



HELLENIC DEMOCRACY

National and Kapodistrian University of Athens

FACULTY OF COMMUNICATION AND MEDIA STUDIES

LABORATORY OF NEW TECHNOLOGIES IN COMMUNICATION, EDUCATION AND THE MASS MEDIA

5, Stadiou Str., GR-10562, Athens, Greece – Tel.: 0030 210 3689426 – Fax 0030 2103689450 –

www.media.uoa.gr/ntlab

Research groups of the Laboratory of New Technologies in Communication, Education and the Mass Media

The Laboratory of New Technologies in Communication, Education and the Mass Media of the Faculty of Communication and Media Studies of the University of Athens (UoA NTLab, website <http://www.media.uoa.gr/ntlab>), founded and directed by Professor Michael Meimaris (personal webpage: mmeimaris.gr), implements research and technological development projects in the following specific areas, that correspond to research groups currently running within UoA NTLab.

UoA NTLab has signed a collaboration protocol agreement with the following University Research Laboratories in Greece:

- Laboratory of Learning Technology and Educational Engineering, Department of Pre-school Education and Educational Design, University of the Aegean,
- Laboratory of Environmental Communication and Audiovisual Documentation, Department of Architecture, University of Thessaly,
- Media Informatics Lab, Department of Journalism and Mass Media Communication, Aristotle University of Thessaloniki.

Digital Games and Digital Media for Learning

coordinators

- Dr., Dr., Michael Meimaris, Professor (mmeimaris@media.uoa.gr)
- Dimitris Gouscos, PhD, Assistant Professor (gouscos@media.uoa.gr)

topics of the research group

The research topics of the group focus on focuses on the potential of new digital media (digital games, social media, digital storytelling, pervasive applications) to operate as frameworks for formal, informal, life-long and intergenerational learning.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Sotiris Kirginas, Panagiotis Tragazikis, Alexandra Nakou, Ioanna



Tsiavou, Chara Mavroudi, Eni Meliadou, Marina Tomara, Evgenia Siampanopoulou, Tatiana Michailidou, Christina Tatsi, Menia Mavraki, Katerina Fragkiskou, Marianna Poutakidou, Irini Chaidi, Loukas Koutsikos, Lia Mouchtari, Manolis Spanoudakis, Katerina Valle, Electra Galani, Alexandros Douros, Giovanna Loxa, Chara Mavroudi, Nikolas Perdikaris, Maria Saridaki, Konstantina Fragki, Maria Philippi.

Moreover, the group has developed cooperation with other research groups in Greece and abroad including Laboratory of Learning Technology and Learning Mechanics (University of Aegean), Cultural and Educational Technology Institute (“Athena” Research and Innovation Center in Information, Communication and Knowledge Technologies), Education Arcade (MIT Comparative Media Studies Programme), Poisson Rouge (Interactica), Game Experience Lab (Eindhoven University of Technology), National Centre for Computer Animation (Bournemouth University).

R&D and educational activities

ecoKtima, a new contract for experience and learning

<http://www.ecoktima.com>

The ecoKtima project has been conceived by a team led by Maria Filippi, in the context of her studies in the Joint MEd on ICT for Education (<http://www.ict.e.cd.uoa.gr>), under the supervision of Prof. Michalis Meimaris and Assistant Prof. Dimitris Gouscos. The ecoKtima project, which is physically based on a farm located in a rural area some 25km outside Athens, Greece, aspires to offer a new contract for experience and learning, overcoming two important dichotomies: the one between learning and play, and the one between natural and digital environments. The ecoKtima facilities have been constructed as a traditional farm, augmented with digital media (wi-fi access, web cameras, QR codes, mobile devices) that allow to design and deploy applications delivering a hybrid experience while interacting with the natural environment and digital media at the same time. These capabilities support deployment of pervasive playful experiences, based on combinations of handheld devices, locative applications, digital games and physical outdoors play, which can in turn support scenarios for learning while playing and playing while learning. On top of that, ecoKtima offers a number of capabilities such as adopting and cultivating a farmyard, which can support reconnecting with nature and the environment and re-discovering a natural course of life. The online presence of the ecoKtima project is accessible on <http://www.ecoktima.com>.

The NTLab Digital Games and Digital Media for Learning research group collaborates with the ecoKtima project team under a project contract with national and EU funding for a period of 13 months (November 2012 – November 2013) period and is responsible for the following tasks :



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- selection and study of state of the art digital games pertinent to ecotourism, protection of the environment, renewable energy sources and sustainable consumption
- selection and study of state of the art hybrid and pervasive applications pertinent to the above themes
- proposal of a methodology for design and development of a hybrid pervasive application for playful learning
- design of this application at the level of storytelling, plot and gameplay
- evaluation of the implementation of this application (to be realized by an independent third party)
- dissemination of project results to scientific conferences and journals as well as in events for the general public.

Mathisi 2.0 (Learning 2.0) – Awareness for exploiting On-line Tools and Communities for Education and Life-Long Learning

Mathisi 2.0 plus (Learning 2.0 plus) – Innovative youth initiatives and good practices for exploiting On-line Tools and Communities for Education and Life-Long Learning

<http://www.mathisi20.gr>

The Mathisi 2.0 (Learning 2.0) and Mathisi 2.0 plus (Learning 2.0 plus) initiatives aspire to bring forward the ways in which networking of youngsters and adults, teachers, students and parents, can enhance education and life-long learning. The specific objectives of the Mathisi 2.0 and Mathisi 2.0 plus initiatives are (1) to contribute towards awareness of youngsters, school and university students and teachers, parents and everyone else with a shared interest in education about new online tools (Web 2.0 tools, social media) and the collaborative potential that they bring to education and life-long learning; (2) to bring into contact individuals and organizations interested in networked learning, with a view to reinforcing their dialogue and cooperation; and (3) to promote initiatives actively undertaken by young people for exploitation and innovative uses of online tools and digital media for education and life-long learning and, through these initiatives, to high-light good practices. To this end, the following activities have been implemented:

- Development of web presence and information content on the <http://www.mathisi20.gr> website, as well as on online social media (wordpress, facebook, twitter, youtube) with approx. 2,000 unique visitors and 6,000 pageviews per month, plus more than 900 facebook fans.
- Implementation of two information days (Athens, June 2011 and June 2012) which have been broadcast online through live streaming and live tweeting and attracted an audience totaling more than 1,000 participants physically and online.
- Production of two white papers (Mathisi 2.0 white paper on July 2011, Mathisi 2.0 plus white paper on September 2012, both in Greek) for international



advancements, good practices in Greece as well as open issues with respect to the exploitation of online digital media for education and life-long learning.

