

## CONTACT INFORMATION

- NAME: Varvara Garneli
- ADDRESS: Corfu, Greece
- ΤΗΛΕΦΩΝΟ: +30 6974025556
- E-MAIL: [vgarneli@ionio.gr](mailto:vgarneli@ionio.gr)
- GITHUB: [bgarnb](#)

## SKILLS:

- DIGITAL GAMES DESIGN
- COLLABORATIVE GAMES
- SERIOUS GAMES (Content Integration)
- COMPUTING EDUCATION
- COMPUTATIONAL THINKING
- COMPUTER PROGRAMMING

## EDUCATION

- PhD, IONIAN UNIVERSITY, DEPARTMENT OF INFORMATICS, 2017
  - Video-game making approach in science education: exploring computational thinking skills development and student motivation
- MASTER DEGREE, IONIAN UNIVERSITY, DEPARTMENT OF INFORMATICS, 2013
  - Informatics
- BSc, SCHOOL OF PEDAGOGICAL AND TECHNOLOGICAL EDUCATION, POSTGRADUATE STUDIES, 1993
  - Education Sciences
- BSc, ATHENS UNIVERSITY OF ECONOMICS AND BUSINESS, DEPARTMENT OF INFORMATICS, 1992
  - Informatics

## PUBLICATIONS

- INTERNATIONAL JOURNALS:
- Garneli, V., Giannakos, M., & Chorianopoulos, K. (2017). "Serious games as a malleable learning medium: The effects of narrative, gameplay, and making on students' performance and attitudes", *British Journal of Educational Technology*, 48(3), 842-859.
- Garneli, V., & Chorianopoulos, K. (2018). "Programming video games and simulations in science education: exploring computational thinking through code analysis", *Interactive Learning Environments*, 26(3), 386-401.
- Garneli, V., & Chorianopoulos, K. (2019). "The effects of video game making within science content on student computational thinking skills and performance" *Interactive Technology and Smart Education*.
- Garneli, V., Patiniotis, K., & Chorianopoulos, K. (2019). "Integrating Science Tasks and Puzzles in Computer Role Playing Games". *Multimodal Technologies and Interaction* , 3(3), 55.
- Garneli, V., Patiniotis, K., & Chorianopoulos, K. (2021). "Designing Multiplayer Serious Games with Science Content". In *Multimodal Technologies and Interaction*, 5(3), 8.
- INTERNATIONAL CONFERENCES PROCEEDINGS:
- Garneli, B., Giannakos, M. N., Chorianopoulos, K., & Jaccheri, L. (2013, September). "Learning by playing and learning by making". In *International Conference on Serious Games Development and Applications* (pp. 76-85). Springer, Berlin, Heidelberg.
- Garneli, V. (2014, July). "Instructional media and teaching methods for engaging children with computer programming". In *2014 IEEE 14th International Conference on Advanced Learning Technologies* (pp. 768-770). IEEE.

- Garneli, V., Giannakos, M. N., & Chorianopoulos, K. (2015, March). “Computing education in K-12 schools: A review of the literature”. In 2015 *IEEE Global Engineering Education Conference (EDUCON)* (pp. 543-551). IEEE.
- Garneli, V., Giannakos, M. N., Chorianopoulos, K., & Jaccheri, L. (2015, May). “Serious game development as a creative learning experience: lessons learnt”. In 2015 *IEEE/ACM 4th International Workshop on Games and Software Engineering* (pp. 36-42). IEEE.
- Vassilakis, N., Garneli, V., Patiniotis, K., Deliyannis, I., & Chorianopoulos, K. (2019, September). “Adapting a Classic Platform Video Game to the Carbohydrate Counting Method for Insulin-Dependent Diabetics”. In *Proceedings of the 5th EAI International Conference on Smart Objects and Technologies for Social Good* (pp. 149-154). ACM.
- V Garneli, C Sotides, K Patiniotis, I Deliyannis, K Chorianopoulos (2019). “Designing a 2D Platform Game with Mathematics Curriculum”. In *International Conference on Games and Learning Alliance* (pp. 42-51).
- Garneli, V., Patiniotis, K., & Chorianopoulos, K. (2020, December). “Game Mechanics of a Character Progression Multiplayer Role-Playing Game with Science Content”. In *International Conference on Games and Learning Alliance* (pp. 415-420). Springer, Cham.

## RESEARCH AND TEACHING EXPERIENCE

- TEACHING EXPERIENCE
- “Interaction Design”, Postgraduate studies, Department of Informatics, Ionian University, 23/11/2017 - 23/12/2017.
- “Mobile and Social Media”, Undergraduate studies, Department of Informatics, Ionian University, 1/3/2018 - 30/6/2018.
- “2-day Summer School Organization” (Educational Technologies), September 2018, Department of Informatics, Ionian University. RESEARCH EXPERIENCE
- Post Doc Research, “Design of a multiplayer Role Playing Game with physical sciences content” Department of Informatics, Ionian University

## PRIOR WORK EXPERIENCE

- SECONDARY EDUCATION
  - Informatics”, 9/1993 - 9/2021
- COMPUTER PROGRAMMER, 12/1991 – 11/1992

## ΞΕΝΕΣ ΓΛΩΣΣΕΣ

- Greek
- English