Βαρβάρα Γαρνέλη

Contact Information

Κέρκυρα

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Fields of Specialization

Computing Education, Computational Thinking, Video Games, Computer Programming

Education

- Διδακτορικό PhD, Ιόνιο Πανεπιστήμιο, Τμήμα Πληροφορικής, 2017
    - Video-game making approach in science education: exploring computational thinking skills development and student motivation
- Μεταπτυχιακό Δίπλωμα στην Πληροφορική και τις Ανθρωπιστικές Σπουδές, Ιόνιο Πανεπιστήμιο, Τμήμα Πληροφορικής, MSC, 2013
- Πτυχίο Παιδαγωγικών Σπουδών, ΣΕΛΕΤΕ, Τμήμα Πτυχιούχων ΑΕΙ, 1993
- Πτυχίο Πληροφορικής, Οικονομικό Πανεπιστήμιο Αθήνας, Τμήμα Πληροφορικής, BSC, 1992

Publications

#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.

#Conferences and Workshops:

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.

Teaching

- Τμήμα Πληροφορικής, Ιόνιο Πανεπιστήμιο
    - Κινητά και Κοινωνικά Μέσα, 2018

- Interaction Design, με έμφαση στη σχεδίαση και την κατασκευή εκπαιδευτικού λογισμικού, 2017
- Δευτεροβάθμια Εκπαίδευση
    - Πληροφορική, 1-1993 μέχρι σήμερα
- Υπάλληλος γραφείου – προγραμματιστής σε ναυτιλιακή εταιρεία, 12/1991 – 11/1992

Languages
- English.