- Production of a series of videos with position statements of experts and lay people actively involved in the application of online digital media to education and life-long learning.
- Deployment of an online accessible database cataloguing people in Greece and abroad actively involved in networked learning (more than 300 entries).
- Open call for submission of innovative initiatives and good practices for exploiting networked digital media in education and life-long learning in Greece, and award of a good digital practice seal to 20 such initiatives implemented by teams of researchers, teachers and students from all over Greece at all levels of education (June 2012).
- Realization, for the first time in Greece, of a public debate with initial premise “social media are not dangerous for teenagers”, which was organized in collaboration with Intelligence Squared Greece (IQ2), an experienced journalist as debate coordinator and parents, teachers and teenager students as discussants in favor of and against the initial premise (June 2012).

Milia (Appletree), a storytelling platform

<http://www.media.uoa.gr/medialab/milia/>

This research project is focused on deploying Milia (Appletree), an open platform for social interactive digital storytelling. The Milia platform aims to support the representation, presentation and collaborative creation of any sort of stories in digital format. Applications of the platform can be found in storytelling per se, in education, in publishing and, more generally, in the publication of collaborative digital works. The Milia platform is freely accessible online at <http://www.media.uoa.gr/medialab/milia/>. The Milia digital storytelling platform has received, in October 2011, the Euromedia Seal of Approval award of Erasmus Euromedia Awards 2011.

Ilektrodomatio (Electroroom) - an interactive game for learning about electricity

<http://users.sch.gr/mtomara/ilektrodomatio.html>

The Ilektrodomatio (Electroroom) game for learning has been developed by Panagiota Marina Tomara, MSc, MEd, in the context of her Master’s thesis in the Joint MEd on ICT for Education (<http://www.icte.ecd.uoa.gr>), under the supervision of Assistant Prof. Dimitris Gouscos and Prof. Michalis Meimaris. The Ilektrodomatio game results from an effort to implement a realistic interactive environment that simulates a real-world laboratory of electric circuits. The game is designed according to a discovery-based approach to knowledge, and incorporates features resulting from constructionist theories for learning. Its



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prime objective is to encourage learning through entertainment, and to this end it includes a large number of experiments, involving everyday life objects and appliances rather than laboratory style experiments. The game is freely accessible on webpage <http://users.sch.gr/mtomara/ilektrodwmatio.html> and has attracted more than 2,000 visitors as of March 2013.

LO, a digital game for the water cycle

The LO game for learning has been developed by Xaris Mavroudi, MEd, in the context of her Master's thesis in the Joint MEd on ICT for Education (<http://www.icte.ecd.uoa.gr>), under the supervision of Assistant Prof. Dimitris Gouscos and Prof. Michalis Meimaris. Lo is a digital game for learning intended to familiarize preschool and early primary school pupils with the water cycle. Conception and design of the game has been based on presumptive learning theory, with the objective to arouse the curiosity of children and challenge their ability to connect different forms of water with their everyday life experience, and thus arrive at conceptualizing the entire water cycle. The game's online version is currently under development.

Magiko Filtro (Magic Potion) - an adventure game for learning

<http://www.media.uoa.gr/epinoisi>

Magiko Filtro (Magic Potion) is an adventure-style game for learning that was developed for primary and secondary education students with mild intellectual disability during Nov 2007 – Nov 2008 within the EPINOISI project (Project Leader Prof. M. Meimaris, Co-ordinator Assist. Prof. D. Gouscos), by the Laboratory of New Technologies in Communication, Education and the Mass Media of the Univ. of Athens. The Magiko Filtro design and development team included about 15 researchers from disciplines such as interactive applications, animation and graphics design, special and primary education and communication studies. In June 2009, the Magiko Filtro game was awarded the Comenius Edumedia Medal. The Magiko Filtro game is available for free download (in greek, partners sought for translation) at <http://www.media.uoa.gr/epinoisi/tmf/tmf20.rar>.

EPINOISI R&D Project - Specialised Formation of General and Special Education

Teachers and Production of Digital Game-Based Educational Material for Mild Intellectual Disability

<http://www.media.uoa.gr/epinoisi>

The EPINOISI R&D project has been implemented by the Laboratory of New Technologies in Communication, Education and the Mass Media of the Faculty of Communication and Mass Media Studies of the University of Athens and funded by the Greek Operational Programme for Education and Initial Vocational Training 2000-2006 (EPEAEK II) during November 2007 – November 2008, with the objective to realize a specialized formation programme for



primary, secondary and special education teachers supporting students with mild intellectual disability (MID) and at the same time develop digital games-based learning (DGBL) material for MID students to be deployed and tested within the special classroom, as part of practical seminars and hands-on activities. Prof. Michalis Meimaris, Director of UoA NTLab, has contributed as scientifically responsible and Assistant Prof. Dimitris Gouscos as co-ordinator for the EPINOISI project.

The total duration of the EPINOISI formation programme on DGBL for MID has extended to 400 teaching hours, of which 100 hours were allocated to seminars of theoretical formation and 300 hours to practical hands-on seminars, presentation of digital game-based educational material and supervised application of this material in the special classroom.

Theoretical formation seminars have been realized during May – June 2008, whereas practical activities and supervised classroom application of digital game-based learning material took place during September – November 2008. The 200 teachers that attended this formation programme have been selected from schools and cities from all over Greece and grouped in 20 formation classes located in 15 cities all over the country.

The Magic Potion is a digital adventure game for learning which has been developed in Greek by the EPINOISI project and covers language, mathematics, social and communication skills for students with mild intellectual disability. The Magic Potion game, together with accompanying material, is freely available from the EPINOISI project website to all project participants, as well as to all third persons interested in this application.

translation and scientific editing of the book “Digital Games-Based Learning”

Greek translation (scientific editing M. Meimaris) of the book “Digital Games-Based Learning” by Marc Prensky (<http://www.marcprensky.com>), Metaixmio Publications (Athens, 2009).

colloquium on “Play, Storytelling, Technology – in quest of the digital counterpart of human consolation”

The colloquium on “Play, Storytelling, Technology – in quest of the digital counterpart of human consolation” (Athens, June 2010) has been co-organized by the University Research Institute of Applied Communication and the Laboratory of New Technologies in Communication, Education and the Mass Media, Faculty of Communication and Media Studies, University of Athens. More than 15 invited speakers participated in the colloquium’s work programme.

international scientific conference ECGBL 2011 - 5th European Conference on Games-Based Learning and satellite events

www.academic-conferences.org/ecgbl/ecgbl2011/ecgbl11-home.htm



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the 5th European Conference on Games-Based Learning (ECGBL 2011), which constitutes a central event in Europe, and one of the major events world-wide, for the scientific community of digital games-based learning, was organized in Athens, in October 2011, by the Laboratory of New Technologies in Communication, Education and the Mass Media, with the support of the University Research Institute of Applied Communication, Faculty of Communication and Media Studies, University of Athens and in collaboration with the Hellenic-American Union.

