

publications list

edited conference proceedings

- [1] Dimitris Gouscos and Michalis Meimaris (eds.), *Proceedings of the 5th European Conference on Games-Based Learning*, Academic Conferences International, ACI Publications, UK, October 2011.
- [2] Michael Meimaris and Dimitris Gouscos (eds), *Challenges and Uses of Information and Communication Technologies – Media and information diffusion: towards an open society*, Proceedings EUTIC 2007 International Conference, Gutenberg Publications, Athens, 2008, ISBN 978-960-01-1235-1.

book chapters (peer-reviewed)

- [1] Kirginas, S. and Gouscos, D. "Exploring the Impact of Free-form and Structured Digital Games on the Player Experience of Kindergarten and Primary School Students". In *Handbook for Research on Gaming Trends in P-12 Education*, D. Russell, J. Laffey (eds), James Gee (foreword), IGI Global (to appear).
- [2] Karamagioli, E., Gouscos, D. "In the Quest of Opened-Up Governmental Policies in Greece: Challenges and Recommendations". In "Case Studies in e-Government 2.0 – Changing Citizen Relationships", Imed Boughzala, Marijn Janssen & Said Assar (eds), Springer, 2014, pp.87-101, online available at http://link.springer.com/chapter/10.1007/978-3-319-08081-9_6.
- [3] Karamagioli, E., Staiou, E.-R. & Gouscos, D. "Can open government models contribute to more collaborative ways of governance? An assessment of the Greek OpenGov Initiative". In "Open government. Opportunities and Challenges for Public Governance", Mila Gascó-Hernández (ed), Springer, 2014, pp.37-50, online available at http://link.springer.com/chapter/10.1007/978-1-4614-9563-5_3.
- [4] Aspasia Papaloi, Eleni-Revekka Staiou & Dimitris Gouscos, "Blending social media with parliamentary websites: just a trend, or a promising approach to e-participation?" 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/>.
- [5] 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>.

- [6] 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-parliament-services/60630>.
- [7] 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.igi-global.com/chapter/social-media-based-communities-practice/56390>.
- [8] Eleni Staiou and Dimitris Gouscos, "Socializing E-Governance - A Parallel Study of Participatory E-Governance and Emerging Social Media", in *Comparative E-Government: 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/>.
- [9] 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, online available at <http://www.igi-global.com/chapter/digital-games-based-learning-students/18802>.

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- [1] (in Greek) Gouscos, D. (2013) Open Governance, Interactive Storytelling, Social Media, Playful Learning: Pathways across Networks of Human Thinking. In *20 years and something ... Anniversary Collective Volume of the Faculty of Communication and Media Studies, University of Athens*, Meimaris, M. (ed), University of Athens Research Institute of Applied Communication, Athens, pp.36-48.
- [2] (in Greek) Michalis Meimaris and Dimitris Gouscos, "Digital Games and Learning", Introduction to the Greek edition of Marc Prensky, *Digital Games-Based Learning*, Michalis Meimaris (ed.), Metaixmio Publications, Athens, 2009, ISBN 978-960-455-534-5.
- [3] 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.

- [4] (in Greek) Dimitris Gouscos, "Fifth Generation Computers", appendix in *History of Informatics*, Philippe Breton, Diavlos Publications, 1991, Athens, Greece.

