

# CURRICULUM VITAE

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**Home Page**

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**DATE OF BIRTH:** 7 January 1976

**NATIONALITY:** Greek

**SEX:** Male

**MARITAL STATUS:** Married with two children

## **STUDIES**

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November 1998 – May 2003

**UNIVERSITY OF PIRAEUS**

Department of Informatics

**PhD** with subject “Intelligent Agents in Virtual Environments”

September 1999 – September 2000

**UNIVERSITY OF HULL, UK**

**MSc** (with distinction) in “Computer Graphics and Virtual Environments”

September 1993 – March 1998

**UNIVERSITY OF PIRAEUS**

Department of Informatics

**BSc** in Informatics

## **LANGUAGES**

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**Greek:** mother tongue

**English:** highly proficient: Cambridge Proficiency, MSc in the University of Hull, UK.

**German:** highly proficient: Mittelstufe, Abitur

## COMPUTER SKILLS

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Long-term experience in application design and development, with emphasis in advanced user interfaces, 3D graphics and virtual environments.

**Programming Languages & Environments:** Pascal, Delphi, C, C++, C#, Java, Eclipse, Python, Visual Studio, MFC, .NET, Git

**Logic Programming:** Prolog, CLIPS

**Web Programming:** HTML, Javascript, Java applets, PHP

**Development of multimedia / VR applications:** OpenGL, VRML/EAI, X3D, Java3D, Flash/Actionscript, OpenSimulator/LSL/OSSL, Unity3D, AIML

**3D Modeling:** Poser, 3D Studio, Blender

**Development of Applications with Natural User Interfaces (NUIs):** Wiimote, Kinect, Leap Motion, Oculus Rift

## WORK EXPERIENCE

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June 2012 – today

**Assistant Professor** at the Department of Product & Systems Design Engineering, University of the Aegean with subject “Virtual Reality”. **Tenured** on March 2016.

January 2012 – December 2015

Work as **lead programmer / architecture designer** in the company Human Innovation Technologies S.A. Duties: Design & development of 3D simulation environments for personnel training and evaluation using Unity 3d.

April 2007 – June 2012

**Lecturer** at the Department of Product & Systems Design Engineering, University of the Aegean with subject “Virtual Reality”.

February 2004 – February 2007

**Adjunct Lecturer** at the University of the Aegean (5 semesters), University of Piraeus (3 semesters) and Ionian University (1 semester).

January 2004 – March 2005

Work as **senior programmer** for the Greek Army. Duties: development of a system for 3D visualization of maps and a GIS environment (Java, Java3D).

July 1998 – September 1999

Work as **programmer** for the software company π-Systems. Duties: improve the 3D engine of a CAD application (in C++).

## RESEARCH PROJECTS

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April 2018 – April 2021

Coordinator of the project “Mouseion Topos”. GSRT, Single RTDI State Aid Action "Research-Create-Innovate" support measure, Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

April 2018 – April 2021

Researcher for the project “Aggregation and provision of integrated tourist and travel services” (TouristHub). GSRT, Single RTDI State Aid Action "Research-Create-Innovate" support measure, Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

January 2018 – December 2020

Scientific Coordinator of the project “Research Infrastructure of Syros Academic Unit for the Digitization of Cultural Heritage”, co-funded by the Region of South Aegean and European funds. Role: Principal Investigator.

September 2017 – September 2018

Work as senior researcher in a project for the development of a virtual museum of Rebetiko music based on the material of Kounadis Archive. Funded by Stavros Niarchos Foundation.

February 2017 – February 2018

Participation as an expert in a Working Group of the Project Virtual Multimodal Museums (ViMM) funded by EU Horizon 2020 Program ( CULT-COOP-8-2016).

January 2016 – December 2016

Work as experienced researcher in the project “Digital Enterprise for Learning Practice of Heritage Initiative FOR Delphi (Delphi4Delphi)” that aims to digitize and promote part of the archaeological site of Delphi in collaboration with Ephorate of Antiquities of Phocis, “Athena” Research Center and University of California, San Diego.