The Laboratory of New Technologies in Communication, Education and the Mass Media organized, in collaboration with the above institutions, an additional series of satellite events to the main ECGBL conference, including the digital games for learning exhibition Serious Games Showcase & Best Practices (SGS-Best 2011), the digital media for learning exhibition Playful Learning Media (PlayLearn 2011), and a vocational specialization seminar on “Learning Based on Play, Storytelling and Technology” which, together with the main conference, attracted an audience totalling more than 400 participants with an active interest in the exploitation of digital games in learning processes.

selected publications

book chapters, peer-reviewed

- Dimitra Florou & Dimitris Gouscos, “Social media-based communities of practice for education in citizenship and sustainability”, in Public Sector Reform Using Information Technologies: Transforming Policy into Practice, Thanos Papadopoulos & Panagiotis Kanellis (eds), IGI Global, 2011, online available at <http://www.igiglobal.com/chapter/social-media-based-communities-practice/56390>.
- Maria Saridaki, Dimitris Gouscos and Michalis Meimaris, “Digital Games-Based Learning for Students with Intellectual Disability”, in Games-Based Learning Advancements for Multi-Sensory Human Computer Interfaces: Techniques and Effective Practices, Thomas Connolly, Mark Stansfield and Liz Boyle (eds), Information Science Reference Publishers, UK, 2009, ISBN 978-1-60566-360-9, pp.304-325.

book chapters, by invitation

- (in Greek) Alexandra Nakou, Dimitris Gouscos and Michalis Meimaris, “Educational approaches and practical capabilities for exploiting social media in learning processes”, Crisis and Governance of Educational Systems – Fourth International Colloquium on Educational Design, Rhodes Island, Greece, May 2011.
- (in Greek) Michalis Meimaris and Dimitris Gouscos, “The Game of Learning: Educational Processes with the help of Digital Games”, Change and Governance of Educational Systems – Second International Colloquium on Educational Design, Rhodes Island, Greece, May 2009.

*journal papers, peer-reviewed*

- Panagiotis Tragazikis, Sotiris Kirginas & Dimitris Gouscos, “Digital games for entrepreneurial learning, innovation and creativity: examples and evaluation criteria”, Special Issue on "Innovative Entrepreneurship: Sources of Innovation, Policies and Learning", A. Kakouris & P. Ketikidis (guest editors), International Journal of Innovation and Regional Development (IJIRD), Vol.4, No.3/4, 2012, pp. 314-337, online available at <http://www.inderscience.com/info/inarticle.php?artid=47564>.

conference papers, peer-reviewed

- Gouscos, D. and Meimaris, M. (2013) “Milia (AppleTree), an open platform for social interactive digital storytelling”. In CREATE, ACT, CHANGE: 5th International Digital Storytelling Conference and Exhibition (DST2013), Hacettepe University, Ankara, Turkey, May 2013.
- Mouchtari, E., Meimaris, M., Gouscos, D., Sfyroera, M. (2013) “Learning and intergenerational communication through digital storytelling in the first grades of primary school: Yesteryear Jobs”. In CREATE, ACT, CHANGE: 5th International Digital Storytelling Conference and Exhibition (DST2013), Hacettepe University, Ankara, Turkey, May 2013.
- (in Greek) Mavraki, M, Seresli, A., Fragkiskou, K., Gouscos, D. and Meimaris, M. (2013) “Educational Intervention through the Go Recycle Digital Game for Students with Autism”. In the 7th Conference of Teachers for ICT – Exploiting Information and Communication Technologies in Educational Practice, Syros Island, Greece, 17-18-19 May 2013.
- (in Greek) Marinou, D., Siampanopoulou, E., Tatsi, C., Filippi, M., Gouscos, D. and Meimaris, M. (2013) “Icefiddler and the Snow Orchestra – Application of a Pervasive Digital Game in Preschool Pupils”. In the 7th Conference of Teachers for ICT – Exploiting Information and Communication Technologies in Educational Practice, Syros Island, Greece, 17-18-19 May 2013.
- Koutsikos, L., Manthou, A., Mitilinaiou, A., Mouchtari, E., Simotas, K., Troullou, E., Tsampa, K., Gouscos, D. and Meimaris, M. (2012) “Music for two generations: Intergenerational Intervention Through Music and Internet Technologies”. In Open Learning Generations - Closing the gap from "Generation Y" to the mature Lifelong Learners, EDEN 2012 Annual Conference, Porto, Portugal, 6-9 June 2012.
- Meliadou, E., Nakou, A., Haidi, I., Koutsikos, L., Giannakouloupoulos, A., Gouscos, D. and Meimaris, M. “Technology in intergenerational learning research projects in the Greek context”. In 3rd International Conference on Elderly and New Technologies (3ICENT), Castellón, Spain, 18-20 April 2012.



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- Meliadou, E., Nakou, A., Gouscos, D. and Meimaris, M. “Digital Storytelling, Learning and Education”. In 6th International Conference in Open & Distance Learning, Loutraki, Greece, November 2011.
- Panagiotis Tragazikis, Sotiris Kirginas, Dimitris Gouscos & Michalis Meimaris, “Digital games evaluation and educational assessment - a review and proposal for an open methodological framework (OMEGA)”, 5th European Conference on Games-Based Learning, Athens, Greece, October 2011.
- **postgraduate courses** in Learning and Entertainment within Digital Environments (<http://eclass.uoa.gr/courses/MEDIA120>) and Creation of Digital Applications (<http://eclass.uoa.gr/courses/MEDIA129>) (M. Meimaris, D. Gouscos) on digital games for learning as part of the Interdisciplinary Postgraduate Programme “Technologies of Communication and Information on Education” (joint programme with the collaboration of the University of Athens, the University of Thessaly and the Technological Institute of Piraeus)
- **undergraduate courses** in Digital Communication Games (<http://eclass.uoa.gr/courses/MEDIA123>) and Design and Development of Digital Media and Multimedia (<http://eclass.uoa.gr/courses/MEDIA152>) (M. Meimaris, D. Gouscos) on digital gaming as part of the undergraduate curriculum of the Faculty of Communication and Media Studies, University of Athens

more information

website <http://www.media.uoa.gr/epinoisi>

Intelligent Environments’ Management and Content Delivery

coordinator

- Costas Mourlas, PhD, Associate Professor (mourlas@media.uoa.gr)