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- [1] Spanoudakis, M., Nakou, A., Meliadou, E., Gouscos, D. and Meimaris, M. "Milia (AppleTree), an online platform for digital storytelling". In *Journal of Cultural Science*, special issue on Interactive Storytelling, B. Simsek (ed), vol. 8, no.2, 2015, online available at <http://cultural-science.org/journal/index.php/culturalscience/index> (to appear).
- [2] Mouchtari, E., Meimaris, M., Gouscos, D. and Sfyroera, M. "Learning and intergenerational communication through digital storytelling in the first grades of primary school: Yesteryear Jobs". In *Journal of Cultural Science*, special issue on Interactive Storytelling, B. Simsek (ed), vol. 8, no.2, 2015, online available at <http://cultural-science.org/journal/index.php/culturalscience/index> (to appear).
- [3] Eleni-Revekka Staiou, Dimitris Gouscos "Self-organized social solidarity (SoSS) initiatives in Greece: exploring their scope and their relationship to online media". In Special Issue on "Nonprofit Organizations and Information Technology", S. Saeed (ed.), *International Journal of Public Administration in the Digital Age (IJPADA)*, IGI Global, vol. 1, no.4, pp.21-43, online available at <http://www.igi-global.com/article/self-organized-social-solidarity-soss-initiatives-in-greece/119976>.
- [4] Evika Karamagioli, Dimitris Gouscos "Management aspects of E-Government Projects: contextual and empirical findings". In Special Issue on "e-Government Project Management", L. Anthopoulos (ed.), *International Journal of Public Administration in the Digital Age (IJPADA)*, IGI Global, vol.1, no.3, pp. 22-47, online available at <http://www.igi-global.com/article/management-aspects-of-e-government-projects/117753>.
- [5] Tomara, M. And Gouscos, D. "Using augmented reality for the reformation of learners' misconceptions in science education", *eLearning Papers*, No.39, special issue on Learning in Cyber-Physical Worlds, S. Mystakidis and T. Koskinen (eds), July 2014, online available at [http://www.openeducationeuropa.eu/en/article/Learning-in-cyber-physical-worlds In-depth 39 3?paper=145315](http://www.openeducationeuropa.eu/en/article/Learning-in-cyber-physical-worlds%20In-depth%2039%203?paper=145315).
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- [9] Dimitra Karantzeni, Dimitris Gouscos, "eParticipation in the EU: re-focusing on social media and young citizens for reinforcing European identity". In Special Issue on "Electronic Citizen Participation: Realising the Promise", A.Prosser (ed.), *Transforming Government: People, Process and Policy (TG:PPP)*, Emerald, vol.7, no.4, 2013, pp.477-500, online available at <http://www.emeraldinsight.com/doi/full/10.1108/TG-01-2013-0003>.
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- [11] 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>.
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- [14] (in Greek) D. Gouscos & E. Staiou, "Elements of evaluating operational development of the OpenGov.gr website", *Epistimi kai Koinonia (Science and Society) journal*, special issue on Deliberation, No. 24, Spring 2010, online available at http://www2.media.uoa.gr/sas/issues/24_issue/index.html.
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- [1] (in Greek) Eugenia Siampanopoulou, Dimitris Gouscos, Michalis Meimaris, "Save the Mammals of the Mediterranean with Q and R – An example of a pervasive game in formal education for preschool children", 8th Panhellenic Conference of Teachers for ICT, Syros, Greece, 26-28 June 2015 (to appear).
- [2] (in Greek) Marina Tomara, Dimitris Gouscos, Vassilios Tselfes, "The Perceptions of Students After Primary School for Fundamental Notions of Classic Mechanics (Speed, Acceleration, Mass, Weight, Force)", New Pedagogue Conference, Athens, 23-24 May 2015 (to appear).
- [3] (in Greek) Eugenia Siampanopoulou, Dimitris Gouscos, Maria Sfyroera, "Learning through Digital Play. A New Approach to the Learning Use of Digital Media", in *Proceedings of the Panhellenic Conference on Education in the Era of ICT*, Athens, 22-23 November 2014, pp. 995-1003. Online available at http://synedrio.edu.gr/dvd/ISBN_978_960_99435_6_7_Praktika_Synedriou_22_23_Noe_2014.pdf.

- [4] (in Greek) Melpomeni Mavraki, Dimitris Gouscos, Despoina Papoudi, "Digital Games-Based Learning – Improving the Communication Skills of Students in the Autism Spectrum through Playing the 'Magic Potion' Digital Game", in Proceedings of the Panhellenic Conference on Education in the Era of ICT, Athens, 22-23 November 2014, pp. 1390-1398. Online available at http://synedrio.edu.gr/dvd/ISBN_978_960_99435_6_7_Praktika_Synedriou_22_23_No_2014.pdf.
- [5] (in Greek) Aikaterini Fragkiskou, Dimitris Gouscos, Vassilis Gialamas, "Attitudes of Adolescent Students towards Digital Gaming and Effects of Digital Gaming on Learning, School Performance and Sociability", in Proceedings of the Panhellenic Conference on Education in the Era of ICT, Athens, 22-23 November 2014, pp. 1591-1599. Online available at http://synedrio.edu.gr/dvd/ISBN_978_960_99435_6_7_Praktika_Synedriou_22_23_No_2014.pdf.
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- [16] (in Greek) Panagiota-Marina Tomara and Dimitris Gouscos, "The Electro-room: an interactive game for electricity", Digital School – 8th Panhellenic Conference of the Hellenic Union of Primary School Teachers for the Diffusion of ICT in Education (EEEP-DTPE), Athens, October 2010.
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- [23] (in Greek) Konstantina Fragki, Michalis Meimaris and Dimitris Gouscos, "Developing Digital Learning Materials for Kindergarden Using Mind Express", The Future of Learning – 7th Panhellenic Conference of the Hellenic Union of Primary School Teachers for the Diffusion of ICT in Education (EEEEP-DTPE), Athens, October 2010.
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