December 2012 – March 2014

Work as a senior researcher in “Archimedes III”, national project, co-funded by the EU. Duties: design & development of a videogame for crowdsourcing.

October 2006 – November 2008

Work as a researcher in the project “Virtual Environment for the Presentation of Furniture”, EUREKA SPSF. Duties: Development of an interactive application for interior design in Java3D.

June 2004 – August 2006

Work as a postdoctoral researcher in the program PYTHAGORAS “Spatio-temporal Data and Knowledge Management in Intelligent Virtual Environments”, national project, co-funded by the EU.

May 2000 – May 2001

Work as a junior researcher in the program PENED’99 “Intensional languages and applications in multimedia, hypermedia and virtual reality”, national project, co-funded by the EU.

November 1997 – March 1998

Development of a virtual reality application for guiding visitors to the University of Piraeus for the project EPEAEK “Modernization of the Library of the University of Piraeus”

## **TEACHING EXPERIENCE**

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Teaching as a Lecturer / Assistant Prof. in undergraduate & postgraduate courses at the Department of Product and Systems Design Engineering, University of the Aegean from 2007.

Teaching as adjunct Lecturer the University of the Aegean, University of Piraeus and Ionian University from 2003 until 2007.

Supervision of 33 undergraduate and 21 postgraduate diploma theses.

Supervision of 2 PhD students

## **RESEARCH INTERESTS**

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Natural User Interfaces, 3D User Interfaces, Usability of Virtual Environments, Virtual Agents, Intelligent Virtual Environments, Virtual Worlds in Education, Serious Games, Digital/Virtual Heritage, Collaborative Virtual Environments, Virtual Worlds for Design, User Personalization in Virtual Environments

## **ORGANIZATION OF SCIENTIFIC CONFERENCES**

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Member of the organizing and scientific committee of “*VAMCT 15: 2nd International Symposium on Virtual Archaeology, Museums and Cultural Tourism*”, Delphi, Greece, September 23-26, 2015.

Member of the steering committee of the annual conference “*Experiential Learning in Virtual Worlds*” between 2011 and 2014.

Member of the organizing and scientific committee of “*VAMCT 13: 1st International Workshop on Virtual Archaeology, Museums and Cultural Tourism*”, Delphi, Greece, September 26-28, 2013.

Member of the organizing and scientific committee of “*SETN 08: 5th Hellenic Conference on Artificial Intelligence*”, Syros, Greece, October 2-4, 2008.

Member of the organizing and scientific committee of “*IVA 05: 5th International Working Conference on Intelligent Virtual Agents*”, Kos Island, Greece, September 12-14, 2005.

## **REVIEWER**

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Reviewer in the following scientific journals:

1. Computers & Graphics (Elsevier)
2. International Journal of Human-Computer Studies (Elsevier)
3. Journal of Network and Computer Applications (Elsevier)

4. Graphical Models (Elsevier)
5. Transactions on Learning Technologies (IEEE)
6. Virtual Reality (Springer)
7. 3D Research (Springer)
8. SpringerPlus (Springer)
9. Int. J. of Intelligent Engineering Informatics (IJIEI) (Inderscience)
10. International Journal of Intelligent Engineering Informatics (Inderscience)
11. Journal of Online Learning and Teaching (MERLOT)
12. Mediterranean Archaeology & Archaeometry Journal
13. Journal of Media and Communication Studies (Academic Journals)
14. Journal of Zhejiang University SCIENCE

Reviewer in the following scientific conferences:

1. VS-Games 2017, 2018
2. Web3D 2015
3. IEEE International Conference on Advanced Learning Technologies 2017
4. Computer Science and Electronic Engineering Conference CEEC 2015
5. Virtual Archaeology, Museums & Cultural Tourism VAMCT 2013, 2015
6. Computer Graphics International (CGI) 2013, 2015
7. IADIS Game and Entertainment Technologies 2011, 2012, 2013, 2015, 2016, 2017
8. Experiential Learning in Virtual Worlds 2012, 2013
9. WSCG 2011, 2012, 2013
10. SETN 2004, 2008, 2010, 2012, 2016, 2018
11. Innovations 2008
12. MIC-CCA 2008
13. Applied Computing 2007
14. Intelligent Virtual Agents 2005, 2006

