (6 ECTS)				2010-11

Teaching Experience in Adult Education	1. Train The Blended Learning and eLearning Trainer (KEDIVIM University of Patras, 2015-19)
	2. Adult Educators Training (KEDIVIM University of Patras, 2017-18)
	3. Training of Academic Faculty on 4 E-learning platforms (Cyprus University of Technology, 2015)
	4. Training of Academic Faculty on E-learning Course Design & Development (UOC, 2015)
	5. Understanding Virtual Worlds (University of Washington USA, 2011-12)
	6. Designing Virtual Worlds (University of Washington USA, 2011-12)
	7. Programming Virtual Worlds (University of Washington USA, 2011-12)
	8. Web 2.0 tools in Public Administration (EKDDA, 2009-10)
	9. Train the e-trainer (EKDDA, 2008-10)
	10. Train the e-learning operator (EKDDA, 2008-9)
	11. Computer science didactics (EKDDA, 2008-9)
	12. Production of SCORM & OER for e-learning (EKDDA, 2008-9)
	13. Basic & advanced ICT training, 1.246 hours (IEK Vergi Vocational College, 2000-9)

Research Projects	[RR04] Neuropedagogy (KA203-41FE74FE, 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)	[J27] Christopoulos, A., & <b>Mystakidis</b> , S. (2023). Gamification in Education. <i>Encyclopedia</i> , 3(4), 1223–1243. <a href="https://doi.org/10.3390/encyclopedia3040089">https://doi.org/10.3390/encyclopedia3040089</a>
	[J26] <b>Mystakidis</b> , S., Christopoulos, A., Fragkaki, M., & Dimitropoulos, K. (2023). Online Professional Development on Educational Neuroscience based on Design Thinking. <i>Information</i> , 14(7). <a href="https://doi.org/10.3390/info14070382">https://doi.org/10.3390/info14070382</a>
	[J25] Kalaitzopoulou, E., Matthews, P., <b>Mystakidis</b> , S., & Christopoulos, A. (2023). Engagement with Optional Formative Feedback in a Portfolio-Based Digital Design Module. <i>Information</i> , 14(5). <a href="https://doi.org/10.3390/info14050287">https://doi.org/10.3390/info14050287</a>
	[J24] <b>Mystakidis</b> , S., & Lympouridis, V. (2023). Immersive Learning. <i>Encyclopedia</i> , 3(2), 396–405. <a href="https://doi.org/10.3390/encyclopedia3020026">https://doi.org/10.3390/encyclopedia3020026</a>
	[J23] Fragkaki, M., <b>Mystakidis</b> , S., & Dimitropoulos, K. (2022). Higher Education Faculty Perceptions and Needs on Neuroeducation in Teaching and Learning. <i>Education Sciences</i> , 12(10), 707. <a href="https://doi.org/10.3390/educsci12100707">https://doi.org/10.3390/educsci12100707</a>
	[J22] Tsimaras, D. O., <b>Mystakidis</b> , S., Christopoulos, A., Zoulias, E., & Hatzilygeroudis, I. (2022). E-Learning Courses Evaluation on the Basis of Trainees' Feedback on Open Questions Text Analysis. <i>Education Sciences</i> , 12(9). <a href="https://doi.org/10.3390/educsci12090633">https://doi.org/10.3390/educsci12090633</a>
	[J21] Theologi-Gouti, P., Iliopoulos, I., & <b>Mystakidis</b> , S. (2022). Harnessing the power of local museum-school cultural, environmental and health education networks. <i>University Museums and Collections Journal</i> , 14(2), 131.
	[J20] <b>Mystakidis</b> , 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). <i>Journal of World Education</i> , 510, 11–15. <a href="https://mall.cnki.net/magazine/article/JYX1202206002.htm">https://mall.cnki.net/magazine/article/JYX1202206002.htm</a>
	[J19] Christopoulos, A., <b>Mystakidis</b> , S., Cachafeiro, E., & Laakso, M.-J. (2023). Escaping the cell: virtual reality escape rooms in biology education. <i>Behaviour &amp; Information Technology</i> , 42(9), 1434–1451. <a href="https://doi.org/10.1080/0144929X.2022.2079560">https://doi.org/10.1080/0144929X.2022.2079560</a>
	[J18] <b>Mystakidis</b> , 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. <i>Education Sciences</i> , 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](https://doi.org/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](https://doi.org/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](https://doi.org/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](https://doi.org/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](https://doi.org/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](https://doi.org/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](https://doi.org/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>
- [CP29] **Mystakidis, S.**, Theologi-Gouti, P., & Iliopoulos, I. (2023). STEAM Project Exhibition in the Metaverse for Deaf High School Students Affective Empowerment. *9th International Conference of the Immersive Learning Research Network (ILRN 2023)*.
- [CP28] **Mystakidis, S.** (2022). Metaverse in Online Distance Education: Superfluous or Inevitable? *Innovating Higher Education Conference (I-HE2022)*. <https://ihe2022.exordo.com/programme/presentation/76>
- [CP27] Fragkaki, M., **Mystakidis, S.**, & Dimitropoulos, K. (2022). Higher Education Teaching Transformation with Educational Neuroscience Practices. *15th Annual International Conference of Education, Research and Innovation*, 579–584. <https://doi.org/10.21125/ceari20220194>
- [CP26] Mourtzis, P., & **Mystakidis, S.** (2022). Improving Online Language Learning Interactivity with Multiuser Virtual Reality Environments: Preparing for the Metaverse. *15th Annual International Conference of Education, Research and Innovation*, 57–65. <https://doi.org/10.21125/ceari20220044>
- [CP25] Dimitropoulos, K., **Mystakidis, S.**, & Fragkaki, M. (2022). Bringing Educational Neuroscience