topics of the research group

The explosive growth in the size and use of the World Wide Web as well as the complicated nature of most Web structures may lead in orientation difficulties, as users often lose sight of the goal of their inquiry, look for stimulating rather than informative material, or even use the navigational features unwisely. To alleviate such navigational difficulties, researchers have put huge amounts of effort to identify the peculiarities of each user group and design methodologies and systems that could deliver an adapted and personalized web-content. The spread of the Internet, not only as far as numbers of simple users is concerned but also



as far as the creation and provision of new content is concerned has lead to an information explosion where the problem no longer concerns the existence of information or not, but the retrieval of this information that is somewhere stored in the Internet. Many websites often overwhelm the user who has to spend extra time browsing through the webpages in order to retrieve the information he is looking for. Moreover, the way digital content is presented cannot and shouldn't be the same for all categories of potential visitors. Potential website visitors may differ not only as far as their interests, language, age, computer skills are concerned, but also as far as the devices they use to connect to the Internet, etc. There is therefore a need for the content to be more communicative and user friendly, aiming ultimately to the creation of an intelligent network that serves users based on their needs and capabilities.

Adaptive Hypermedia, Web personalization and Intelligent and User-Centric Interfaces are some of the main aspects of this approach, where the content, navigation and appearance / presentation of information is adapted according to user profiles.

The aim therefore of this research group is to study the development of new methods, techniques and tools to ensure personalization of internet use and adaptation of its content in the best possible quality for the user.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Panagiotis Germanakos, Nikos Tsianos, Zacharias Lekkas, Maria Saridaki.

In addition, the group has developed collaborations with research groups in Greece and abroad.

R&D and educational activities

- RECALL - Location Based Services - Reconnecting Excluded Communities and Lifelong Learning
- Adaptive and personalized communication environments on the Internet, Programme PYTHAGORAS: Support of University Research Teams 2004 - 2006
- Web-Training Game, Programme LEONARDO (<http://www.e-musicbusinessgame.eu>)

more information

website <http://www4.cs.ucy.ac.cy/adaptiveweb/>



selected publications

- M. Belk, P. Germanakos, N. Tsianos, Z. Lekkas, C. Mourlas, & G. Samaras, “A Dynamic User Centric Framework for Enhancing eServices Effectiveness Aiming at Mass Customization”, A chapter to appear in: *Mass Customization for Personalized Communication Environments: Integrating Human Factors*. C. Mourlas, & P. Germanakos (eds.), IGI Global, Hershey, USA.
- N. Tsianos, P. Germanakos, Z. Lekkas, & C. Mourlas, “Individual Differences in Adaptive Educational Hypermedia: The Effect of Cognitive Style and Visual Working Memory”, A chapter to appear in: *Cognitive and Emotional Processes in Web-based Education: Integrating Human Factors*. C. Mourlas, N. Tsianos, & P. Germanakos (eds.), IGI Global, Hershey, USA.
- N. Tsianos, Z. Lekkas, P. Germanakos, C. Mourlas, & G. Samaras, “An Experimental Assessment of the Use of Cognitive and Affective Factors in Adaptive Educational Hypermedia”, *IEEE Transactions on Learning Technologies (TLT)*, IEEE Computer Society (accepted)
- P. Germanakos, N. Tsianos, Z. Lekkas, C. Mourlas, & G. Samaras, “Realizing Comprehensive User Profiling as the Core Element of Adaptive and Personalized Communication Environments and Systems”, *The Computer Journal*, Special Issue on Profiling Expertise and Behaviour, Oxford University Press, 2008, doi:10.1093/comjnl/bxn014.
- P. Germanakos, N. Tsianos, Z. Lekkas, C. Mourlas, & G. Samaras, “The Role of Human Factors in Web Personalization Environments”, *Encyclopedia of Information Science and Technology*, 2nd edition, IGI Global, 2008.
- Z. Lekkas, N. Tsianos, P. Germanakos, C. Mourlas, & G. Samaras, “Implementing Affect Parameters in Personalized Web-based Design”, *Proceedings of the 13th International Conference on Human-Computer Interaction – HCI International 2009 (HCI 2009)*, San Diego, CA, USA, July 19-24, 2009, LNCS & LNAI, Springer-Verlag Berlin Heidelberg, pp. 320-329.
- P. Germanakos, M. Belk, N. Tsianos, Z. Lekkas, C. Mourlas, and G. Samaras, “Towards a Human Factors Ontology for Computer-Mediated Systems”, *Proceedings of the 3rd International Workshop on Ontology Content and Evaluation in Enterprise (OnToContent 2008)*, Monterrey, Mexico, November 9-14, 2008, LNCS 5333, Springer-Verlag Berlin Heidelberg, pp. 595-604.



- C. Mourlas, N. Tsianos, Z. Lekkas, & P. Germanakos, "Cognitive and Emotional Parameters in e-Learning", A symposium in: the 2nd Pan-Hellenic Conference of Cognitive Psychology – *Cognitive Psychology: From Laboratory to the Society*, Thessaloniki, Hellas, 6-9 November 2008.

Mobile Communication and Locative Media

coordinator

- Dimitris Charitos, PhD, Assistant Professor (vedesign@otenet.gr)

topics of the research group

Very recent advances in mobile and wireless communication technologies have begun to transform the potential for social interaction taking place within urban public spaces. More specifically, the convergence of new mobile telecommunication networks, geographical positioning systems, and interactive graphical interfaces on mobile devices, as they are already being utilized in a series of location-based activities (pervasive games, socializing services, commercial applications, and artworks), leads to new forms of interpersonal communication and transforms the communication practices associated with the use of mobile media accordingly. These forms may significantly alter the relationship of the physical world with the technologically mediated environment experienced by individuals who use these systems and, consequently, alter the way individuals perceive, experience, and conceive of urban public space. Such emerging types of communication may also lead to revolutionary new ways of social interaction and inhabiting urban space. Therefore there is an urgent need for investigating these emerging forms of techno-social communication environments, supported by the integration of new mobile and locative media technologies, as well as the impact that the implementation of these systems may have on mediated communication within the city.

The Laboratory contributes to the effective study of the communicative implications of using Locative Media and the communication practices related to the use of such media. The Laboratory has recently successfully completed a research project titled "LOCATION-based Communication Urban NETWORK (LOCUNET)", which investigated the formation, dynamics and structure of social interaction, while using Locative Media in the urban context. As part of this project, a Location Media system was designed and implemented, which was then used for a series of experiments studying its use, in the framework of an organized collective game activity which took place in the historic center of Athens. The outcome of this research project was a number of publications in journals, books and conference proceedings, as well as the acquisition of relevant know-how for the research group on designing, implementing and evaluating the personal and social use of locative media systems.



