

## CONTACT INFORMATION

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## FIELDS OF SPECIALIZATION

Computing Education, Computational Thinking, Video Games, Computer Programming

## ΕΚΠΑΙΔΕΥΣΗ

- ΔΙΔΑΚΤΟΡΙΚΟ, ΙΟΝΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, ΤΜΗΜΑ ΠΛΗΡΟΦΟΡΙΚΗΣ, 2017
  - Video-game making approach in science education: exploring computational thinking skills development and student motivation
- ΜΕΤΑΠΤΥΧΙΑΚΟ ΔΙΠΛΩΜΑ ΣΤΗΝ ΠΛΗΡΟΦΟΡΙΚΗ ΚΑΙ ΤΙΣ ΑΝΘΡΩΠΙΣΤΙΚΕΣ ΣΠΟΥΔΕΣ, ΙΟΝΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, ΤΜΗΜΑ ΠΛΗΡΟΦΟΡΙΚΗΣ, 2013
- ΠΤΥΧΙΟ ΠΑΙΔΑΓΩΓΙΚΩΝ ΣΠΟΥΔΩΝ, ΣΕΛΕΤΕ, ΤΜΗΜΑ ΠΤΥΧΙΟΥΧΩΝ ΑΕΙ, 1993
- ΠΤΥΧΙΟ ΠΛΗΡΟΦΟΡΙΚΗΣ, ΟΙΚΟΝΟΜΙΚΟ ΠΑΝΕΠΙΣΤΗΜΙΟ ΑΘΗΝΑΣ, ΤΜΗΜΑ ΠΛΗΡΟΦΟΡΙΚΗΣ, 1992

## ΔΗΜΟΣΙΕΥΣΕΙΣ

Σε Διεθνή Περιοδικά:

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.

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Garneli, V., Patiniotis, K., & Chorianopoulos, K. (2019). "Integrating Science Tasks and Puzzles in Computer Role Playing Games". *Multimodal Technologies and Interaction*, 3(3), 55.

Σε Διεθνή Συνέδρια:

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.

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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.

## ΠΡΟΫΠΗΡΕΣΙΑ

- ΤΜΗΜΑ ΠΛΗΡΟΦΟΡΙΚΗΣ, ΙΟΝΙΟ ΠΑΝΕΠΙΣΤΗΜΙΟ
  - Κινητά και Κοινωνικά Μέσα, 2018
  - 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.