# Konstantinos Chorianopoulos

# Previous Experience

2008—now Ionian University

Professor

Corfu, Greece

2009—now Hellenic Open University

Adjunct Professor Athens, Greece

Norwegian University of Science and Technology

Visiting Professor
Trondheim, Norway

2006—2008 University of the Aegean

Adjunct Professor Syros, Greece

2006—2008 Bauhaus University of Weimar

Marie Curie Fellow Weimar, Germany

2005–2006 Hellenic Navy

Obligatory military service

Chania, Greece

2004–2005 Imperial College London

Research Associate London, England

2000–2004 Athens University of Economics and Business

Research Assistant Athens, Greece

# Education

2004 PhD Interaction Design

Athens University of Economics and Business, Athens, Greece

2001 MSc Marketing and Communication

Athens University of Economics and Business, Athens, Greece

Meng Electronic and Computer Engineering

Technical University of Crete, Chania, Greece

## **Publications**

#### Authored books

[B1] Cesar, P. and Chorianopoulos, K. The Evolution of TV Systems, Content, and Users Toward Interactivity. Vol. 2. 4. 2009, p. 95.

#### Edited books

- [E1] Cesar, P., Chorianopoulos, K., and Jensen, J. F., eds. *Interactive TV: A Shared Experience*. Springer, 2007, p. 236.
- [E2] Eckardt, F., Geelhaar, J., Colini, L., et al., eds. *MEDIACITY*. *Situations, Practices and Encounters*. Frank & Timme GmbH, 2008, p. 439.
- [E<sub>3</sub>] Cesar, P., Geerts, D., and Chorianopoulos, K., eds. *Social Interactive Television: Immersive Shared Experiences and Perspectives (Premier Reference Source)*. IGI Global, 2009, p. 362.
- [E4] Willis, K. S., Roussos, G., Chorianopoulos, K., and Struppek, M., eds. *Shared Encounters*. Springer, Dec. 2010, p. 311.
- [E5] Chorianopoulos, K., Divitini, M., Hauge, J. B., Jaccheri, L., and Malaka, R., eds. Entertainment Computing-ICEC 2015: 14th International Conference, ICEC 2015, Trondheim, Norway, September 29-Ocotober 2, 2015, Proceedings. Vol. 9353. Springer, 2015.

# Edited journals

- [G1] Chorianopoulos, K. and Lekakos, G. "Learn and play with interactive TV." In: *Computers in Entertainment* 5.2 (Apr. 2007), p. 4.
- [G2] Chorianopoulos, K. and Lekakos, G. "Methods and Applications in Interactive Broadcasting." In: *Journal of Virtual Reality and Broadcasting* 4 (2007), p. 8.
- [G<sub>3</sub>] Cesar, P., Bulterman, D. C. A., Chorianopoulos, K., and Jensen, J. F. "Multimedia systems, languages, and infrastructures for interactive television." In: *Multimedia Systems* 14.2 (Mar. 2008), pp. 71–72.
- [G4] Cesar, P., Chorianopoulos, K., and Jensen, J. F. "Social television and user interaction." In: *Computers in Entertainment* 6.1 (May 2008), p. 1.
- [G5] Chorianopoulos, K. "Personalized and mobile digital TV applications." In: *Multimedia Tools and Applications* 36.1-2 (Jan. 2008), pp. 1-10.
- [G6] Chorianopoulos, K. and Lekakos, G. "Introduction to Social TV: Enhancing the Shared Experience with Interactive TV." In: *International Journal of Human-Computer Interaction* 24.2 (Feb. 2008), pp. 113–120.
- [G<sub>7</sub>] Yu, Z., Lugmayr, A., Chorianopoulos, K., and Mei, T. "Introduction to the special issue on multimedia intelligent services and technologies." In: *Multimedia Systems* 16.4-5 (June 2010), pp. 215–217.
- [G8] Chorianopoulos, K. and Geerts, D. "Introduction to User Experience Design for TV Apps." In: *Entertainment Computing* (Mar. 2011).

