
CURRICULUM VITAE

Spyros Vosinakis
Associate Professor

Department of Product and Systems Design Engineering
University of the Aegean
Konstantinoupoleos 2
Ermoupolis, 84100, Syros
Tel: (+30) 22810 97125
E-Mail: spyrosv@aegean.gr

Home Page

<http://www.syros.aegean.gr/users/spyrosv>

DATE OF BIRTH: 7 January 1976

NATIONALITY: Greek

SEX: Male

MARITAL STATUS: Married with two children

STUDIES

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

Greek: mother tongue

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

German: highly proficient: Mittelstufe, Abitur

COMPUTER SKILLS

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, WPF, .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, AIML, WebGL, Unity3D, Vuforia, ARCore, OpenXR

3D Modeling & animation: Poser, 3ds, Blender, VICON motion capture, Rokoko studio

Development of Applications with Natural User Interfaces (NUIs): Wiimote, Kinect, Leap Motion, Android, Arduino, Ultrahaptics, mobile VR (Cardboard, Samsung), immersive VR (HTC Vive, Oculus Rift/Quest), Hololens

WORK EXPERIENCE

September 2019 – today

Head of Interactive Systems Design Laboratory (ISD Lab) of the University of the Aegean.

August 2018 – today

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

June 2012 – July 2018

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

April 2024 – March 2025

Senior Researcher in the project “Inclusive Creation of VR environments - VR4All” (Erasmus+).

January 2024 – September 2025

Scientific Coordinator of the project “Developing Personality in Digital Character Design using Motion Capture, Wearable and Live Coding Technologies, applied to IMAGINE (Interactive Media, Animation, Games, Interactive Networked Environments) Narrative Worlds” (IMAGINE-MOCAP). Sub-action 2. Funding Projects in Leading-Edge Sectors – RRFQ: Basic Research Financing (Horizontal support for all Sciences), Hellenic Foundation for Research and Innovation (H.F.R.I.), HFRI-15668, 2024-2026.

March 2023 – December 2025

Senior Researcher in the Project “HERITACT: Heritage activation through engaging experiences towards sustainable development”, CALL: HORIZON-CL2-2022-HERITAGE-01 (EU Horizon).

January 2022 – December 2022

Senior Researcher in the Project “IOHIVE: Design and Development of Innovative Digital Infrastructures and Services for the Support and Horizontal Monitoring of Agri-Food Practices”, Operational Program ‘Research Innovation Strategies for Smart Specialisation in South Aegean ΟΠΣ 3437’, under the call South Aegean Operational Plan 2014 – 2020.

May 2021 – May 2023

Scientific Coordinator of the project “e-Aegean CoulTour: Integrated infrastructure for Culture and Tourism in South Aegean”, Action “Regional Excellence”, Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

February 2020 – August 2022

Research Group Leader of the project “Virtual Historic Sailing Ships (VHSS)”. GSRT, Single RTDI State Aid Action "Open Innovation in Culture" support measure, Operational Programme Competitiveness, Entrepreneurship and Innovation 2014-2020 (EPAnEK).

December 2019 – December 2022

Scientific Coordinator of the project “Non-verbal Communication in Immersive Virtual Reality (MetaVR)”, First Call for H.F.R.I. Research Projects to support Faculty members and Researchers and the procurement of high-cost research equipment grant.

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 – February 2020

Senior 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

Scientific Coordinator of 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

Senior 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

Senior researcher in "Archimedes III", national project, co-funded by the EU. Duties: design & development of a videogame for crowdsourcing.

October 2006 – November 2008

Senior 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

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

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

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

Current courses: Virtual Reality, Artificial Intelligence, Digital Games & Playful Learning, Interaction Design Studio, Computer Graphics.

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

Supervision of 37 undergraduate and 21 postgraduate diploma theses.

Two Phds completed under my supervision:

- Nikolaos Pellas: <https://scholar.google.com/citations?user=2IQNzhkAAAAJ>
- Anna Gardeli:

Currently supervising four PhD students

Supervised two post-doctoral students:

RESEARCH INTERESTS

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

Member of the organizing and scientific committee of “CHIGreece 2025: 3rd International Conference of the ACM Greek SIGCHI Chapter”, Syros, 2025.