Selected Publications in international conferences' Proceedings (peer-reviewed)

- to Distance Learning with Design Thinking: The Design and Development of a Hybrid E-learning Platform for Skillful Training. *2022 7th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM)*, 1–6. <https://doi.org/10.1109/SEEDA-CECNSM57760.2022.9932939>
- [CP24] **Mystakidis, S.**, & Mourtzis, P. (2021). Playful Written Assignments Feedback for Critical Group Reflection in Synchronous Distance Education. *11th International Conference in Open and Distance Learning (ICODL 2021)*, 55–63. <https://doi.org/10.12681/icodl.3438>
- [CP23] Tsinari, K., & **Mystakidis, S.** (2021). How the COVID-19 crisis transformed the public learning and educational services. The example of the Municipality of Thessaloniki. *11th International Conference in Open and Distance Learning (ICODL 2021)*, 75–82. <https://doi.org/10.12681/icodl.3535>
- [CP22] Fragkaki, M., & **Mystakidis, S.** (2021). Distance Higher Education Learning and Professional Pedagogy: Training the Trainers. *20th European Conference on E-Learning (ECEL 2021)*, 155–163. <https://doi.org/10.34190/EEL.21.061>
- [CP21] **Mystakidis, S.**, Papantzikos, G., & Stylios, C. (2021). Virtual Reality Escape Rooms for STEM Education in Industry 4.0: Greek Teachers Perspectives. *2021 6th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM)*, (pp. 1–5). <https://doi.org/10.1109/SEEDA-CECNSM53056.2021.9566265>
- [CP20] **Mystakidis, S.** (2020). Distance Education Gamification in Social Virtual Reality: A Case Study on Student Engagement. In *11th International Conference on Information, Intelligence, Systems and Applications (IISA 2020)* (pp. 1–6). Piraeus, Greece, 15-17 July 2020: IEEE. <https://doi.org/10.1109/IISA50023.2020.9284417>
- [CP19] Fragkaki, M., **Mystakidis, S.**, Hatzilygeroudis, I., Kovas, K., Palkova, Z., Salah, Z., Hamed, G. Khalilia, W. M., Ewais, A. (2020). TPACK Instructional Design Model in Virtual Reality for Deeper Learning in Science and Higher Education: From “Apathy” To “Empathy.” *12th Annual International Conference on Education and New Learning Technologies (EDULEARN20) Proceedings*. (pp. 3286–3292). Online, 6-7 July, 2020. doi:[10.21125/edulearn.2020.0943](https://doi.org/10.21125/edulearn.2020.0943)
- [CP18] **Mystakidis, S.**, Fragkaki, M., & Hatzilygeroudis, I. (2020). Stairway to Heaven: Instructional Design Alignment in a Serious Game for Experiential Religious Education in Virtual Reality. *12th Annual International Conference on Education and New Learning Technologies (EDULEARN20) Proceedings*. (pp. 4743–4750). Online, 6-7 July, 2020. doi:[10.21125/edulearn.2020.1246](https://doi.org/10.21125/edulearn.2020.1246)
- [CP17] Fragkaki, M., **Mystakidis, S.**, & Filippousis, G. (2020). Work-in-Progress—Design and Evaluation of an Augmented and Virtual Reality Flipped-Learning Course for K-12 Educators. In *2020 6th International Conference of the Immersive Learning Research Network (iLRN)* (pp. 275–278). IEEE. <https://doi.org/10.23919/iLRN47897.2020.9155200>
- [CP16] **Mystakidis, S.**, Cachafeiro, E., & Hatzilygeroudis, I. (2019). Enter the Serious E-scape Room: A Cost-Effective Serious Game Model for Deep and Meaningful E-learning. In *2019 10th International Conference on Information, Intelligence, Systems and Applications (IISA)* (pp. 1–6). Patras, 15-17 July 2019: IEEE. <https://doi.org/10.1109/IISA.2019.8900673>
- [CP15] **Mystakidis, S.**, Berki, E., Valtanen, J., & Amanatides, E. (2018). Towards a Blended Strategy for Quality Distance Education Life-Long Learning Courses – The Patras Model. In *17th European Conference on e-Learning (ECEL)* (pp. 408–416). Athens, Greece. Retrieved from <https://search.proquest.com/openview/993f73d32d7189e82a0429d1ebdf651/1>
- [CP14] **Mystakidis, S.**, Kostopoulos, K. P., & Amanatides, E. (2017). Preconditions for Quality Distance Vocational Training: The case of the Patras University Center for Vocational Education and Training. *9th International Conference in Open and Distance Learning*, 9(6B). <https://doi.org/10.12681/icodl.1125>
- [CP13] **Mystakidis, S.**, Berki, E., & Valtanen, J. (2017). Designing and Implementing a Big Open Online Course by Using a 3d Virtual Immersive Environment – Lessons Learned. In *9th Annual International Conference on Education and New Learning Technologies (EDULEARN17)* (pp. 8070–8079). Barcelona, 3-5 July 2017. <https://doi.org/10.21125/edulearn.2017.0487>
- [CP12] **Mystakidis, S.**, Berki, E., & Valtanen, J.-P. (2017). Toward Successfully Integrating Mini Learning Games into Social Virtual Reality Environments – Recommendations for Improving Open and Distance Learning. In *9th Annual International Conference on Education and New Learning Technologies (EDULEARN17)* (pp. 968–977). Barcelona, 3-5 July 2017. <https://doi.org/10.21125/edulearn.2017.1203>
- [CP11] Herodotou, C., & **Mystakidis, S.** (2015). Addressing the Retention Gap in MOOCs: Towards a Motivational Framework for MOOCs Instructional Design. In *16th Biennial EARLI Conference for Research on Learning and Instruction Proceedings*. Limassol, Cyprus.
- [CP10] Chaudhary, S., Zhao, Y., Berki, E., Valtanen, J., Li, L., Helenius, M., **Mystakidis, S.**, Nalam T., Thapa, R. B. (2015). Exploring Attitudes, Knowledge and Competencies for Security Technology: A Cross-Cultural Survey in Higher Education. In *IADIS 8th International Conference on ICT, Society and Human Beings 2015*, Volume: 8. Las Palmas, Spain.
- [CP9] **Mystakidis, S.** & Berki E. (2014). Towards a Crowd-sourced Open Education Strategy for

Employment in Europe with Qualification-focused MOOCs. *Mapping the European MOOC Territory conference*, Porto, Portugal, 27 November 2014. Retrieved from:

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- [CP8] **Mystakidis, S.** & Berki E. (2014). Participative Design of qMOOCs with Deep Learning and 3d Virtual Immersive Environments: the case of MOOCAgora. Can MOOCs save Europe's unemployed youth? Workshop. *ECTEL conference 2014*, Graz, Austria, 16 September 2014. Retrieved from:  
[https://www.researchgate.net/publication/265846818\\_Participative\\_Design\\_of\\_qMOOCs\\_with\\_Deep\\_Learning\\_and\\_3d\\_Virtual\\_Immersive\\_Environments\\_the\\_case\\_of\\_MOOCAgora](https://www.researchgate.net/publication/265846818_Participative_Design_of_qMOOCs_with_Deep_Learning_and_3d_Virtual_Immersive_Environments_the_case_of_MOOCAgora)
- [CP7] **Mystakidis, S.**, Lampropoulos, N., Fardoun, H. & Alghazzawi, D. (2014). Playful Blended Digital Storytelling in 3D Immersive eLearning Environments: a Cost Effective Early Literacy Motivation Method. In *Proceedings of the 3rd Workshop on Design in Educational Environments*. ICST (Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering). doi:[10.1145/2643604.2643632](https://doi.org/10.1145/2643604.2643632)
- [CP6] Kostopoulos, K., Giannopoulos, K., **Mystakidis, S.** & Chronopoulou, K. (2013). E-learning through Virtual Reality applications. The case of Career Counseling. *20th International Conference on Learning*, Rhodos, Greece, 11-13 July 2013.
- [CP5] Kostopoulos, K., Giannopoulos, K., **Mystakidis, S.** & Chronopoulou, K. (2012). Virtual Reality applications in Career Counseling. *International Scientific Hellenic Society of Counselling and Guidance Conference*, Piraeus, Greece, 8 December 2012.
- [CP4] **Mystakidis, S.** & Tsakonas, G. (2012). Innovative Information Literacy Blended Open E-Learning Course in Virtual Worlds. *21st Panhellenic Academic Libraries Conference*, Piraeus, 18-19 October 2012.
- [CP3] Lampropoulos, N., **Mystakidis, S.**, Reinhardt, R. & Tolis, D. (2012). Immersive Worlds for Learning eXperience+: Engaging users in the zone of proximal flow in Second Life. *EADTU 25th anniversary conference 2012*. The role of open and flexible education in European higher education systems for 2020: new models, new markets, new media, Paphos, Cyprus, 27-28 September 2012. Retrieved from: <https://conference.eadtu.eu/download2425>
- [CP2] Lampropoulos, N. & **Mystakidis, S.** (2012). Learning Experience+ within 3D Immersive Worlds. *Federated Conference on Computer Science and Information Systems conference*, Wroclaw, Poland, 9-12 September, 2012. Retrieved from:  
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- [CP1] Hill V. & **Mystakidis S.** (2012). Maya Island Virtual Museum. *18th International Conference on Virtual Systems and Multimedia*. Milan, Italy, 2-5 September 2012. IEEE. doi:  
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#### Books & Textbooks

- [B2] **Mystakidis, S.**, & Maina, M. (2014). *3D Virtual Immersive Learning Environments: Opportunities for Learning Innovation*. Barcelona: Open University of Catalonia.
- [B1] **Mystakidis S.** (2008). *Engineers 2.0 – Web 2.0 tools for Engineers*. Athens: Technical Chamber of Greece.

#### Book Chapters (peer-reviewed)

- [CH8] **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.
- [CH7] **Mystakidis, S.**, & Lympouridis, V. (2023). 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.), *Between Myth and Reality: Where Metaverse in Education Stands*. Springer. In press.
- [CH6] **Mystakidis, S.** (2023). 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>
- [CH5] **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>.
- [CH4] **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>
- [CH3] **Mystakidis, S.** (2021). Motivation Enhancement Methods for Community Building in Extended Reality. In J. A. Fisher (Ed.), *Augmented and Mixed Reality in Communities* (pp. 265-282). CRC Press. doi:[10.1201/9781003052838-17](https://doi.org/10.1201/9781003052838-17)