[G9] Giannakos, M. N., Chorianopoulos, K., Ronchetti, M., Szegedi, P., and Teasley, S. "Video-Based Learning and Open Online Courses." en. In: International Journal of Emerging Technologies in Learning (iJET) 9.1 (Feb. 2014), pp. 4-7.

## Journal papers

- [J1] Chorianopoulos, K. and Spinellis, D. "Affective usability evaluation for an interactive music television channel." In: *Comput. Entertain.* 2.3 (July 2004), pp. 14–14.
- [J2] Chorianopoulos, K. and Spinellis, D. "User interface development for interactive television: extending a commercial DTV platform to the virtual channel API." In: *Computers & Graphics* 28.2 (Apr. 2004), pp. 157–166.
- [J3] Chorianopoulos, K. "Animated Character Likeability Revisited: The Case of Interactive TV." In: *Journal of Usability Studies* 1.4 (2006), pp. 171–184.
- [J4] Chorianopoulos, K. and Spinellis, D. "User interface evaluation of interactive TV: a media studies perspective." In: *Universal Access in the Information Society* 5.2 (May 2006), pp. 209–218.
- [J5] Chorianopoulos, K. "Content-Enriched Communication: Supporting the Social Uses of TV." In: *Communications Network Journal* 6.1 (2007), pp. 23–30.
- [J6] Chorianopoulos, K. and Spinellis, D. "Coping with TiVo: Opportunities of the networked digital video recorder." In: *Telematics and Informatics* 24.1 (Feb. 2007), pp. 48–58.
- [J7] Chorianopoulos, K. "User Interface Design Principles for Interactive Television Applications." In: *International Journal of Human-Computer Interaction* 24.6 (Aug. 2008), pp. 556–573.
- [J8] Banakou, D. and Chorianopoulos, K. "The effects of Avatars Gender and Appearance on Social Behavior in Online 3D Virtual Worlds." In: *Journal of Virtual Worlds Research* 2.5 (2010).
- [J9] Koutsourelakis, C. and Chorianopoulos, K. "Icons in mobile phones Comprehensibility differences between older and younger users." In: *Information Design Journal* 18.1 (2010), pp. 22–35.
- [J10] Koutsourelakis, C. and Chorianopoulos, K. "Unaided Icon Recognition in Mobile Phones: A Comparative Study with Young Users." In: *The Design Journal* 13.3 (2010), pp. 313–328.
- [J11] Chorianopoulos, K. "Collective intelligence within web video." en. In: *Human-centric Computing and Information Sciences* 3.1 (June 2013), p. 10.
- [J12] Giannakos, M. N., Chorianopoulos, K., Giotopoulos, K. K., and Vlamos, P. "Using Facebook out of habit." In: *Behaviour & Information Technology* 32.6 (Mar. 2013), pp. 594–602.
- [J13] Giannakos, M. N., Chorianopoulos, K., Inkpen, K., Du, H., and Johns, P. "Understanding childrens behavior in an asynchronous video-mediated communication environment." In: *Personal and Ubiquitous Computing* 17.8 (Apr. 2013), pp. 1621–1629.