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

Reviewer in the following scientific journals:

1. Frontiers in Virtual Reality (Frontiers)
2. Computers & Graphics (Elsevier)
3. International Journal of Human-Computer Studies (Elsevier)
4. Journal of Network and Computer Applications (Elsevier)
5. Graphical Models (Elsevier)
6. International Journal of Child-Computer Interaction (Elsevier)
7. Simulation Modelling Practice & Theory (Elsevier)
8. Digital Applications in Archaeology and Cultural Heritage (Elsevier)
9. International Journal of Human-Computer Interaction (Taylor & Francis)
10. British Journal of Educational Technologies (BJET)
11. Transactions on Learning Technologies (IEEE)
12. Presence (MIT Press)
13. Virtual Reality (Springer)
14. 3D Research (Springer)
15. SpringerPlus (Springer)
16. Multimodal User Interfaces (Springer)
17. Multimodal Technologies and Interaction (MDPI)
18. Information (MDPI)
19. Applied Sciences (MDPI)
20. Int. J. of Intelligent Engineering Informatics (IJIEI) (Inderscience)
21. International Journal of Intelligent Engineering Informatics (Inderscience)
22. Journal of Online Learning and Teaching (MERLOT)
23. Mediterranean Archaeology & Archaeometry Journal
24. Journal of Media and Communication Studies (Academic Journals)
25. Journal of Zhejiang University SCIENCE
26. European Journal of Educational Research

Program Committee member / Reviewer in the following scientific conferences:

1. CHI 2022
2. CHI Greece 2021, 2023, 2025
3. Interactive Media, Smart Systems and Emerging Technologies (IMET) 2021, 2022, 2023
4. Digital Heritage 2025
5. EuroXR 2024, 2025
6. Computer Animation & Social Agents 2025
7. Interaction Design and Children 2021
8. VS-Games 2017, 2018, 2019
9. IEEE Conference on Games (CoG) 2019, 2021
10. IEEE Virtual Reality 2020
11. ICSoft 2019
12. Web3D 2015

13. IEEE International Conference on Advanced Learning Technologies 2017, 2019, 2020
14. Computer Science and Electronic Engineering Conference CEEC 2015
15. Virtual Archaeology, Museums & Cultural Tourism VAMCT 2013, 2015
16. Computer Graphics International (CGI) 2013, 2015
17. IADIS Game and Entertainment Technologies 2011, 2012, 2013, 2015, 2016, 2017, 2018, 2019, 2022, 2023
18. Experiential Learning in Virtual Worlds 2012, 2013
19. WSCG 2011, 2012, 2013
20. SETN 2004, 2008, 2010, 2012, 2016, 2018, 2020, 2022
21. Innovations 2008
22. MIC-CCA 2008
23. Applied Computing 2007
24. Intelligent Virtual Agents 2005, 2006

VOLUME EDITOR

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 EDITORIAL BOARD

1. Presence (MIT Press)
2. Simulation Modelling Practice and Theory (Elsevier)
3. Heritage (MDPI)
4. International Journal of Computational Methods in Heritage Science (IGI global)
5. International Journal of Interactive Multimedia (Intech publisher)

JOURNAL SPECIAL ISSUES

1. S. Vosinakis, E. Nofal, M. Stavrakis, Special Issue on "Tangible Interaction, Gamification and Mixed Reality for the Dissemination and Interpretation of Cultural Heritage", Heritage, MDPI, 2023.
2. V. Kasapakis, S. Vosinakis, Special Issue on "User Experience in Extended Reality", Applied Sciences, MDPI, 2023.
3. S. Vosinakis, V. Kasapakis, D. Gavalas, Special Issue on "XR as a Communication Medium", Presence, MIT Press, 2023.
4. S. Vosinakis (ed), Special Issue on "Intelligent Virtual Agents", Multimodal Technologies & Interaction, MDPI Press, 2018.
5. G. Pavlidis, S. Vosinakis, I. Liritzis (eds), Special Issue on "Virtual Archaeology", Mediterranean Archaeology & Archaeometry Journal, 16(5), 2016.

6. 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.

THESES

- [MSC] S. Vosinakis, "Simulated Human", MSc dissertation, University of Hull, UK, 2000.
- [PHD] S. Vosinakis, "Intelligent Agents in Virtual Environments", Phd thesis, University of Piraeus, Greece, 2003.

