

Georgia Panagiotidou

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ACADEMIA

King's College London
Lecturer in Visualization

London, UK
May 2023 (start)

University College London
Visiting Research Fellow

London, UK
May 2023 (start)

University College London
Research Fellow in Human Computer Interaction

London, UK
April 2023

Line Manager: Prof. Enrico Costanza
Project: Beyond Individual Persuasion

KU Leuven
Interdisciplinary Ph.D. in Engineering Science (Architecture and Archaeology)

Leuven, Belgium
May 2022

Supervisors: Prof. Andrew Vande Moere, Prof. Jeroen Poblome, Prof. Jan Aerts

Title: Towards Transparent Human-Data Interaction:

Designing for Uncertainty in Digital Humanities Visualization

Aalto University, School of Art, Design and Architecture
MA in New Media

Helsinki, Finland
April 2015

Thesis: Visualizing Collective Actions: The Process of creating the Artova Model. (*Grade Awarded: 4/5*)

Notable international courses:

- Global Design Innovation (ME310) coordinated by Stanford University
- Wearable and e-Textiles coordinated by Design Research Lab, Udk Berlin

National and Kapodistrian University of Athens
BSc in Informatics and Telecommunications

Athens, Greece
June 2011

Exchange semester at University of Maribor, Department of Computer Science

TEACHING AND ADVISING

Human-Computer Interaction, (ongoing)

BSc Computer Science, King's College London

Teaching Assistant, Design Thinking and Making, (Fall 2018, 2019, 2021)

Advanced Master in Digital Humanities, Department of Computer Science, KU Leuven

Assisted with the design and content of the curriculum, setup the lab exercises as well as contributed with the day-to-day lecturing

Teaching Assistant, Data Visualization in Data Science, (Spring 2018)

KU Leuven – Master in Statistics

Teaching Assistant, Architectural and Urban Simulation (AESS), (Fall 2018, 2019)

MSc thesis co-supervision

Advanced Master in Digital Humanities:

- Maïté Van Vyve, Advanced Master in Digital Humanities KU Leuven, graduated Jan. 2020
- Yannis Truyen, Advanced Master in Digital Humanities KU Leuven, May 2021
- Paola Verhaert, Advanced Master in Digital Humanities KU Leuven, September 2021

Master in Architectural Engineering:

- Sinem Gorücü, Architectural Engineering, Erasmus exchange student, graduated Aug. 2019

Summer School Course on Mobile User Experience (July 2012, 2013)

Aalto Information Technology Summer School, Aalto University School of Business

One day lecture and two-day hands-on workshop to 25 summer school students ranging from Bachelor to PhD level of study.

Tutoring on Data Structures (2011)

Private tutoring for first year bachelor student of informatics in Athens, Greece.

INDUSTRY EXPERIENCE

portfolio [visualization work](#)

Independent Data Analyst and Visualization Designer

May 2017 – December 2018

Open Knowledge Finland & Open Ministry

Helsingin Sanomat Verokone (Tax Machine).

Helsingin Sanomat Interaction Design Guidelines for article-embedded interactives

Newsroom Designer and Developer – part of the data team at Helsingin Sanomat

August 2015 – October 2016

Helsingin Sanomat is the largest daily newspaper in Finland

Front-end Developer – ValotaLive

April 2015 – August 2015

Research prototype developer – Aalto Global Impact, Aalto University

December 2013 – February 2014

Research Design and Implementation – Artova Neighborhood Association

January 2013 – September 2013

as part of MA thesis

Interactive Museum Exhibit Development – Metsähallitus,

July 2012 – August 2012

Ministry of Forestry, Finland

Digital Media Internship – Mellow Multimedia

July 2006 – September 2006

Junior Research Assistant - Associate Professor Eugenia Bournova, Department of

January 2006 – June 2006

Economic Sciences, National and Kapodistrian University of Athens

SCHORALSHIPS AND GRANTS

Wiki Techstorm Amsterdam. Grant for travel and participation to the Wikimedia conference 2019

Finnish Cultural Foundation, 8 500 € (Suomen Kultuurirahasto)

Grant for the three-part project 'KALEVALA from the land of Melancholia and Blondes'. Presented it in the Frankfurt Book Fair 2014. National, state-granted competition.

Aalto University ARTS scholarship, 2 000 €

Awarded for participation and travel to Stanford University, CA, USA as part of the ME310 Design Innovation Course. Open to all Aalto School of Arts, Design and Architecture master and doctoral students to cover travel costs for internationally significant projects.

INVITED TALKS

Data visualisation for Digital Ethics Invited lecture as part of the KU Leuven Digital Society Institute Digital Ethics Course. June 2023.