- [J14] Mikalef, K., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Does informal learning benefit from interactivity? The effect of trial and error on knowledge acquisition during a museum visit." In: *International Journal of Mobile Learning and Organisation* 7.2 (2013), pp. 158–175.
- [J15] Avlonitis, M. and Chorianopoulos, K. "Video Pulses: User-based modeling of interesting video segments." In: *Advances in Multimedia* (2014), pp. 1–9.
- [J16] Chorianopoulos, K. "Community-based Pedestrian Mapmaking." en. In: *The Journal of Community Informatics* 10.3 (2014).
- [J17] Chorianopoulos, K. and Giannakos, M. N. "Design Principles for Serious Video Games in Mathematics Education: From Theory to Practice." In: *International Journal on Serious Games* 1.3 (2014), pp. 51–59.
- [J18] Gkonela, C. and Chorianopoulos, K. "VideoSkip: event detection in social web videos with an implicit user heuristic." In: *Multimedia Tools and Applications* 69.2 (Feb. 2014), pp. 383–396.
- [J19] Karydis, I., Avlonitis, M., Chorianopoulos, K., and Sioutas, S. "Identifying Important Segments in Videos: A Collective Intelligence Approach." en. In: *International Journal on Artificial Intelligence Tools* 23.02 (Apr. 2014).
- [J20] Giannakos, M. N., Chorianopoulos, K., and Chrisochoides, N. "Making sense of video analytics: Lessons learned from clickstream interactions, attitudes, and learning outcome in a video-assisted course." en. In: *The International Review of Research in Open and Distributed Learning* 16.1 (Jan. 2015).
- [J21] Chorianopoulos, K. and Talvis, K. "Flutrack.org: Open-source and linked data for epidemiology." In: *Health Informatics Journal* 22.4 (Sept. 2016), pp. 962–974.
- [J22] Leftheriotis, I., Chorianopoulos, K., and Jaccheri, L. "Design and implement chords and personal windows for multi-user collaboration on a large multi-touch vertical display." In: *Human-centric Computing and Information Sciences* 6.1 (Dec. 2016), p. 14.
- [J23] Garneli, V., Giannakos, M., and Chorianopoulos, K. "Serious games as a malleable learning medium: The effects of narrative, gameplay, and making on students' performance and attitudes." In: British Journal of Educational Technology 48.3 (May 2017), pp. 842-859.
- [J24] Kapenekakis, I. and Chorianopoulos, K. "Citizen science for pedestrian cartography: collection and moderation of walkable routes in cities through mobile gamification." In: *Human-centric Computing and Information Sciences* 7.1 (May 2017), p. 10.
- [J25] Merkouris, A., Chorianopoulos, K., and Kameas, A. "Teaching Programming in Secondary Education Through Embodied Computing Platforms: Robotics and Wearables." In: *ACM Transactions on Computing Education* 17.2 (May 2017), pp. 1–22.
- [J26] Moholdt, T., Weie, S., Chorianopoulos, K., Wang, A. I., and Hagen, K. "Exergaming can be an innovative way of enjoyable high-intensity interval training." In: *BMJ Open Sport & Exercise Medicine* 3.1 (Aug. 2017), e000258.

- [J27] Chorianopoulos, K. "A Taxonomy of Asynchronous Instructional Video Styles." en. In: *The International Review of Research in Open and Distributed Learning* 19.1 (Jan. 2018).
- [J28] Garneli, V. and Chorianopoulos, K. "Programming video games and simulations in science education: exploring computational thinking through code analysis." In: *Interactive Learning Environments* 26.3 (Mar. 2018), pp. 386–401.
- [J29] Garneli, V. and Chorianopoulos, K. "The effects of video game making within science content on student computational thinking skills and performance." In: *Interactive Technology and Smart Education* 16.4 (2019), pp. 301–318.
- [J30] Garneli, V., Patiniotis, K., and Chorianopoulos, K. "Integrating Science Tasks and Puzzles in Computer Role Playing Games." In: *Multimodal Technologies and Interaction* 3.3 (2019).
- [J31] Merkouris, A. and Chorianopoulos, K. "Programming Embodied Interactions with a Remotely Controlled Educational Robot." In: *ACM Trans. Comput. Educ.* 19.4 (July 2019), 40:1–40:19.
- [J32] Merkouris, A., Chorianopoulou, B., Chorianopoulos, K., and Chrissikopoulos, V. "Understanding the Notion of Friction Through Gestural Interaction with a Remotely Controlled Robot." In: Journal of Science Education and Technology 28 (2019), pp. 209–221.
- [J33] Alexandrakis, D., Chorianopoulos, K., and Tselios, N. "Connections between Older Greek Adults' Implicit Attributes and Their Perceptions of Online Technologies." In: *Technologies* 8.4 (2020).
- [J<sub>34</sub>] Alexandrakis, D., Chorianopoulos, K., and Tselios, N. "Digital Storytelling Experiences and Outcomes with Different Recording Media: An Exploratory Case Study with Older Adults." In: *Journal of Technology in Human Services* 38.4 (2020), pp. 352–383.
- [J35] Alexandrakis, D., Chorianopoulos, K., and Tselios, N. "Older Adults and Web 2.0 Storytelling Technologies: Probing the Technology Acceptance Model through an Age-related Perspective." In: *International Journal of Human–Computer Interaction* (2020), pp. 1–13.
- [J36] Garneli, V., Patiniotis, K., and Chorianopoulos, K. "Designing Multiplayer Serious Games with Science Content." In: *Multimodal Technologies and Interaction* 5.3 (2021).