#### Scientific Reports & Project Deliverables

- [CH2] **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. doi:[10.4018/978-1-5225-8179-6.ch012](https://doi.org/10.4018/978-1-5225-8179-6.ch012)
- [CH1] **Mystakidis, S., & Herodotou, C.** (2016). OpenQuest: Designing a Motivational Framework for MOOCs Instruction. In *MOOCs in Europe* (pp. 141–145). European Commission. Retrieved from: [http://eadtu.eu/images/publicaties/MOOCs\\_in\\_Europe\\_November\\_2015.pdf](http://eadtu.eu/images/publicaties/MOOCs_in_Europe_November_2015.pdf)
- [RP4] Mangina, E., Loetscher, T., Mathana, Matin, F., Davis, R., Contis, D., **Mystakidis, S.**, Noelle, M., Livieri, G., Eriksson, T., Christopoulos, A., Mathe, N., & Khodaei, S. (2021). *The IEEE Global Initiative on Ethics of Extended Reality (XR) Report - Extended Reality (XR) Ethics in Education*. <https://standards.ieee.org/wp-content/uploads/import/governance/icom/xr-in-education.pdf>
- [RP3] **Mystakidis, S.** (2021) Participation in the national report “*Neuropedagogy: Needs Assessment Survey Results (National Report: Greece)*”. Neuropedagogy Erasmus+ Project
- [RP2] **Mystakidis, S.** (2021) Author of the report “*Desk Research and Analysis at a European Level on Neuroscience Applied to Higher Education (National Report: Greece)*”. Neuropedagogy Erasmus+ Project
- [RP1] Van Schalkwijk, R., Bertzeletou, T., **Mystakidis, S.**, Collinassi, G., Corke, D., Dori, T., ... Santos, L. (2020). *VET providers and the challenge of TEL: enhancing teachers’ and trainers’ e-skills*. Thessaloniki, Greece. Retrieved from [https://www.cedefop.europa.eu/files/wg1\\_working\\_paper.pdf](https://www.cedefop.europa.eu/files/wg1_working_paper.pdf)

#### Keynotes

- [KEY8] **Mystakidis, S.** (2023, March 24). Metaverse: Pandora’s Pitthos or Panacea for Education? *16th Virtual Worlds Best Practices in Education Conference (VWBPE 2023)*. <https://www.youtube.com/live/D3aMpxMlq3o>
- [KEY7] **Mystakidis, S.** (2022, August 18). Motivation-enhanced Smart Learning in the Metaverse. *2022 Global Smart Education Conference*. Beijing Normal University. <https://wx.vzan.com/live/tvchat-104097159?shaid=undefined&vprid=0&v=1661847167562>
- [KEY6] **Mystakidis, S.** (2022, April 15). Metaverse-powered Smart STEM Education in the Industry 4.0 Era. *Metaverse in Education Series*. Beijing Normal University.
- [KEY5] **Mystakidis, S.** (2019). Crowd-sourced Open Education Strategy for Employment in Europe. *Presentation in the High Level Conference “Promoting Online Training Opportunities for the Workforce in Europe.”* Brussels, 4 June 2019: European Commission DG GROW. Retrieved from <https://www.slideshare.net/stylianasm/crowdsourced-open-education-strategy-for-employment-in-europe>
- [KEY4] **Mystakidis, S.** (2016). Innovatives, Offenes, Virtuelles, Spielerisches Lernen im Fremdsprachenunterricht für Alle. *Keynote in DaFWEBKON Webkonferenz Für Deutschlehrende 2016*. Retrieved from [https://www.youtube.com/watch?v=ZQP\\_v\\_1hiL8](https://www.youtube.com/watch?v=ZQP_v_1hiL8)
- [KEY3] **Mystakidis, S.** (2015). Social Virtual Reality: Open Education’s Secret Sauce. Keynote in *8th SLanguages Symposium*. Retrieved from <https://www.slideshare.net/stylianasm/social-virtual-reality-open-educations-secret-sauce>
- [KEY2] **Mystakidis, S.** (2015). Open Education Europa: The European Hub for Innovation in Education. In *12th Educational Repositories Network Seminar*. Copenhagen, 20 October 2015.
- [KEY1] **Mystakidis, S.** (2012). Total Language Training: How Virtual Worlds will define the Future of Language Learning. *6th SLanguages conference, Second Life*, 28-30 September 2012. Retrieved from: <https://www.slideshare.net/stylianasm/total-language-training-slang12>