Beyond Individual Persuasion: Supporting Solar Energy Communities. Research Talk at Research[x]Design, June 2023

Towards More Transparent Human-Data Interaction. Invited talk as part of the gi.Centre seminar series at City University London. November 2022.

Uncertainty and Criticality in Digital Humanities Visualization. Invited talk organized as part of the course Data Visualization course to the Digital Humanities at the KU Leuven. May 2022.

PechaKucha - 10 milestones of communicating data. Invited talk at the 10 years of the Data Desk event at Helsingin Sanomat, November 2021

Design in the Digital Humanities. Invited talk organized as part of the course Introduction to the Digital Humanities at the KU Leuven. November 2020.

Workshop Tutorial on Spatial Data Visualisation in R. Co-organizer. Part of CAA NL/FL, October 2019

Interdisciplinary Collaboration through Data. Invitation from the Aalto School of Design and Architecture Doctoral Program to present my ongoing PhD research, September 2019

SERVICE

Organizing and Program committee, EduVis part of IEEE VIS 2023, 2nd Vis-activities workshop part of IEEE VIS 2021 (October 2021)

Organizing committee (participation chair) of MUM Conference, Leuven (December 2021), Information+ 2023

Reviewer for ACM CHI, ACM TEI, IEEE VIS, EuroVIS, IEEE CG&A, IEEE PacificVis, Journal of Urban Technology

Mentor and judge, in Data Journalism, at Post-Truth 24h Hackathon, Tartu, Estonia (April 2017)

Member of the student selection jury, for the MA program of New Media, Aalto University (2018)

Member of the student selection jury, for the MA program of New Media, Aalto University (2017)

EXHIBITIONS AND ARTISTIC PRESENTATIONS

portfolio [installation work](#)

Organizing member of Temporary and Kuusi Palaa – a self-regulating experimental creative space modeled with blockchain technology to organize and curate local cultural events. [temporary.fi]

‘Kalevala Dualities’ – Public Installation (2015) - Caisa Cultural Center, Helsinki, Finland

Presentation – Frankfurt Book Fair 2014 - ‘Representing the Kalevala with new media’, presentation shared with Anne Pasanen

‘Kalevala Dualities’ – visualization (2014) - FILE festival 2015 Sao Paulo, Brazil.

‘Keystrokes’ – Live installation (2013) - Gallery L3, Helsinki

MiniCatalog – Installation (2012) - Masters of Aalto, Jätkäsaari, Helsinki

‘Tales from the Peatlands’ – educational museum installation (2012) Travelling 3-month group exhibition.

SKILLS

Software Programming: JavaScript (D3js), HTML, CSS, Arduino, Unity, Processing, OF (C++)

Data Handling: R, API handling, OpenRefine,

Product Design: User Centred Research, Visualization Design, Prototyping, Adobe Suite CC

Languages: Greek (native), English (professional fluency), Spanish (B2), French (A2)

MEMBERSHIPS AND VOLUNTEERING

- Student ACM member (2020 - 2022)
 - Member of Wikimedia Belgium (2018-2021)
 - Member of the Open Knowledge Foundation Finnish Chapter (2016-2018)
 - Volunteer and participant at MyData 2017 conference, Helsinki Finland
 - Volunteer and participant at the Internet Freedom Festival 2017, Valencia, Spain
 - Volunteer at Helsinki Cosmopolitan Association, workshop organizer
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PUBLICATIONS

Journal articles (peer reviewed)

Panagiotidou G., Costanza E., Fell M., Samanani F., Knox H. (n.d.) Supporting Solar Energy Coordination among Communities in *ACM Interactive on Interactive, Mobile, Wearable and Ubiquitous Technologies* (accepted).

Panagiotidou G., H. Lamqaddam, J. Poblome, K. Brosens, K. Verbert and A. V. Moere, (2022) Communicating Uncertainty in Digital Humanities Visualization Research, in *IEEE Transactions on Visualization and Computer Graphics*, doi: 10.1109/TVCG.2022.3209436 (impact factor 5.226)

Panagiotidou, G., Poblome, J., Aerts, J., Vande Moere A. (2022). Designing a Data Visualisation for Interdisciplinary Scientists. How to Transparently Convey Data Frictions?. *Computer Supported Cooperative Work*. <https://doi.org/10.1007/s10606-022-09432-9> (impact factor 2.800)

Panagiotidou G., Vande Moere, A. (2022). Communicating Qualitative Uncertainty in Data Visualization: Two Cases from within the Digital Humanities. *Information Design Journal* 27(1), p. [1–12]. John Benjamins Publishing Company doi.org/10.1075/idi.22014.pan