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members and partnerships

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In addition, the group has developed collaborations with research groups in Greece and abroad.

R&D and educational activities

- HYBRI-CITY (European Union Programme). Research project financed by the Education, Audiovisual and Culture Executive Agency (EACEA) of the EU (2012-2013)
- LOfication-based Communication Urban NETwork, (LOCUNET), Regional Operational Programme 2000-2006, Attica

more information

website: <http://locunet.uoa.gr>

<http://uranus.media.uoa.gr/hc2/onlineresource/>

selected publications

- Charitos, D., Rizopoulos, C., Diamantaki, K. (2010). "Theoretical and Methodological Implications of Designing and Implementing Multi-user Location-based Activities". *Personal and Ubiquitous Computing*, spring 2010, Springer.
- Charitos, D. (2007) "Locative media and their impact on social interaction in the urban context" *Zitimata Epikinonias*, issue 5, Athens: Kastaniotis, pp 46-61.
- Diamantaki, K., Rizopoulos, C., Charitos, D. Kaimakamis, (2009). "Conceptualizing, Designing and Investigating Locative Media Use in Urban Space", in Willis, K.S., Roussos, G. Struppek, M., Chorianopoulos, K., (eds.), "Shared Encounters: Content Sharing as Social Glue in Public Places", Springer-Verlag.
- Diamantaki, K. Rizopoulos, C., Charitos, D. & Tsianos, D. (2009). "LOCUNET: Location-based games as media communicating social meaning", in Souza e Silva, A. & Sutko, D. (eds.), «Hybrid reality and location-based games - Reconfiguring social and urban networks via locative media», Springer-Verlag.
- Diamantaki, K. & Charitos, D. (2008). "Locative Media in the City: Spatial Practices and Social Dynamics", in Eckardt, F. (eds.), "Media City: Situations, Practices and Encounters", Berlin: Frank & Timme.



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Digital Communication Environments, Spatial Interfaces and Virtual Environments

coordinator

- Dimitris Charitos, PhD, Assistant Professor (vedesign@otenet.gr)

topics of the research group

The development of interface systems has gradually adopted more natural and intuitive modes of interaction, ultimately aiming at creating interfaces which potentially may, to some degree, reach human communication skills. For this purpose, non-verbal communication has begun to be part of human-computer communication as a result of current progress in the development of multimodal input and output devices. Moreover, there is a tendency for the dispersion of interaction in space or, in other words of a "decentralization" in which there is no longer a specific "central" point where the interaction usually takes place (as with the prevailing model of the desktop computer). In this way, three-dimensional space and its characteristics, as well as the information it contains, become important factors of the context within which interaction occurs.

We can distinguish between two types of such environments created via the use of digital media: physical and virtual environments. The first category implies the integration of digitally presented content in real space and usually involves the use of pervasive and ubiquitous computing or ambient intelligence systems. The second category, virtual environments are wholly immaterial, digital spaces. A third category involves systems which combine real and virtual space, such as systems of augmented or mixed reality.

The *Digital Communication Environments* group and its members have significant experience and relevant publications on the issue of designing and implementing virtual environments and on investigating the impact of their use on human behavior and particularly on social



interaction which occurs within their context. They have also extensive research on the theoretical aspects involved in the design and development of ambient intelligence environments from a communicational perspective.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Harris Rizopoulos, Eftihia Giannaki, Katerina Diamantaki, Antonis Psaltis.

In addition, the team develops partnerships with research groups in Greece and abroad.

selected publications

- Charitos, D. (2005). "Communicating Environmental Meaning through Designing Space in Virtual Environments", in Ylä-Kotola, M.Y., Inkinen, S., Isomaki, H. (eds), «The Integrated Media Machine: Aspects of Future Interfaces and Cross-Media Culture», Integrated Media Machine Vol. III, pp.13-35. European Institute of Sustainable Information Society. Rovaniemi: University of Lapland, ISBN: 951-634-966-8, pp. 13-35.
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Usability and Accessibility

coordinators

- Dr., Dr., Michael Meimaris, Professor (mmeimaris@media.uoa.gr)
- Andreas Giannakouloupoulos, PhD, Lecturer (andreas@utopia.gr)

topics of the research group

In this era which is characterized by constant acceleration in every aspect of our lives, by an oversupply of competing products and services, and access to ample amounts of content, Usability appears to be a necessary condition for survival. Usability, inseparable from Accessibility, are two elements that can determine whether a project, a product or a service is successful, thus laying the grounds for added value and massive diffusion.

“Let’s make life easier”, concerning facilitation of our own life as consumers as well as of the lives of others as producers and service providers, is the motto in a sustainable world that wishes and ought to leave behind the awe caused by the complexity of new technologies and their applications and move forward to the freshness of friendliness, simplicity, effectiveness and user-consumer satisfaction.

The research topics of the group include, among others, the following: Concepts and Applications of Usability and Accessibility in Greece and around the world. Why is Usability so valuable but often overlooked. Why is Accessibility necessary for our society. Which are the expected benefits of the implementation of Usability and Accessibility for users and producers. Usability of products and services. Systems ergonomics issues. User-centered information design and architecture.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Tassos Makris, Nicholas Perdikaris, Antonis Psaltis.

In addition, the group has developed collaborations with research groups in Greece and abroad such as: Human Computer Interaction Group, University of Patras, Ergonomics Unit of the School of Mechanical Engineering, National Technical University of Athens, Greek



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Society of Ergonomics, ACMGreek SIGCHI, Centre de recherche en ergonomie appliquée aux technologies de l'information et de la communication de l' Université Libre de Bruxelles, Athens-Macedonian News Agency.

R&D and educational activities

- Usability and Accessibility Days 2008, 10-14 November 2008, "Apollon" Multicentre
- Usability and Accessibility Days 2009, 11-12 November 2009, "Apollon" Multicentre
- Usability and Accessibility Days 2010: Communicating in the digital era, 10-11 November 2010, "Apollon" Multicentre
- Usability and Accessibility Days 2011: Education – Designing for social change, 10-11 November 2011, "DAIS, Cultural & Athletic Centre"
- Usability and Accessibility Days 2012: Usability of Financial Systems, 6 November 2012, "DAIS, Cultural & Athletic Centre"

more information

website <http://www.media.uoa.gr/usability>

Elderly, New Digital Media and Intergenerational Learning

coordinators

- Dr., Dr., Michael Meimaris, Professor (mmeimaris@media.uoa.gr)
- Andreas Giannakouloupoulos, PhD, Lecturer (andreas@utopia.gr)

topics of the research group

The goal of this research group is to comprise an approach of the notions, interests, objections, expectations and needs of Greek senior citizens in their interaction with Information and Communication Technologies, and also attempt to introduce and familiarize them with ICT uses and the potential added value represented by these technologies.