BOOKS

- [B1] S. Vosinakis, "Virtual Worlds: State of the Art, Applications and Development in OpenSimulator", Hellenic Academic Libraries publication, 2015 [in Greek].
- [B2] Scientific editing of the Greek translation of: Jesse Shell, "The art of Game Design: A book of Lenses", Klidarithmos publication, 2024 [in Greek]

INVITED SPEAKER

1. P. Koutsabasis & S. Vosinakis, "Meaningful Immersion: Human-Centered Design for Learning and Cultural Heritage", Immersive Learning Research Network (iLRN) 2026 Conference.
2. Σ. Βοσινάκης, «Από το Μουσείο στο Βίωμα: Νέες Μορφές Πολιτιστικής Εμπειρίας στην Εκτεταμένη Πραγματικότητα», 6ο Πανελλήνιο Συνέδριο Ψηφιοποίησης Πολιτιστικής Κληρονομιάς EUROMED 2025, Αθήνα.
3. Σ. Βοσινάκης, «Εκτεταμένη Πραγματικότητα (XR) στην Εκπαίδευση: Σύγχρονες Προσεγγίσεις, Κύκλος Ανάπτυξης και Παιδαγωγική Αξιοποίηση», 16ο διεθνές συνέδριο «Πληροφορική στην Εκπαίδευση», CIE2024, Πειραιάς.
4. S. Vosinakis, "Extended Reality Environments as Emerging Communication and Collaboration Spaces: Prospects and Pitfalls", IEEE19th International Workshop on Semantic and Social Media Adaptation & Personalization (SMAP'24), Athens, Greece.
5. S. Vosinakis, "Extended Reality Technologies in Education: Moving beyond the WOW Factor", Intelligent Tutoring Systems (ITS) 2021, Athens, Greece.
6. S. Vosinakis, "Serious Games: State of the Art and Application Areas", 9th Panhellenic Conference for IT in Education 2017, Syros.

JOURNAL PUBLICATIONS

- [J42] Baltas, D., Kolokotroni, A., Malisova, K., Stergiou, M., Nikopoulos, G., Kalampratsidou, V., Zarmakoupis, A., Carle, M., El-Raheb, K., Zannos, I., Kougioumtzian, L., Theodoropoulos, A., Kyriakoulakos, P., Stavrakis, M., Vosinakis, S. (2025) IMAGINE Personalities: Augmenting Digital Character Workflows Using Motion Capture, Wearable Sensors, and Live Coding. *Sensors*, 25(22), 6976.

- [J41] Gardeli, A., & Vosinakis, S. (2025). Fostering computational thinking in young students through student generated challenges in tangible mobile augmented reality games. *Discover Education*, 4(1), 529.
- [J40] Vosinakis, S., Koutsabasis, P., Anastassakis, G., Papasalouros, A., & Damianidis, K. (2025). Designing and Evaluating an Immersive Vr Experience of A Historic Sailing Ship in Museum Contexts. *Computers & Graphics*, 133.
- [J39] Gardeli, A., & Vosinakis, S. (2025). Group dynamics in collaborative learning: Impact of emergent and scripted roles in tangible mobile augmented reality games. *Computers & Education: X Reality*, 7, 100102.
- [J38] El-Raheb, K., Kougioumtzian, L., Kalampratsidou, V., Theodoropoulos, A., Kyriakoulakos, P., & Vosinakis, S. (2025). Sensing the Inside Out: An Embodied Perspective on Digital Animation Through Motion Capture and Wearables. *Sensors*, 25(7), 2314.
- [J37] Galani, S., & Vosinakis, S. (2024). An augmented reality approach for communicating intangible and architectural heritage through digital characters and scale models. *Personal and Ubiquitous Computing*, 1-20.
- [J36] Dzardanova, E., Nikolakopoulou, V., Kasapakis, V., Vosinakis, S., Xenakis, I., & Gavalas, D. (2023). Exploring the impact of non-verbal cues on user experience in immersive virtual reality. *Computer Animation and Virtual Worlds*, e2224.
- [J35] Kasapakis, V., Dzardanova, E., Vosinakis, S., & Agelada, A. (2023). Sign language in immersive virtual reality: design, development, and evaluation of a virtual reality learning environment prototype. *Interactive Learning Environments*, 1-15.
- [J34] Vosinakis, S., Kasapakis, V., & Gavalas, D. (2022). Extended Reality (XR) as a Communication Medium: Special Issue Guest Editorial. *PRESENCE: Virtual and Augmented Reality*, 31, 1-4.
- [J33] Xenakis, I., Gavalas, D., Kasapakis, V., Dzardanova, E., & Vosinakis, S. (2022). Nonverbal Communication in Immersive Virtual Reality through the Lens of Presence: A Critical Review. *PRESENCE: Virtual and Augmented Reality*, 31, 147-187.
- [J32] Koutsabasis, P., Partheniadis, K., Gardeli, A., Vogiatzidakis, P., Nikolakopoulou, V., Chatzigrigoriou, P., ... & Filippidou, D. E. (2022). Co-Designing the User Experience of Location-Based Games for a Network of Museums: Involving Cultural Heritage Professionals and Local Communities. *Multimodal Technologies and Interaction*, 6(5), 36.
- [J31] Nikolakopoulou, V., Printezis, P., Maniatis, V., Kontizas, D., Vosinakis, S., Chatzigrigoriou, P., & Koutsabasis, P. (2022). Conveying Intangible Cultural Heritage in Museums with Interactive Storytelling and Projection Mapping: The Case of the Mastic Villages. *Heritage*, 5(2), 1024-1049.
- [J30] Nikolakopoulou, V., Vosinakis, S., Nikopoulos, G., Stavrakis, M., Politopoulos, N., Fragkedis, L., & Koutsabasis, P. (2022). Design and User Experience of a Hybrid Mixed