Member of the editorial board of the following journals:

1. International Journal of Computational Methods in Heritage Science (IGI global)
2. International Journal of Interactive Multimedia (Intech publisher)

## **VOLUME EDITOR**

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1. J. Darzentas, G.A. Vouros, S. Vosinakis and A. Arnellos (Editors). "Artificial Intelligence: Theories, Models and Applications", Proceedings of the 5th Hellenic Conference on Artificial Intelligence, SETN 2008, Lecture Notes in Artificial Intelligence, vol. 5138, Springer, 2008.
2. T. Panayiotopoulos, S. Vosinakis (Editors). "Intelligent Agents and Virtual Reality", Workshop of Artificial Intelligence Human Networks, Athens University of Business and Economics, July 29, 2001.

## **JOURNAL SPECIAL ISSUE EDITOR**

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1. S. Vosinakis (ed), Special Issue on “Intelligent Virtual Agents”, *Multimodal Technologies & Interacion*, MDPI Press, forthcoming.
2. A. Flaten, M. Forte, T. E. Levy, G. Pavlidis, S.Vosinakis, I. Liritzis (eds), Special Issue on “Virtual Archaeology”, *Mediterranean Archaeology & Archaeometry Journal*, vol 14(4), 2014.
3. G. Pavlidis, S. Vosinakis, I. Liritzis (eds), Special Issue on “Virtual Archaeology”, *Mediterranean Archaeology & Archaeometry Journal*, 16(5), 2016.

## **SUBMITTED PAPERS**

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1. S. Vosinakis, “The effect of computer simulation games on learning introductory programming: A comparative study on high school students' learning performance by assessing computational problem-solving strategies”, submitted to Salento AVR 2018 Conference.
2. A. Gardeli and S. Vosinakis, “A physical programming platform for an AR-based system, using 3D printing”, submitted to ICL 2018 Conference.

## **BOOKS**

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- [B1] S. Vosinakis, “Virtual Worlds: State of the Art, Applications and Development in OpenSimulator”, Hellenic Academic Libraries publication, 2015 [in Greek].

## **JOURNAL PUBLICATIONS**

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- [J24] N. Pellas and S. Vosinakis, “The effect of simulation games on learning computer programming: A comparative study on high school students' learning performance by assessing computational problem-solving strategies”, *Education and Information Technologies*, forthcoming, 2018.
- [J23] P. Koutsabasis and S. Vosinakis, “Kinesthetic Interactions in Museums: Conveying Cultural Heritage by Making Use of Ancient Tools and (re-) Constructing Artworks”, *Virtual Reality*, Special Issue, vol. 22(2), 2018.
- [J22] S. Vosinakis, G. Anastassakis, P. Koutsabasis, “Teaching and Learning Logic Programming in Virtual Worlds Using Interactive Microworld Representations”, *British Journal of Educational Technology (BJET)*, 49(1), 2018.
- [J21] S. Vosinakis and P. Koutsabasis, “Evaluation of Visual Feedback Techniques for Virtual Grasping with Leap Motion and Oculus Rift”, *Virtual Reality*, vol. 22(1), 2018.
- [J20] A. Gardeli, S. Vosinakis, K. Englezos, D. Mavroudi, M. Stratis and M. Stavrakis, “Design and Development of Games and Interactive Products for the Reduction of Plastic Bags”, *EAI Endorsed Transactions on Serious Games*, 4(12), 2017.
- [J19] S. Vosinakis, "Digital Characters in Cultural Heritage Applications", *International Journal of Computational Methods in Heritage Science (IJCMHS)*, vol. 1(2), 2017.