Panagiotidou G., Sinem Görücü, Eslam Nofal, Müge Akkar Ercan, and Andrew Vande Moere. (2022). Co-gnito: a Participatory Physicalization Game for Urban Mental Mapping. In *Creativity and Cognition (C&C '22)*. Association for Computing Machinery, New York, NY, USA, 284–297. <https://doi.org/10.1145/3527927.3532803>

Panagiotidou, G., Vandam, R., Poblome, J., Vande Moere, A. with Panagiotidou, G. (corresp. author) (2021). Implicit Error, Uncertainty and Confidence in Visualization: an Archaeological Case Study. *IEEE Transactions On Visualization And Computer Graphics*. doi: [10.1109/TVCG.2021.3088339](https://doi.org/10.1109/TVCG.2021.3088339) (impact factor 5.226)

Panagiotidou, G., Görücü, S., Vande Moere, A. (2020). Data Badges: Making an Academic Profile through a DIY Wearable Physicalisation. *IEEE Computer Graphics And Applications*, 40 (6), 51-60. doi: [10.1109/MCG.2020.3025504](https://doi.org/10.1109/MCG.2020.3025504) (impact factor 1.909)

Nofal, E., **Panagiotidou, G.**, Reffat, R.M., Hameeuw, H., Boschloos, V., Vande Moere, A. (2020). Situated Tangible Gamification of Heritage for Supporting Collaborative Learning of Young Museum Visitors. *ACM Journal on Computing and Cultural Heritage (JOCCH)*, 13 (1), Art.No. 3, 1-26. doi: [10.1145/3382043](https://doi.org/10.1145/3382043)

Book Chapters

Panagiotidou, G., & Vande Moere, A. (2022). Participation - Introduction. In S. Huron, T. Nagel, L. Oehlberg, & W. Willett (Eds.), *Making with Data: Physical Design and Craft in a Data-Driven World* (In press). A K Peters/CRC Press.

Conference Workshop articles (peer reviewed)

Verhaert P., **Panagiotidou, G.**, Vande Moere, A. (2021). 'DataBlokken': Stimulating Critical Data Literacy of Children Through the Use of a Life-size Data Physicalisation Game. In: *IEEE VIS Workshop on Data Vis Activities to Facilitate Learning, Reflecting, Discussing, and Designing, held in conjunction with IEEE VIS 2021*.

Panagiotidou, G., Aerts, J., Vande Moere, A. (2020). GoCo: A Gamified Activity for Wining Visualization Projects with Interdisciplinary Experts. In: *IEEE VIS Workshop on Data Vis Activities to Facilitate Learning, Reflecting, Discussing, and Designing, held in conjunction with IEEE VIS 2020*. Presented at the VisActivities, Salt Lake City, UT.

Panagiotidou, G., Vande Moere, A. (2018). Retaining Potentially Meaningful Spatial Structural Aspects Across Discipline Specific Concept Maps. In: *Workshop part of IEEE VIS 2018*. Presented at the In Proceedings of the 3rd Workshop on Visualization for the Digital Humanities (Vis4DH'18), Berlin, 21 Oct 2018-26 Oct 2018.

Abstracts/Presentations/Posters

Panagiotidou, G., Vande Moere, A. (2021). Communicating Qualitative Uncertainty in Data Visualisation. Presented at the Information+ Conference, Virtual - Georgia Institute of Technology in Atlanta, Georgia (USA), 27 Sep 2021-02 Oct 2021.

Panagiotidou, G., Poblome, J., Vandam, R., Vande Moere, A. (2021). Accounting for Data Uncertainties in Visualisations for Humanistic Research: the Case Study of SiteVis for Archaeological Settlement Data. Presented at the DARIAH Annual Event 2021: INTERFACES, Virtual, 07 Sep 2021-09 Sep 2021. [Open Access](#)

Panagiotidou, G., Vandam, R., Vande Moere, A., Poblome, J. (2019). Visualising Spatiotemporal Settlement Data for Pattern Discovery. Presented at the Computer Applications in Archaeology (CAA) – Netherlands/Flanders Chapter Meeting, Leuven, 28 Oct 2019-29 Oct 2019.

Panagiotidou, G., Vande Moere, A., Aerts, J., Poblome, J. (2019). Creating and Analysing Networks of Interdisciplinary Conceptualisations of 'Change' for the Sagalassos Archaeological Research Project. Presented at the Computer Applications & Quantitative Methods in Archaeology (CAA), Kraków, Poland, 23 Apr 2019-27 Apr 2019.

Other

Van de Weijer, M., Zuljevic, M., Ernsten, C., Mariacher, S., **Panagiotidou, G.**, Pohl, A., Roels, L. (2019). A Post-industrial Walk in Genk. Engaging with heritage through participatory design. *CAMOC Museums of Cities Review*, (01/ 2019), 25-29. (professional oriented)