Reality Installation that Promotes Tinian Marble Crafts Heritage. *ACM Journal on Computing and Cultural Heritage*, 15(4), 1-21.

- [J29] Chatzigrigoriou, P., Nikolakopoulou, V., Vakkas, T., Vosinakis, S., & Koutsabasis, P. (2021). Is Architecture Connected with Intangible Cultural Heritage? Reflections from Architectural Digital Documentation and Interactive Application Design in Three Aegean Islands. *Heritage*, 4(2), 664-689.
- [J28] Liritzis, I., Volonakis, P., & Vosinakis, S. (2021). 3D Reconstruction of Cultural Heritage Sites as an Educational Approach. The Sanctuary of Delphi. *Applied Sciences*, 11(8), 3635.
- [J27] Vosinakis, S., Nikolakopoulou, V., Stavarakis, M., Fragkedis, L., Chatzigrigoriou, P., & Koutsabasis, P. (2020). Co-Design of a Playful Mixed Reality Installation: An Interactive Crane in the Museum of Marble Crafts. *Heritage*, 3(4), 1496-1519.
- [J26] S. Vosinakis & A. Gardeli, "On the use of mobile devices as controllers for first-person navigation in public installations", *Information* 10 (7), 2019.
- [J25] 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*, 23, 2423-2452, 2018.
- [J24] T. Ekonomou, and S. Vosinakis, "Mobile Augmented Reality games as an engaging tool for cultural heritage dissemination: A case study". *Sci. Cult*, 4, 97-107, 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. Stavarakis, "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. 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.

- [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

- [BC4] S. Vosinakis and P. Koutsabasis. Conveying Intangible Cultural Heritage via Mixed-Reality Installations in Museums. In **Interactive Media for Cultural Heritage**, Springer, 2025. [in press]
- [BC3] S. Vosinakis, “The Use of Digital Characters in Interactive Applications for Cultural Heritage”, In **Applying Innovative Technologies in Heritage Science**, IGI Global, 2020.
- [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

- [C77] Stergiou, M., Vosinakis, S. (2026). Digital Queens: A case study on cloth simulation, motion capture and XR technologies for addressing costume-choreography challenges, MOCO'26: Movement and Computing 2026, ACM.
- [C76] Baltas, D., Vosinakis, S. (2026). Extending the Site: XR modalities for Site-Specific Dance - A Comparative Study of XR Technologies in Studio-Based Practice. MOCO'26: Movement and Computing 2026, ACM.

- [C75] Kasapakis, V., Malisova, K., Agelada, A., Koutsabasis, P., Koronis, G., Vosinakis, S., Zaroliagis, C. and Gavalas, D. (2025). Using Immersive VR to Enhance Universal Design for Motor-Impaired Users. In 11th IEEE International Smart Cities Conference.
- [C74] Vosinakis, S., Bosta, A. (2025). Digital Characters Augmenting Cultural Spaces through Handheld and Head-Worn Devices. In *Virtual Reality and Mixed Reality: 22nd EuroXR International Conference, EuroXR 2025, Winterthur, Switzerland, September 3–5, 2025, Proceedings* (p. 169). Springer Nature.
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