- [J18] A. Gardeli, S. Vosinakis, "Creating the Computer Player: An Engaging and Collaborative Approach to Introduce Computational Thinking by Combining 'Unplugged' Activities with Visual Programming", *Italian Journal of Educational Technology*, special issue on "Computational Thinking", vol.25(2), 2017.
- [J17] I. Liritzis, G. Pavlidis, S. Vosinakis, A. Koutsoudis, P. Volonakis, N. Petrochilos, M.D. Howland, B. Liss, and T.E. Levy, "Delphi4Delphi: first results of the digital archaeology initiative for ancient Delphi, Greece", *Antiquity*, 90(354), 2016.
- [J16] S. Vosinakis, N. Avradinis, "Virtual Agora: Representation of an Ancient Greek Agora in Virtual Worlds using Biologically-inspired Motivational Agents", *Mediterranean Archaeology and Archaeometry Journal*, 16(5), special issue on "Virtual Archaeology", 2016.
- [J15] S. Vosinakis, Y. Tsakonas, "Visitor Experience in Google Art Project and in Second Life-based Virtual Museums: A Comparative Study", *Mediterranean Archaeology and Archaeometry Journal*, 16(5), Special Issue on "Virtual Archaeology", 2016.
- [J14] B. Bonis, S. Vosinakis, I. Andreou, and T. Panayiotopoulos, "Adaptive Virtual Exhibitions", *DESIDOC Journal of Library & Information Technology*, 33(3), 2013.
- [J13] S. Vosinakis and P. Koutsabasis, "Interaction Design Studio Learning in Virtual Worlds", *Virtual Reality*, 17(1), 2013.
- [J12] S. Vosinakis, P. Koutsabasis and P. Zaharias, "Course Lectures as Problem-Based Learning Interventions in Virtual Worlds", *LNCS Transactions on Edutainment IX*, vol. 7544, 2013.
- [J11] S. Vosinakis and J. Papadakis, "Enhancing semantic and social navigation in information-rich virtual worlds", *International Journal of Interactive Worlds*, vol. 2012 (2012), Article ID 670995.
- [J10] 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.
- [J9] S. Vosinakis, P. Koutsabasis, "Problem-based Learning for Design & Engineering Activities in Virtual Worlds", *Presence: Teleoperators and Virtual Environments*, vol. 21(3), 2012.
- [J8] P. Koutsabasis, S. Vosinakis, K. Malisova and N. Paparounas, "On the Value of Virtual Worlds for Collaborative Design", *Design Studies*, vol. 33(4), 2012.
- [J7] S. Vosinakis, P. Koutsabasis, "Engaging Students in HCI Design Activities in Virtual Worlds", *IEEE Learning Technology Newsletter*, special issue on Virtual Worlds for Academic, Organizational and Life-long Learning, October 2011.

- [J6] B. Bonis, J. Stamos, S. Vosinakis, I. Andreou and T. Panayiotopoulos, "A Platform for Virtual Museums with Personalized Content", *Multimedia Tools and Applications*, Springer, vol. 42 (2), pp. 139-159, 2009.
- [J5] S. Vosinakis, P. Koutsabasis, M. Stavarakis, 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.
- [J4] A. Arnellos, S. Vosinakis, T. Spyrou, J. Darzentas, "The Emergence of Autonomous Representations in Artificial Agents", *Journal of Computers (JCP)*, ISSN : 1796-203X Vol. 1 Iss. 6, pp. 29-36, 2006.
- [J3] S. Vosinakis, T. Panayiotopoulos, "A tool for constructing 3D Environments with Virtual Agents", *Multimedia Tools and Applications*, Kluwer Academic Publishers, Volume 25, Number 2, February 2005, pp. 253-279.
- [J2] N. Avradinis, S. Vosinakis, T. Panayiotopoulos, A. Belesiotis, I. Giannakas, R. Koutsiamanis, K. Tilelis, "An Unreal Based Platform for Developing Intelligent Virtual Agents", *WSEAS Transactions on Information Science and Applications*, August 2004, pp. 752-756.
- [J1] S. Vosinakis, T. Panayiotopoulos. "A Task Definition Language for Virtual Agents", *Journal of WSCG*, vol.11(3), ISSN 1213-6972, UNION Agency – Science Press, pp. 512-519, 2003.

