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ΕΞΕΙΔΙΚΕΥΣΗ:

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

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Σε Διεθνή Περιοδικά:

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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
- ΥΠΑΛΛΗΛΟΣ ΓΡΑΦΕΙΟΥ – ΠΡΟΓΡΑΜΜΑΤΙΣΤΗΣ ΣΕ ΝΑΥΤΙΛΙΑΚΗ ΕΤΑΙΡΕΙΑ, 12/1991 – 11/1992

ΞΕΝΕΣ ΓΛΩΣΣΕΣ

- English.