



Panayiotis Koutsabasis

Assistant Professor

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SUMMARY

Panayiotis Koutsabasis is Assistant Professor of Human-Computer Interaction (HCI) at the Department of Product & Systems Design Engineering, University of the Aegean, Greece. He holds a PhD in Human-Computer Interaction from the University of the Aegean, MSc and BSc in Information Systems from the Athens University of Economics and Business. His research interests are wide-ranging, including: HCI and design, user experience and evaluation studies of HCI, HCI and education, Natural User Interfaces (NUIs) (especially kinesthetic and gaze interaction), Virtual Worlds and Virtual Reality, in domains of application like education, cultural heritage, cooperation and design support. He has conducted various studies about aspects of the user experience in HCI, concerning usability, accessibility and collaborative work in interactive technologies like the web, mobile devices and virtual worlds, with various user groups including people with special needs and older adults. He has worked as a technical coordinator and researcher in more than 20 European and national collaborative R&D projects. He has published almost 70 papers in scientific journals, conferences and book chapters and 2 books on HCI (in Greek). He is member of ACM Greek SIGCHI and a tactical reviewer in a many scientific journals and conferences. Selected publications:

EDUCATION

- PhD in Information Systems and Human-Computer Interaction (2002), Department of Information and Communication Systems, University of Aegean, Greece
- MSc in Information Systems (1997), Department of Information Systems, Athens University of Economics and Business, Greece.
- BSc in Information systems (1995), Department of Information Systems, Athens University of Economics and Business, Greece.

APPOINTMENTS

- 2017 – : Adjunct Professor: Hellenic Open University, Faculty of Sciences and Technology, MSc program in Information Systems
- 2013 – now: Assistant Professor (academic specialty: “Human-Computer Interaction”), Department of Product & Systems Design Engineering, University of the Aegean, Greece
- 2013 – 2010: Lecturer, Department of Product & Systems Design Engineering, University of the Aegean, Greece
- 2010 – 2000: Adjunct Lecturer, Department of Product & Systems Design Engineering, University of the Aegean, Greece

TEACHING & SUPERVISION

- 18 years of teaching experience in undergraduate and postgraduate programmes
- Courses currently teaching: Human-Computer Interaction, Natural User Interfaces, CSCW (Computer-Supported Cooperative Work), Design for All, Interaction Design Studio, Software Analysis and Design (MSc)
- Past courses: Software Engineering, Decision Support Systems, New Media and Multimedia, E-Business
- Participation as Instructor in 5 International Summer Schools
- Supervision of 30 MSc dissertations and 40 diploma dissertations
- Currently supervising 3 Phd candidates

R & D PROJECTS

- (2018 -) Μουσείων Τόπος, Ερευνώ-Δημιουργώ-Καινοτομώ, ΕΣΠΑ.
- (2017 – 2018) “Development of a Virtual Museum for Kounadis Archive”, funded by Stavros Niarchos foundation. Role: Assistant coordinator of the research group of the University of the Aegean.
- (2017 – 2018) ViMM “Virtual Multimodal Museums”, EU Horizon 2020 (CULT-COOP-8-2016). Role: Participating as External Expert
- (2017) Erasmus+ MOOCAP (MOOCs for Accessibility Partnership). Role: content evaluator and tutor.
- (2004-2007) IST BenToWeb (Benchmarking Tools and Methods for the Web, IST-2-004275). Role: researcher
- (2001-2004) IST IDCnet (Inclusive Design Curriculum Network, IST-2001-38786). Role: Researcher, expert
- (2001-2004) IST IRIS (Incorporating the Requirements of People with Special Needs or Impairments to Internet-based systems and Services). Role: Technical manager.
- (1999-2001) IST GUARDIANS (Gateway to User Access of Remote and Distributed Information and Network Services). Role: researcher
- (1996-1998) ACTS GAIA (Generic Architecture for Information Availability). Role: researcher

PUBLICATIONS (SELECTED)

- P. Koutsabasis and S. Vosinakis (2018) “Kinesthetic Interactions in Museums: Conveying Cultural Heritage by Making Use of Ancient Tools and (re-) Constructing Artworks”, *Virtual Reality*, .
- S. Vosinakis and P. Koutsabasis, (2018) “Evaluation of Visual Feedback Techniques for Virtual Grasping with Leap Motion and Oculus Rift”, *Virtual Reality*.
- S. Vosinakis, G. Anastassakis, P. Koutsabasis, “Teaching and Learning Logic Programming in Virtual Worlds Using Interactive Microworld Representations”, *British Journal of Educational Technology (BJET)*, vol. 49(1), 30-44, 2018.
- P. Koutsabasis, Empirical Evaluations of Interactive Systems in Cultural Heritage: A Review, *International Journal on Computational Methods in Heritage Science*, 1(1).
- P. Koutsabasis and C. Domouzis Mid-Air Browsing and Selection in Image Collections. *International Working Conference on Advanced Visual Interfaces (AVI) 2016, Bari (Italy) 7-10 June 2016. ACM.*
- Π. Κουτσαμπάσης Αξιολόγηση Διαδραστικών Συστημάτων με Επίκεντρο τον Χρήστη: Ευχρηστία, Προσβασιμότητα, Συνεργατική Εργασία, Εμπειρία του Χρήστη. *Ελληνικά Ακαδημαϊκά Συγγράμματα και Βοηθήματα. Σύνδεσμος Ελληνικών Ακαδημαϊκών Βιβλιοθηκών*, 2015.
- S. Vosinakis and P. Koutsabasis, “Interaction Design Studio Learning in Virtual Worlds”, *Virtual Reality*, 17(1), 2013.
- E. Patsoule & P. Koutsabasis Redesigning Web Sites for Older Adults: A Case Study, *Behaviour & Information Technology*, 33:6, 561-573, Taylor & Francis.
- P. Koutsabasis and S. Vosinakis, “Rethinking HCI Education for Design: Problem-Based Learning and Virtual Worlds at an HCI Design Studio”, *International Journal of Human Computer Interaction*, vol. 28(8), 2012.
- S. Vosinakis, P. Koutsabasis, “Problem-based Learning for Design & Engineering Activities in Virtual Worlds”, *Presence: Teleoperators and Virtual Environments*, vol. 21(3), 2012.
- P. Koutsabasis, S. Vosinakis, K. Malisova and N. Paparounas, “On the Value of Virtual Worlds for Collaborative Design”, *Design Studies*, vol. 33(4), 2012.
- S. Vosinakis, P. Koutsabasis, M. Stavrakis, N. Viorres, J. Darzentas, “Virtual Environments for Collaborative Design: Requirements and Guidelines from a Social Action Perspective”, *CoDesign International Journal of CoCreation in Design and the Arts*, Taylor & Francis, vol 4(3), pp.133-150, 2008.
- Π. Κουτσαμπάσης. *Αλληλεπίδραση Ανθρώπου-Υπολογιστή: Αρχές, Μέθοδοι και Παραδείγματα*. Εκδόσεις Κλειδάριθμος, 2011.
- P. Koutsabasis, E. Vlachogiannis, J.S. Darzentas Beyond Specifications: Towards a Practical Methodology for Evaluating Web Accessibility, *Journal of Usability Studies*, August 2010, 5(4) Usability Professionals' Association.