## BOOK CHAPTERS

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- [BC2] I. Liritzis, G. Pavlidis, S. Vosinakis, A. Koutsoudis, P. Volonakis, M.D. Howland, T.E. Levy, "Delphi4Delphi: Data Acquisition of Spatial Cultural Heritage Data for Ancient Delphi, Greece". In **Heritage and Archaeology in the Digital Age** (pp. 151-165). Springer, 2017.
- [BC1] S. Vosinakis, P. Koutsabasis, P. Zaharias, M. Belk, "*Problem-based Learning in Virtual Worlds: Two Case Studies in User Interface Design*", **Experiential Learning in Virtual Worlds - Exploring the Complexities**, Interdisciplinary Press, 2013.

## PAPERS IN CONFERENCE PROCEEDINGS WITH FULL PAPER REVIEW

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- [C41] A. Gardeli, S. Vosinakis, K. Englezos, D. Mavroudi, M. Stratis and M. Stavarakis, "*A Week Without Plastic Bags: Creating Games and Interactive Products for Environmental Awareness*", 14<sup>th</sup> International Conference on Advances in Computer Entertainment Technology, ACE 2017.
- [C40] N. Pellas, S. Vosinakis, "*Learning to think and practice computationally via a 3D simulation game*", IMCL'17, International Conference on Interactive Mobile Communication, Technologies and Learning, special track on "Interactive Collaborative and Blended Learning", 2017.



- [C39] Anastasios Dimitropoulos, Konstantinos Dimitropoulos, Angeliki Kyriakou, Maximos Malevitis, Stelios Syrris, Stella Vaka, Panayiotis Koutsabasis, Spyros Vosinakis\*, Modestos Stavraki, "*The Loom: Interactive Weaving through a Tangible Installation with Digital Feedback*", Initial Training Network (ITN) on Digital Cultural Heritage (DCH) Final Conference on Digital Heritage, 2017.
- [C38] N. Pellas, S. Vosinakis, "*How can a simulation game support the development of computational problem-solving strategies?*", IEEE Global Engineering Education Conference (EDUCON), 2017.
- [C37] S. Vosinakis, N. Avradinis and P. Koutsabasis, "*Dissemination of Intangible Cultural Heritage using a Multi-Agent Virtual World*", Workshop on Virtual Reality, Gamification and Cultural Heritage, International Conference on Digital Heritage (EUROMED), 2016.
- [C36] P. Koutsabasis and S. Vosinakis, "*Adult and Children User Experience with Leap Motion in Digital Heritage: The Cycladic Sculpture Application*", International Conference on Digital Heritage (EUROMED), 2016.
- [C35] G. Anagnostakis, M. Antoniou, E. Kardamitsi, T. Sachinidis, P. Koutsabasis, M. Stavrakis, S. Vosinakis and D. Zisis "*Accessible Museum Collections for the Visually Impaired: Combining Tactile Exploration, Audio Descriptions and Mobile Gestures*", 18<sup>th</sup> International Conference on Human-Computer Interaction with Mobile Devices and Services (MOBILEHCI), 2016.
- [C34] N. Georgiadi, E. Kokkoli-Papadopoulou, G. Kordatos, K. Partheniadis, M. Sparakis, P. Koutsabasis, S. Vosinakis, D. Zisis and M. Stavrakis "*A Pervasive Role-Playing Game for Introducing Elementary School Students to Archaeology*", 18<sup>th</sup> International Conference on Human-Computer Interaction with Mobile Devices and Services (MOBILEHCI), 2016.
- [C33] S. Vosinakis, P. Koutsabasis, D. Makris and E. Sagia, "*A Kinesthetic Approach to Digital Heritage using Leap Motion: The Cycladic Sculpture Application*", 8<sup>th</sup> International Conference on Games and Virtual Worlds for Serious Applications (VS-GAMES), 2016.
- [C32] M. Maragoudakis, K. Kermanidis and S. Vosinakis, "*Modeling Promotion Factors using Bayesian Networks and Video Games*", International Conference on Information Science and Applications (ICISA), 2016.
- [C31] K.L. Kermanidis, M. Maragoudakis and S. Vosinakis, "*House of Ads: a Multiplayer Action Game for Annotating Ad Video Content*", Proc. of the 16th International Conference on Engineering Applications of Neural Networks (INNS) (EANN '15), Lazaros Iliadis and Chrisina Jane (Eds.). ACM, 2015.
- [C30] K.L. Kermanidis, M. Maragoudakis, S. Vosinakis, "*Crowdsourcing for the Development of a Hierarchical Ontology in Modern Greek for Creative Advertising*", Proc. of CCURL 2014, Workshop on Collaboration and Computing for Under-Resourced Languages in the Linked Open Data Era, 2014.