#### Selected Conference Abstracts and Presentations

- [CA18] **Mystakidis, S., Morrill, B., Hayes, A., & Dodds, H. E.** (2022, July 21). Gamification and Instructional Design for Immersive Learning. *WebXR Education Summit*. <https://doi.org/10.13140/RG.2.2.11364.45444>
- [CA17] **Mystakidis, S.** (2022, June 30). Metaverse-powered Learning Design Strategies for Quality Education. International Workshop on Metaverse for Sustainable Development Goals.
- [CA16] **Mystakidis, S.** (2020). Motivation Enhanced Distance Education with Playful Design and Gamification. *Presentation in the 25th Annual INSPIRE Conference*. Online, 16 July 2020: British Computer Society.
- [CA15] **Mystakidis, S.** (2016). E-learning in HE: Experiences and Lessons learned to be shared with VET. In *Promoting quality in learning delivery: the way ahead CEDEFOP workshop*. Thessaloniki, Greece.
- [CA14] **Mystakidis, S.** (2016). Open Innovative Virtual Playful Education for Schools in the Digital Era. *Presentation in E-Learning Interactive Open School (e-lios) Conference*. Patras, 13 February 2016.
- [CA13] **Mystakidis, S.** (2015). Open Education Europa Tour Challenge: Connecting Education Pioneers across Europe. In *EDEN Open Classroom Conference*. Retrieved from:

- <https://www.slideshare.net/stylianosp/open-education-europa-tour-connecting-education-pioneers-across-europe>
- [CA12] **Mystakidis, S.** (2015). Open Online Vocational Learning Pedagogies & Assessment Strategies. *Open Education Conference (OER15)*. Retrieved from <https://vimeo.com/124797218>
- [CA11] **Mystakidis, S.** (2014). Real Learning in Virtual Environments: 5+1 Best Practices with 3D Virtual Worlds in Education. In *Avares Conference: Teaching about Renewable Energy Sources with Virtual Reality*. Patras. Retrieved from <https://player.vimeo.com/video/107585314>
- [CA10] **Mystakidis, S.** (2014). 3d Virtual Immersive Environments as Enabler for Blended Gamified Learning Experiences. In *2014 Virtual Worlds Best Practices in Education Conference*.
- [CA9] **Mystakidis, S.** (2014). 3D Learning: 5+1 Practical Ideas for Teaching Innovation. In *4th School Digital Festival, Patras*. Patras. Retrieved from: <https://www.slideshare.net/stylianosp/real-learning-in-virtual-environments-51-best-practices-with-3d-virtual-worlds-in-education>
- [CA8] **Mystakidis, S.** (2012). Language Edupreneurship. In *Empowering language learners: Formal & informal language learning through Social Media*. Retrieved from: <https://www.slideshare.net/stylianosp/language-edupreneurship>
- [CA7] **Mystakidis, S.** (2012). Tapping the Potential of Open Blended Courses in Virtual Worlds. *Virtual Worlds Best Practices in Education Conference 2012*, Second Life, 15-17 March 2012. Retrieved from: <https://www.slideshare.net/stylianosp/upatras-openworkshopvwbpe>
- [CA6] **Mystakidis, S., Gadler-Pratt, A., Gay-McCarter, B. & Kirkwood, K.** (2012). The Saga of UW Maya Island: Digital storytelling, context- and game-based learning in Virtual Worlds. *Virtual Worlds Best Practices in Education Conference 2012*, Second Life, 15-17 March 2012.