#### Conference papers

- [P1] Bozios, T., Lekakos, G., Skoularidou, V., and Chorianopoulos, K. "Advanced Techniques for Personalized Advertising in a Digital TV Environment: The iMEDIA System." In: *eBusiness and eWork Conference*. Citeseer, 2001, pp. 1025–1031.
- [P2] Lekakos, G., Chorianopoulos, K., and Spinellis, D. "Information Systems in the Living Room: A Case Study of Personalized Interactive TV Design." In: *ECIS* 2001. 2001, pp. 319–329.

- [P3] Lekakos, G., Papakyriakopoulos, D., and Chorianopoulos, K. "An integrated approach to interactive and personalized TV advertising." In: *Personalized TV* 01. 2001.
- [P4] Chorianopoulos, K., Lekakos, G., and Spinellis, D. "Intelligent user interfaces in the living room." In: *Proceedings of the 8th international conference on Intelligent user interfaces IUI'03*. New York, New York, USA: ACM Press, 2003, pp. 230–232.
- [P5] Chorianopoulos, K., Lekakos, G., and Spinellis, D. "The Virtual Channel Model for Personalized Television." In: *Proceedings of the 1st European Conference on Interactive TV (EuroITV 2003)*. 2003, p. 9.
- [P6] Chorianopoulos, K. and Spinellis, D. "A Metaphor for Personalized Television Programming." In: *Universal Access. Theoretical Perspectives, Practice, and Experience*. Ed. by Carbonelle, N. and Staphanidis, C. Springer-Verlag, 2003, pp. 187–194.
- [P7] Livaditi, J., Vassilopoulou, K., Lougos, C., and Chorianopoulos, K. "Needs and gratifications for interactive TV implications for designers." In: 36th Annual Hawaii International Conference on System Sciences, 2003. Proceedings of the. IEEE, Jan. 2003, 9 pp.
- [P8] Chorianopoulos, K. "Ambient and social TV: a conceptual design that connects everyday life in a sporadic community." In: 3rd IET International Conference on Intelligent Environments, 2007. IE 07. Ulm, 2007, pp. 585–588.
- [P9] Chorianopoulos, K. "Interactive TV design that blends seamlessly with every-day life." In: *Proceedings of the 9th conference on User interfaces for all*. ERCIM'06. Berlin: Springer-Verlag, 2007, pp. 43–57.
- [P10] Chorianopoulos, K. and Rieniets, T. "City of collision: an interactive video installation to inform and engage." In: *IET Conference Publications*. Vol. 2007. CP531. 2007, pp. 502-509.
- [P11] Cesar, P. and Chorianopoulos, K. "Interactivity and user participation in the television lifecycle." In: *Proceeding of the 1st international conference on Designing interactive user experiences for TV and video uxtv '08*. New York, New York, USA: ACM Press, Oct. 2008, pp. 125–128.
- [P12] Chorianopoulos, K. "Connecting remote educational spaces with mediated presence." In: *Mediacity: Situations, Practices, and Encounters.* Ed. by Eckardt, F. Frank & Ti. Berlin, 2008, pp. 227–244.
- [P13] Oumard, M., Mirza, D., Kroy, J., and Chorianopoulos, K. "A cultural probes study on video sharing and social communication on the internet." In: *Proceedings of the 3rd international conference on Digital Interactive Media in Entertainment and Arts DIMEA '08*. DIMEA '08. New York, New York, USA: ACM Press, 2008, pp. 142–148.
- [P14] Riecke, R., Juers, A., and Chorianopoulos, K. "Interaction Design in Television Voting: A Usability Study on Music TV and Input Devices." In: Proceedings of the 6th European conference on Changing Television Environments. Ed. by Tscheligi, M., Obrist, M., and Lugmayr, A. Vol. 5066. Lecture Notes in Computer Science. Berlin, Heidelberg: Springer Berlin Heidelberg, 2008, pp. 268–272.