- [C29] S. Vosinakis, G. Anastassakis and P. Koutsabasis, "A Platform for Teaching Logic Programming using Virtual Worlds", Proc. of IEEE International Conference on Advanced Learning Technologies, ICALT'14, 2014.
- [C28] M. Maragoudakis, K. L. Kermanidis, and S. Vosinakis. "Extracting Knowledge from Collaboratively Annotated Ad Video Content.", Proc. of Artificial Intelligence Applications and Innovations. Springer Berlin Heidelberg, pp. 85-95, 2014.
- [C27] P. Kyriakoulakos, and S. Vosinakis. "Adapting an Animation TV Special to Games in a Games Design University Course." Proceedings of the 18th Panhellenic Conference on Informatics. ACM, 2014.
- [C26] K. L. Kermanidis, M. Maragoudakis, S. Vosinakis and N. Exadaktylos, "Designing a Support Tool for Creative Advertising by Mining Collaboratively Tagged Ad Video Content: The Architecture of PromONTotion", Proc. of the 9th International Conference on Artificial Intelligence Applications and Innovations, AIAI 2013.
- [C25] S. Vosinakis, "Laboratory presentation of Open Simulator platform for Virtual Worlds in Education", proc. of the 7th National Conference on ICT and Education, 2013.
- [C24] S. Vosinakis, P. Koutsabasis, "A Framework for Problem-Based Learning Activities in Virtual Worlds", 3rd Conference on Informatics in Education (CIE), 2011.
- [C23] S. Vosinakis, P. Koutsabasis and P. Zaharias, "An Exploratory Study of Problem-Based Learning in Virtual Worlds", VS-GAMES 2011: 3rd International Conference in Games and Virtual Worlds for Serious Applications, 2011.
- [C22] S. Vosinakis and I. Papadakis, "Virtual Worlds as Information Spaces: Supporting Semantic and Social Navigation in a shared 3D Environment", Workshop on "Leveraging the Potential of Virtual Worlds", VS-GAMES 2011: 3rd International Conference in Games and Virtual Worlds for Serious Applications, 2011.
- [C21] S. Vosinakis and I. Xenakis, "A Virtual World Installation in an Art Exhibition: Providing a Shared Interaction Space for Local and Remote Visitors", Re-thinking Technology in Museums, 2011.
- [C20] P. Zaharias, I. Andreou and S. Vosinakis, "Educational Virtual Worlds, Learning Styles and Learning Effectiveness: an empirical investigation", Proc. of HCICTE 2010.
- [C19] A. Zoumpoulaki, N. Avradinis and S. Vosinakis, "A Multi-Agent Simulation Framework for Emergency Evacuations Incorporating Personality and Emotions", Proceedings of SETN 2010, Greece, Lecture Notes in Artificial Intelligence, Springer, 2010.
- [C18] D. Lekkas, S. Vosinakis, C. Alifieris and J. Darzentas, "MarineTraffic: Designing a Collaborative Interactive Vessel Traffic Information System", The International Workshop on Harbour, Maritime & Multimodal Logistics Modelling and Simulation, 2008.