In addition, we wish to study the communication and the exchange of knowledge and views on new technologies between the elderly, as well as the opportunities that arise not only from their relationship with their peers but also through their interaction with young students, who since they are already familiar with the uses of new technologies can serve as a "bridge" that can bring together the elderly and the ICT applications.



Through workshops and cultural events based on narration we also attempt to record the oral history of these generations and create an archive of cultural content thus preserving our cultural memory.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Irimi Haidi, Melina Koutsogianni, Sotiris Kirginas, Konstantina Fragki, Vassilis Papanikolaou, Alexandra Nakou, Eleni Meliadou, Yiovana Loxa, MSc.

In addition, the team develops partnerships with research groups in Greece and abroad.

R&D and educational activities

- Needs and Expectations of Senior Citizens concerning the Usability of Structures and Services: focus groups in a hands-on computer-aided discussion (workshop), *Usability and Accessibility Days 2009*
- Seniors Online (workshop), March 10, 2010
- Seniors and Youth: Protagonists and Producers of Digital Memories (workshop), May 6, 2010
- Intergenerational Communication Workshop, as part of the European Year for Active Ageing and Solidarity among Generations, 24 October 2012

more information

website <http://www.media.uoa.gr/usability/>

Digital Storytelling

coordinator

- Dr., Dr., Michael Meimaris, Professor (mmeimaris@media.uoa.gr)

topics of the research group

Storytelling, known and popular in all human cultures and eras, passes on knowledge and wisdom from one generation to another. Moreover, it feeds imagination and promotes sociability. Storytelling, apart from being an essential part of traditional educational systems, in the form of consolation, has a therapeutic effect for both listeners and storytellers alike.



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With the addition of multimedia digital elements (image, video, subtitles, sound, music), a new form of storytelling was born, which is called Digital Storytelling and incorporates the characteristics and advancements of Information and Communication Technologies (ICT), making it an approach very familiar to the digital natives of our digital world.

Within this group our main intention is to acquaint students mainly but other social groups as well with the concept, uses and applications of Digital Storytelling in everyday life. The suitable tools (software) for the creation of digital stories are used in order to effectively produce stories, with the implementation of the basic principles of Digital Storytelling.

members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers among whom Eni Meliadou, Alexandra Nakou, Nelia Zannetou, Theodora Kakka, George Nikolaou, Michael Constantopoulos.

R&D and educational activities

- undergraduate course/seminar “Digital Storytelling” at the Faculty of Communication and Media Studies, University of Athens
- postgraduate course “Deployment of Digital Applications”, Joint Master’s Programme on Information and Communication Technologies for Education
- postgraduate course “Applications of ICT and Mass Media to the Administration of Educational Units”, Postgraduate Programme “Models of Designing and Planning Educational Units”, University of the Aegean
- invited lectures (M. Meimaris)

-Fribourg University, Switzerland (20/5/2011, 25/5/2012, 31/5/2013)

-University of Rovaniemi, Finland (6/9/2011)

-Sabanci University, Turkey (6/5/2013).

UoA NTLab will host between 8-10 May 2014 in Athens the international conference “Digital Storytelling in time of Crisis”.



Health Communication

coordinator

- Dr., Dr., Michael Meimaris, Professor (mmeimaris@media.uoa.gr)

topics of the research group

Quality of communication in medical practice acts as a catalyst in the management of serious issues concerning patients' health as well as many aspects of everyone involved in the process: medical staff, nursing staff, paramedical staff and patient carers (people who take care of the patient). The group aims to explore the common ground of the scientific fields of Communication and Health in this sensitive and, admittedly, suffering issue, with the ultimate aim of formulating proposals, conclusions and actions on the application of Communication theories, not merely for the improvement of the doctor-patient communication but for an overall new perspective on Health Communication issues.

members and partnerships

The main researcher of the group is Dimitris Koutsompolis. The group has developed collaborations with research groups in Greece and abroad such as: Institute of Preventive, Environmental and Occupational Health *Prolepsis*, and University Research Institute of Applied Communication (URIAC), University of Athens.

R&D and educational activities

- The research group is implementing the project «The contribution of Communication to the improvement of the medical procedure: a study of international trends, design and initial development of a database, a pilot survey on Greek reality in order to improve patient-doctor communication".
- 3rd Panhellenic Conference and International Forum of the Hellenic Surgeons College, Athens, 17-19 April 2008, keynote invited speech by Prof. Meimaris *Communication of the Medical Practice*

New Media Art

coordinator

- Dimitris Charitos, PhD, Assistant Professor (vedesign@otenet.gr)

topics of the research group



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The topic of this group lies in the area where art, technology and science interact. The group consists of members of the Laboratory with experience in artistic creation and curating of new media art and who have a background in new media art theory and cultural management and have published in relevant international journals, books and conferences.

In this direction, the Laboratory of New Technologies in Communication, Education and Mass Media has coordinated, from December 2007 till December 2009, the project e-MobiLArt (European Mobile Lab for interactive media Artists). The aim of this project was to promote mobility and creative collaboration among 33 selected new media artists and scientists, mainly based in EU countries (some of them also came from USA, Australia, Canada and Brazil). To this end, artists were provided with a multicultural, interdisciplinary context for the purpose of supporting the collaborative creation and exhibition of interactive installation artworks. These artists were experienced in producing interactive art and active in pursuing innovative interdisciplinary research. The project was implemented with the co-funding of the European Union through the programme CULTURE 2007-13.

In the two-years of the e-MobiLArt project's duration, the University of Athens, the University of Lapland and the University of Applied Arts in Vienna organized three artistic research workshops, in Athens (Greece, June 2008), Rovaniemi (Finland, August 2008) and Vienna (Austria, February 2009) respectively. In these workshops, contributions by theorists and artists with substantial work in this artistic area, as well as presentations concerning the use and programming of specialized technological equipment and software were presented. Most importantly, the formation of groups among the artists and their collaboration was supported by the organizers. Group collaborative work was also supported during the interim period between workshops via the use of an on-line communication platform implemented by the Laboratory of New Technologies. The outcome of this project was 14 interactive art installations which were produced by the artists themselves and the e-MobiLArt organization team and which were exhibited at the State Museum of Contemporary Art in Thessalonika (within the framework of the 2nd Biennale in May 2009) and at the Gallery of the Academy of Fine Arts in Katowice (October 2009).