- [CA5] Hill, V., **Mystakidis, S., Brock-Richmond, R. & Hayes, G.** (2012). Past, Present and Future of Virtual Worlds Education. *Virtual Worlds Best Practices in Education Conference 2012*, 15-17 March 2012.
- [CA4] **Mystakidis, S.** (2011). Free Open Source Software and Collaborative Web for Open Life Long Learning and Virtual Communities of Practice in Public Administration 2.0. *2011 Free Open Source Software Conference*. Retrieved from: <https://www.slideshare.net/stylianosp/ss-8052073>
- [CA3] **Mystakidis, S.** (2011). E-learning X.0: Innovative E-learning Formats; Web 2.0 - Mobile Learning - 3D Virtual Worlds. *E-learning Expo 2011*.
- [CA2] **Mystakidis, S.** (2010). Google Apps Education Edition Free Web Services for Schools. *E-Learning Expo 2010*. Retrieved from <https://www.slideshare.net/stylianosp/gapps-mystakidis>
- [CA1] **Mystakidis, S.** (2010). Web 2.0 apps in University E-learning courses. *E-learning Expo 2010*. Retrieved from: <https://www.slideshare.net/stylianosp/web-20-apps-embedded-in-university-elearning-courses>
- Delivered Workshops – Webinars – Seminars
- [W11] **Mystakidis, S.** (2022, November 9). Metaverse-powered Learning Design Strategies for Sustainable Development Goals. *Ingenious Train the Trainers Workshop*.
- [W10] **Mystakidis, S.** (2020). Transform your E-learning with Playful Design and Gamification. *Webinar for the BCS e-learning and BCS Animation and Games Development SGs*. Online, 5 October 2020: British Computer Society. Retrieved from: <https://www.slideshare.net/stylianosp/transform-your-elearning-with-playful-design-and-gamification>
- [W9] **Mystakidis, S.** (2015). Open Innovative Virtual Vocational Education & Training. In *Learning Providers and the Competitiveness Challenge: Promoting Quality in Education and Training Delivery at EU Level CEDEFOP Seminar*. Thessaloniki, Greece. Retrieved from: <https://www.slideshare.net/stylianosp/open-innovative-virtual-vocational-education-training>
- [W8] Perifanou, M., Beard, A., & **Mystakidis, S.** (2015). Towards a European Education Pioneers Network: Sharing the Best Ideas and Practices. Online, 15 December 2015: Open Education Europa, European Commission.
- [W7] **Mystakidis, S., & Perifanou, M.** (2015). Connecting Education Pioneers across Europe. In *Game Based Learning to Alleviate Early School Leaving*. Valletta, Malta, 29 October 2015.
- [W6] Perifanou, M., Beard, A., & **Mystakidis, S.** (2015). Educational Innovation across Europe: Shaping the future classrooms. Online, 1 October 2015: Open Education Europa.
- [W5] **Mystakidis, S.** (2015). Open Motivation-Enhanced Virtual Learning: Innovative 21st Century Blended Learning. In *11th Joint TEL Summer School (JTEL 2015)*. Ischia, Naples, July 4-11, 2015: European Association of Technology Enhanced Learning.
- [W4] Perifanou, M., Beard, A., & **Mystakidis, S.** (2015). EU MOOCs: A challenge for Europe, a benefit for all. Online, 26 May 2015: Open Education Europa, European Commission.
- [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

