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ΕΞΕΙΔΙΚΕΥΣΗ:

Computing Education, Computational Thinking, Video Games, Computer Programming

ΕΚΠΑΙΔΕΥΣΗ

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 - Video-game making approach in science education: exploring computational thinking skills development and student motivation
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ΠΡΟΫΠΗΡΕΣΙΑ

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 - Interaction Design, με έμφαση στη σχεδίαση και την κατασκευή εκπαιδευτικού λογισμικού, 2017

- ΔΕΥΤΕΡΟΒΑΘΜΙΑ ΕΚΠΑΙΔΕΥΣΗ
 - Πληροφορική, 1-1993 μέχρι σήμερα
- ΥΠΆΛΛΗΛΟΣ ΓΡΑΦΕΪΟΥ – ΠΡΟΓΡΑΜΜΑΤΙΣΤΗΣ ΣΕ ΝΑΥΤΙΛΙΑΚΗ ΕΤΑΙΡΕΪΑ, 12/1991 – 11/1992

ΞΕΝΕΣ ΓΛΩΣΣΕΣ

- English.