The NT Lab along with the LEONARDO International Society of Arts, Sciences and Technology and other institutions have also founded the YASMIN moderated list for art-science-technology interactions around the Mediterranean Rim, since 2005. YASMIN is a network of artists, scientists, engineers, theoreticians and institutions promoting communication and collaboration in art, science and technology around the Mediterranean Rim. The list has more than 1500 members from all over the world and is technically supported by the NT Lab.

Finally, members of the *New Media Art* group of the NT Lab have conducted research on the issues of interactive, non-linear authoring, social media and games in the arts, locative media art, interactive art etc. and have created, produced and/or curated a long series of art exhibitions and artworks in the field of new media art.



members and partnerships

The group includes a number of graduate, post-graduate, doctoral and post-doctoral researchers and artists among whom Daphne Dragona, Iro Laskari, PhD, Christiana Galanopoulou, Coti K., Olga Paraskevopoulou, Veroniki Korakidou, George Petras, Alexandros Douros.

In addition, the group has developed collaborations with research groups in Greece and abroad such as: University of Applied Arts-Vienna (Austria), University of Lapland (Finland), LEONARDO International Society of Arts, Sciences and Technology, Leonardo/OLATS (France), National Museum of Contemporary Art (Athens), State Museum of Contemporary Art (Thessalonika), Academy of Fine Arts (Katowice, Poland), Group Haute Ecole ICHEC Saint Louis (Belgium), as well as with the software development company Cycling 74 (U.S.), and the hardware development company I-CubeX (Canada).

R&D and educational activities

- European Mobile Lab for Interactive Artists (E-MobilArt), Programme CULTURE, under the auspices of the EACEA (Education, Audiovisual & Culture Executive Agency) of the European Commission (<http://www.media.uoa.gr/emobilart>)

more information

website <http://www.media.uoa.gr/emobilart>

selected publications

- Charitos, D., Paraskevopoulou, O., Rizopoulos, C. (2009). Locative media art practices: locating meaning and narrative in hybrid spaces, in Cubbitt, S. & Thomas, P. (eds.), Proceedings of the RE:LIVE 3rd International New Media Art Histories Conference, Faculty of VCA and Music, University of Melbourne, Australia.
- Charitos, D., Mitrakou, D. & Rizopoulos, C. (2008). “Investigating new models of communication: a spatial practice through the implementation of a locative media system”, in Hoofd, I.M., Tan, M. & Ho Kit Ying, K. (eds.), Proceedings of the 14th ISEA International Symposium of Electronic Arts, Singapore
- Korakidou, V. & Charitos, D. (2008). “On the language of abstract animation”, in Hoofd, I.M., Tan, M. & Ho Kit Ying, K. (eds.), Proceedings of the 14th ISEA International Symposium of Electronic Arts, Singapore.
- Laskari, I. & Charitos, D. (2008). “Generative System for the Synthesis of Audiovisual Narrative, in Hoofd, I.M., Tan, M. & Ho Kit Ying, K. (eds.), Proceedings of the 14th ISEA International Symposium of Electronic Arts, Singapore.
- Charitos, D., Bourdakis, V., Gavrilou, E. (2006). «Embedding an Audiovisual Interactive Installation Environment in Urban Space for Enhancing Social



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Interaction», Proceedings 2nd IEE International conference Intelligent Environments, Organising Professional Network: Robotics and Mechatronics, NTUA, Athens, July 2006

- Spanou, I. & Charitos, D. (2005). “Towards defining the “atmosphere” and spatial meaning of virtual environments”, in Ascott, R. (ed.), “Engineering Nature: Art and Consciousness in the Post-Biological Era”, Bristol, UK: Intellect Books, ISBN: 184150128X, p. 145-151.
- Laskari, I. & Charitos, D. (2005). “Producing cinematographic narration by making use of genetic algorithms”, in Ascott, R., proceedings of the international conference “Altered States: Transformations of Perception, Place and Performance”, Planetary Collegium, University of Plymouth, 23-25 July 2005.
- Charitos, D., Gavrilou, E. & Bourdakos, V. (2005). “Instigating interpersonal mediated communication within the context of an interactive installation in urban space”, in Ascott, R., proceedings of the international conference “Altered States: Transformations of Perception, Place and Performance”, Planetary Collegium, University of Plymouth, 23-25 July 2005.
- Lepouras, G., Charitos, D., Vasilakis, K., Charisi, A. & Chalatsi, L. (2001). “Building a VR museum in a museum”, Proceedings of the international conference VRIC Laval Virtual 2001, 16-18 May 2001, Laval.
- Charitos, D. & Kyriakos, C. (2000). «Liquid Architecture: Two attempts for audio spatialisation», Proceedings of the 2nd Symposium of Musical Informatics, Department of Musical Studies, Ionian University, Corfu. ISBN: 960-86801-1-5.

Digital Media for Participation

coordinator

- Dimitris Gouscos, PhD, Assistant Professor (gouscos@media.uoa.gr)

topics of the research group

The research interest of the group focuses on focuses on technologies and services of electronic governance and digital deliberation, mostly in terms of operational, usage and communication aspects, in conjunction with social media and civic media in general that can be used to develop participatory communication services and communities.

members and partnerships

The group includes post-graduate, doctoral and post-doctoral researchers among whom Aspasia Papaloi, Eleni-Revekka Staiou, Evika Karamaggioli.



In addition, the group has developed collaborations with research groups in Greece and abroad such as E-Government Laboratory (University of Athens), Information Systems Laboratory (University of Macedonia), Center for European Public Administration (Danube-Krems University), DEMO-net eParticipation Network of Excellence.

R&D and educational activities

International Journal of Electronic Governance

The International Journal of Electronic Governance (IJEG, <http://www.inderscience.com/ijeg>), Inderscience Publishers, is published in 4 issues per year and is currently in its 5th year of publication. IJEG is a fully refereed interdisciplinary research journal covering the theory, applications and impact of using the internet, the world-wide web and digital communication media as governance channels.

The journal focuses on the use of electronic and information technologies in deliberation over democratic policy and decision making processes, community governance as well as governance in non-political domains such as corporate, open project, online community and social network contexts. IJEG also explores the relations between electronic governance, digital communication and digital inclusion, novel technologies for electronic governance such as governance games and simulations, and the political, organizational, social, psychological and cognitive aspects of electronic governance.