- [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

- [EDB02] Editorial Review Board member, *International Journal of Environment, Workplace and Employment (IJEWE)*, 2023-today <https://www.inderscience.com/jhome.php?jcode=ijewe>
- [EDB01] Associate Editor, *International Journal of Gaming and Computer-Mediated Simulations (IJGMS)*, 2021-today <https://www.igi-global.com/journal/international-journal-gaming-computer-mediated/1125>
- [ED6] Collection Editor, *Encyclopedia of Digital Society, Industry 5.0 and Smart City*, 2023- 2024 <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](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](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

- [PR08] Mystakidis, S. (2022-24). 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 Erasmus+ KA2) Researcher - Technical Expert
- [PR07] Mystakidis, S. (2021-23). e-Preparation Portal for Teachers-Students-Parents Including Abroad Studies / e-Prep (KA226-26F82943 Erasmus+ KA2) Researcher
- [PR06] Mystakidis, S. (2019-22). CRAFT AND SMEs VET-NET (609100-EPP-1-2019-1-IT-EPPKA3-VET-NETPARR Erasmus+ KA3) Technical Expert (Evaluator)
- [PR05] Mystakidis, S. (2015). Promoting Environmentally Sustainable SMEs / PreSS (538851-LLP-1-2013-1-UK-ERASMUS-EQR LLP) Researcher
- [PR04] Mystakidis, S. (2014). Unleash your creativity with open source hardware and software (Erasmus+ KA1)
- [PR03] Mystakidis, S. (2012). Language learning and social media: 6 key dialogues (LLP) Contractor
- [PR02] Mystakidis, S. (2012). Digital Agenda Assembly (EC) Contractor
- [PR01] Mystakidis, S. (2003-4). E-FEATS - Social Entrepreneurship for the Future European Social Model (EC, DG EAC) Contractor

Reviewer Experience

- 220+ verified reviews in 35+ Scopus indexed top journals including:
- Computers and Education (COMPEDU)
  - Computers in Human Behavior (CHB)
  - Australasian Journal of Educational Technology (AJET)
  - Education and Information Technologies (EAIT)
  - International Journal of Human-Computer Interaction (IJHCI)