- [C17] A. Arnellos, S. Vosinakis, G. Anastassakis and J. Darzentas, "*Autonomy in Virtual Agents: Integrating Perception and Action on Functionally Grounded Representations*", SETN'08, Greece, 2008, Lecture Notes in Artificial Intelligence, Springer, vol. 5138, 2008.
- [C16] S. Vosinakis, P. Azariadis and N. Sapidis, "*A Virtual Reality Environment Supporting the Design and Evaluation of Interior Spaces*", 4th INTUITION International Conference on Virtual Reality and Virtual Environments, Athens, 2007.
- [C15] S. Vosinakis, N. Pelekis, Y. Theodoridis and T. Panayiotopoulos, "*Handling Spatial Vagueness in Virtual Agent Control*", GRAPP 2007, International Conference on Computer Graphics Theory and Applications, Barcelona, Spain, 2007.
- [C14] S. Vosinakis, G. Anastassakis and T. Panayiotopoulos, "*Modeling Spatiotemporal Uncertainty in Dynamic Virtual Environments*", Intelligent Virtual Agents 2007, Lecture Notes in Computer Science, vol. 4722, 2007.
- [C13] B. Bonis, J. Stamos, S. Vosinakis, I. Andreou and T. Panayiotopoulos, "*Personalization of Content in Virtual Exhibitions*", 2nd International Conference on Semantic and Digital Media Technologies, Lecture Notes in Computer Science, vol. 4816, 2007.
- [C12] S. Vosinakis, P. Koutsabasis, M. Stavrakis, N. Viorres, J. Darzentas, "*Supporting Conceptual Design in Collaborative Virtual Environments*", PCI 2007, Patras, Greece, 2007.
- [C11] N. Pelekis, S. Vosinakis, T. Panayiotopoulos and Y. Theodoridis, "*Towards a Virtual Agent Control Architecture Using a Spatiotemporal Data Management Framework*", 4th INTUITION International Conference on Virtual Reality and Virtual Environments, Athens, 2007.
- [C10] N. Pelekis, Y. Theodoridis, S. Vosinakis, T. Panayiotopoulos, "*Hermes - A Framework for Location-Based Data Management*", EDBT 2006, Lecture Notes in Computer Science, vol. 3896, pp.1130-1134, 2006.
- [C9] A. Arnellos, S. Vosinakis, T. Spyrou, J. Darzentas, "*Towards Representational Autonomy of Agents in Artificial Environments*", SETN 2006, Lecture Notes in Artificial Intelligence, vol. 3955, Springer, pp.474-477, 2006.
- [C8] S. Vosinakis, "*A Fuzzy Model for Agent Control in Virtual Environments*", CSITeA-04, International Conference on Computer Science, Software Engineering, Information Technology, e-Business, and Applications, December 27-29, Cairo, Egypt, 2004.
- [C7] N. Avradinis, T. Panayiotopoulos, S. Vosinakis. "*Synthetic Characters with Emotional States*", SETN 2004, George A. Vouros and Themis Panayiotopoulos (Eds.): Lecture Notes in Computer Science, vol. 3025, Springer, pp. 505-514, 2004.
- [C6] S. Vosinakis, T. Panayiotopoulos, "*Programmable Agent Perception in Intelligent Virtual Environments*", IVA 2003, Thomas Rist, Ruth Aylett, Daniel Ballin, Jeff Rickel (Eds.): Lecture Notes in Computer Science, vol. 2792, Springer, pp. 202-206, 2003.