The issues published include, among others, special issues on One-Stop Government (guest editors E. Tambouris & K. Tarabanis, 2008), eParticipation Systems and Services in Converging Regions (guest editors Y. Charalambidis, M. Wimmer & G. Misuraca, 2008), Delivering Electronic Government (guest editor G.P. Sahu, 2009), Users and uses of electronic governance (guest editors S. Wojcik & G. Moss, 2009), Methodologies, Technologies and Tools enabling e-Government (guest editors F. Corradini & A. Polzonetti, 2010), (Re)Creating Public Sphere, Civic Culture and Civic Engagement: Public Service Media vs. Online Social Networks (guest editors P. Iosifidis & M. Meimaris, 2011), Deliberation in the participatory web: prospects and challenges (guest editors D. Milioni & V. Triga, 2012). Assist. Prof. Dimitris Gouscos serves as IJEG Editor, whereas members of the Digital Media for Participation research group contribute in editorial assistance roles.

postgraduate course on Participatory Digital Communication and Governance

The Digital Media for Participation research group offers teaching support for the postgraduate course on Participatory Digital Communication and Governance of the Master's Programme on Communication and Media Studies, Faculty of Communication and Media Studies, University of Athens (2nd semester, 3 hours/week, acad. years 2009-10 and onwards). This course is focused on presenting (a) theoretical background, (b) methodology principles and (c) technological tools for applying digital media to public participation and



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public deliberation. Emphasis is placed on the participation and deliberation potential of the internet, Web 2.0 tools, social media, mobile and location-based applications, on the potential of open and interoperable public data as platforms for participation and deliberation, as well as on human rights, trust, user literacy, user acceptance and security and privacy issues.

Organosi 2.0 (Organizing 2.0) online database

This research project is focused on deploying an online-accessible database for the mutual social aid and solidarity grassroots movements currently self-organized in Greece by the citizens themselves, as a response to the problems of economic crisis. This database can be used for citizen awareness and promotion of the self-organized movements, whereas perspectives include offering support for collective discussion and interaction/brainstorming for new ideas of self-organization, as well as research on the ways in which social media can serve as a platform for self-organized citizen actions. The Organosi 2.0 platform is freely accessible online at <http://organosi20.gr>.

Obstacles and opportunities for the adoption of participatory digital communication services and e-governance

This research has been funded by the Kapodistrias Programme of the Special Account of Research Grants of the University of Athens and focused on the obstacles and opportunities for the adoption of participatory digital communication services and e-governance. Modern capabilities for participatory and peer-to-peer digital communication, through symmetric interaction media such as online social networks, blogs and user-generated content on platforms like wikis, filetubes and podcasts are rapidly developing over the internet. At the same time, their social penetration is delimited by traditional problems of lack of digital access and technological literacy, which force large groups of populations to the role of observers, rather than active participants, for these developments. These new services, on the other hand, offer themselves to the development of applications for multi-3 way, multi-correspondent communication which are especially required in domains such as that of electronic governance, to be understood in the broader sense of electronic participation of the public to the commons, besides and on top of conventional eadministration services. Schemes for the electronic implementation of democratic processes, such as e-consultations, can have some essential benefits from their osmosis with these technological capabilities for participatory digital communication. This project has produced a number of publications (3 conference papers, plus one edited volume chapter) and research results on the above issues. The project has also organized a thematic session on “Open Governance and Participatory Discourse: towards an effective digital collectivity?”, within the 5th annual series of lectures Communication Issues 2009-2010 (Athens, April 2010). The project has been implemented during academic years 2008-09, 2009-10 και 2010-11 and completed in



July 2011, by an interdisciplinary research group comprising Prof. Panagiotis Georgiadis, Faculty of Informatics and Telecommunications, Prof. Andreas Papandreou, Faculty of Economics, Doctoral Candidate Chara Delopoulos, Joint Master's Programme on Economics and Administration of Telecommunication Networks, and Doctoral Candidate Eleni-Revekka Staiou, Faculty of Communication and Media Studies, University of Athens.

selected publications

book chapters, peer-reviewed

- Aspasia Papaloi, Eleni-Revekka Staiou & Dimitris Gouscos, “Blending social media with parliamentary websites: just a trend, or a promising approach to eparticipation?” in *Web 2.0 Technologies and Democratic Governance: Political, Policy and Management Implications*, Christopher Reddick & Stephen Aikins (eds), Springer, 2012, online available at <http://www.springerlink.com/content/jt08p67u61587177/>.
- Eleni-Revekka Staiou & Dimitris Gouscos, “Open Governance, Civic Engagement and New Digital Media”, in *Active Citizen Participation in E-Government: A Global Perspective*, A. Manoharan & M. Holzer (eds.), IGI Global, 2012, online available at <http://www.igi-global.com/chapter/open-governance-civic-engagement-new/63383>.
- Aspasia Papaloi & Dimitris Gouscos, “An Overview of E-Parliament Services: Designing for Citizen Awareness and Participation”, in *E-Parliament and ICT-Based Legislation: Concept, Experiences and Lessons*, Mehmet Zahid Sobaci (ed.), IGI Global, 2012, online available at <http://www.igi-global.com/chapter/overview-parliamentservices/60630>.
- Dimitra Florou & Dimitris Gouscos, “Social media-based communities of practice for education in citizenship and sustainability”, in *Public Sector Reform Using Information Technologies: Transforming Policy into Practice*, Thanos Papadopoulos & Panagiotis Kanellis (eds), IGI Global, 2011, online available at <http://www.igiglobal.com/chapter/social-media-based-communities-practice/56390>.
- Eleni Staiou and Dimitris Gouscos, “Socializing E-Governance - A Parallel Study of Participatory E-Governance and Emerging Social Media”, in *Comparative EGovernment: An Examination of EGovernment Adoption across Countries*, Christopher G. Reddick (ed), Springer Integrated Series in Information Systems, 2010, online available at <http://www.springerlink.com/content/g01414588226pk0x/>.

book chapters, by invitation

- Manolis Kalikakis, Dimitris Gouscos, Costas Vassilakis and Panagiotis Georgiadis, “An Approach for Re-engineering the Taxation Process to Support Participatory Decisions on Tax Budget Allocation”, in *Participatory Budgeting: Concepts and Country Experiences*, Jayshree Bose (ed), Icfai University Press, Hyderabad, India, 2008, ISBN 978-81-314-1559-7, pp.48-63.



journal papers, peer-reviewed

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European Master in Arts, Culture and International Management (EMACIM)

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topics of the research group

The project EMACIM had duration of 24 months and its aim was the design of a curriculum and the development of educational content for a Joint European Master's Programme, which wishes to respond to the needs and the constraints of the current situation and market of Europe. The aim of the project is to consolidate two separate and traditionally unrelated areas of knowledge, the field of art and culture on the one hand and the field of entrepreneurship and management on the other. The two-year EMACIM programme will provide the opportunities for graduates to gain knowledge and education in International Business and International management as well as Arts, Cultural experience and heritage, tourism being seen as a modern link between them. The EMACIM programme will also provide students from different countries with opportunities to forge communication and



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cooperation. The motto of the project *Art of Business and Business of Arts* reflects its goals and orientation.

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