Conferences' Program Committee Member & Reviewer Experience

- International Conference of the Immersive Learning Research Network iLRN (Publicity Chair)
- IEEE International Conference on Advanced Learning Technologies ICALT
- European Conference on Technology Enhanced Learning ECTEL

- IEEE VR Conference
- International Conference on Interactive Mobile Communication, Technologies and Learning IMCL
- International Conference in Open and Distance Learning ICODL
- International Conference on Energy Efficiency and Agricultural Engineering
- International Conference on Communications, Computation, Networks & Technologies INNOV

Evaluation of European and National Projects

- External Reviewer of the University of Qatar, Office of Research Support since 2022 (1 review of a High Impact Grant – cycle 6, 2022).
- Certified Evaluator – Expert of the European Cooperation in Science and Technology (COST) with participation in 4 international Review Panels since 2020
- Certified Evaluator – Expert of the Hellenic Foundation for Research and Innovation since 2021

PROJECT MANAGEMENT

Selection of Projects, Consulting

*3D Virtual Worlds / Virtual Reality / Metaverse*

- Virtual Escape Rooms for Education (UPAT Science and Technology Museum, 2019-22)
- Monastery Raider: The Panagia Paramythea Code Serious Game (MA Thesis, 2016)
- 3D Virtual Learning Environment for Higher Education (Cyprus University of Technology, 2015)
- Open Workshop on Information Literacy (UPAT Library, 2012-13)
- UW Maya Island (2011-12)

*E-learning platforms installation, customization & administration*

- Blended Learning Environment for Cyprus University of Technology (Moodle, Mahara, Opensim)
- Asynchronous E-learning Platform of KEDIVIM Upatras elearn.upatras.gr (Moodle)
- Asynchronous E-learning Platform of the University of Patras eclass.upatras.gr (claroline, eclass)
- Blended Learning Spaces www.vergis.edu.gr (Google Apps)

*E-learning content, OER & training material development*

- Instructional design and development of the educational material for the course “Augmented and Virtual Reality in Teaching and Learning” (Open University of Cyprus, 2020)
- University of Patras E-learning (UPAT KEK/KEDIVIM, 2015-18)
- Learning Material Development on Blended Learning (Cyprus University of Technology, 2015)
- Instructional design and development of the educational material for the seminar “Web 2.0 tools in Public Administration” (EKDDA)
- Instructional design and development of the educational material for the “Engineers 2.0 – Web 2.0 tools for Engineers” seminar (Technical Chamber of Greece)

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

**Communication skills**

- International team development and management
- Lobbying to local, national and international bodies
- Experienced presenter, speaker & motivator
- Intercultural skills

**Organisational / managerial skills**

- Design and management of institution-wide learning innovation projects and initiatives
- Application and evaluation of innovative pedagogical approaches in teaching
- Coordination of multiple geographically dispersed teams
- Influencing and inspiring changes in national and European policies
- Leadership and management of national and international organizations
- Design and implementation of an institutional learning technology policy
- Perform and excel under pressure and extreme competitive conditions
- Planning and implementation of international and national events, publications and training activities

**Specialized job-related skills**

- Data Mining & Learning Analytics
- Social Network Analysis
- Gamification Design

**Other skills**

- Running
- Cycling
- Tennis, Table tennis & Padel
- Skiing

**Driving licence**

- B

**ADDITIONAL INFORMATION****Membership in Associations**

- Member of the Hellenic Network of Open and Distance Education (EDAE)
- Member of the Open Source Community Advisory Committee of PM2 Alliance
- Member of the Project Management Institute (PMI)
- Certified E-learning Expert and Head Reviewer at Epprobate
- Steering Committee Member of the Nordic Virtual Worlds Network (NVWN)
- Full member of the Technical Chamber of Greece (TEE)
- Co-Chair of the University of Washington's Virtual Worlds Certificate alumni society (Avalumni)

**Civil society**

- Vice President of the Federation of Hellenic Associations of Young Entrepreneurs OESYNE
- Organization and coordinator of international conferences, exchanges, educational programmes, round-tables, training events and seminars in the USA and Europe as student
- Freecycle Patras Community Coordinator