- [C5] S. Vosinakis, T. Panayiotopoulos. "*SimHuman: A Platform for real time Virtual Agents with Planning Capabilities*", IVA 2001, A. de Antonio, R. Aylett, D. Ballin (Eds.), Lecture Notes in Artificial Intelligence, vol. 2190, Springer, pp.210-223, 2001.
- [C4] T. Panayiotopoulos, S. Vosinakis, G. Kalligatsis, K. Kambassi, "*Web-based, Dynamic and Intelligent Simulation Systems*", Intelligent Systems and Control (ISC), Hawaii, 2000.
- [C3] T. Panayiotopoulos, S. Vosinakis, N. Avradinis. "*Using Virtual Reality Techniques for the Simulation of Physics Experiments*", 4th World Multiconference on Systemics, Cybernetics and Informatics (SCI), Florida, 2000.
- [C2] T. Panayiotopoulos, S. Vosinakis, S. Kousidou, L. Balafa. "*Visualising Logic Programs in Virtual Worlds*", ACM Symposium on Virtual Reality Software and Technology (VRST '99), London, 1999, short paper.
- [C1] S. Vosinakis, G. Anastassakis, T. Panayiotopoulos. "*DIVA: Distributed Intelligent Virtual Agents*", Workshop on Intelligent Virtual Agents (Virtual Agents '99), Salford, 1999.

## **PAPERS IN CONFERENCE PROCEEDINGS WITH ABSTRACT REVIEW**

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- [CA10] S. Vosinakis, N. Avradinis, "*Virtual Agora: Representation of an Ancient Greek Agora in Virtual Worlds using Biologically-inspired Motivational Agents*", VAMCT15, 2<sup>nd</sup> International Symposium on Virtual Archaeology, Museums and Cultural Tourism, Delphi, Greece, 2015.
- [CA9] S. Vosinakis, Y. Tsakonas, "*Visitor Experience in Google Art Project and in Second Life-based Virtual Museums: A Comparative Study*", VAMCT15, 2<sup>nd</sup> International Symposium on Virtual Archaeology, Museums and Cultural Tourism, Delphi, Greece, 2015.
- [CA8] S. Vosinakis, "*Cultural Heritage Representation in Virtual Worlds: Towards Rich Interactive, Adaptive and Social Experiences*", VAMCT13, 1<sup>st</sup> International Workshop on Virtual Archaeology, Museums and Cultural Tourism, Delphi, Greece, 2013.
- [CA7] P. Koutsabasis, J. Darzentas, S. Vosinakis, M. Stavarakis and J. Darzentas, "*On the Multidisciplinary of HCI Education: Approaches at a Department of Product & Systems Design Engineering*", 2nd Interaction Design & Human-Computer Interaction Workshop, 2013.
- [CA6] S. Vosinakis, P. Koutsabasis, "*Using Virtual Worlds to support Interaction Design Studio courses*", 2nd Global Conference: Experiential Learning in Virtual Worlds, Prague, 2012.
- [CA5] S. Vosinakis, P. Koutsabasis and P. Zaharias, "*Problem-based Learning in Virtual Worlds: a Case Study in User Interface Design*", 1st Global Conference: Experiential Learning in Virtual Worlds, Prague, 2011.
- [CA4] S. Vosinakis, T. Panayiotopoulos. "*Design and Implementation of Synthetic Humans for Virtual Environments and Simulation Systems*", Advances in Signal Processing and

Computer Technologies, G. Antoniou, N.E. Mastorakis, O. Planfilov (Eds.), Electrical and Computer Engineering Series, WSES Press, pp.315-320, 2001.

[CA3] V. S. Belessiotis, S. Vosinakis, N. Alexandris. “*The use of the Virtual Agent SimHuman in the ISM scenario system*”, Advances in Automation, Multimedia and Video Systems, and Modern Computer Science, V.V. Kluev, C.E.D’Attellis, N.E. Mastorakis (Eds.), Electrical and Computer Engineering Series, WSES Press, pp.97-101, 2001.

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## CITATIONS

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According to Google Scholar (April, 2018) there are **682 citations** of the published work (**h-index: 15**).

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