- [P15] Banakou, D., Chorianopoulos, K., and Anagnostou, K. "Avatars Appearance and Social Behavior in Online Virtual Worlds." In: 2009 13th Panhellenic Conference on Informatics. IEEE, Sept. 2009, pp. 207–211.
- [P16] Chorianopoulos, K. "Evaluating the social effects of distant education beyond the desktop computer." In: 5th International Conference on Open and Distance Learning (ICODL). Athens: Hellenic Open University Press, 2009, pp. 117–121.
- [P17] Chorianopoulos, K. and Cesar, P. "Taking Social TV beyond chatting: How the TV viewer adds value to the Network." In: *MCIS 2009*. Athens, 2009, p. 39.
- [P18] Chorianopoulos, K. and Polymeris, G. "A case study of the deployment of cultural probes in remote schools." In: 7th Pan-Hellenic Conference with International Participation «ICT in Education». Ed. by Jimoyiannis, A. Corinth: University of Peloponnese, Korinthos, Greece, 23-26 September 2010, 2010, pp. 185–188.
- [P19] Giannakos, M. N., Giotopoulos, K. K., and Chorianopoulos, K. "In the face (book) of the daily routine." In: Proceedings of the 14th International Academic MindTrek Conference on Envisioning Future Media Environments MindTrek '10. New York, New York, USA: ACM Press, Oct. 2010, pp. 153–157.
- [P20] Chorianopoulos, K., Leftheriotis, I., and Gkonela, C. "SocialSkip: Pragmatic Understanding within Web Video." In: 9th european conference on European interactive television conference (EuroITV'11). 2011, pp. 25–28.
- [P21] Du, H., Inkpen, K., Chorianopoulos, K., et al. "VideoPal: Exploring Asynchronous Video-Messaging to Enable Cross-Cultural Friendships." In: ECSCW 2011: Proceedings of the 12th European Conference on Computer Supported Cooperative Work, 24-28 September 2011, Aarhus Denmark. Ed. by Bødker, S., Bouvin, N. O., Wulf, V., Ciolfi, L., and Lutters, W. London: Springer London, 2011, pp. 273–292.
- [P22] Giannakos, M. N., Chorianopoulos, K., Johns, P., Inkpen, K., and Du, H. "Childrens Interactions in an Asynchronous Video Mediated Communication Environment." In: *Human-Computer Interaction—INTERACT 2011*. Ed. by Campos, P., Graham, N., Jorge, J., et al. Vol. 6946. Lecture Notes in Computer Science. Berlin, Heidelberg: Springer Berlin Heidelberg, 2011, pp. 199–206.
- [P23] Kravvaris, D., Thanou, E., and Chorianopoulos, K. "Evaluation of Tip-Activated and Push-Button Infrared Pens for Interactive Whiteboards." In: Informatics (PCI), 2011 15th Panhellenic Conference on. 2011, pp. 287–291.
- [P24] Leftheriotis, I. and Chorianopoulos, K. "Multi-user Chorded Toolkit for Multi-touch Screens." In: 3rd ACM SIGCHI symposium on Engineering interactive computing systems (EICS'11). 2011, pp. 161–164.
- [P25] Leftheriotis, I. and Chorianopoulos, K. "User Experience Quality in Multi-Touch Tasks." In: 3rd ACM SIGCHI symposium on Engineering interactive computing systems (EICS '11). 2011, pp. 277-282.
- [P26] Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Math is not only for Science Geeks: Design and Assessment of a Storytelling Serious Video Game." In: In Proceedings of the 2012 12th IEEE International Conference on Advanced Learning Technologies. ix. IEEE Computer Society, 2012, pp. 418–419.

- [P27] Leftheriotis, I., Chorianopoulos, K., and Jaccheri, L. "Tool support for developing scalable multiuser applications on multi-touch screens." In: *Proceedings of the 2012 ACM international conference on Interactive tabletops and surfaces ITS*'12. New York, New York, USA: ACM Press, Nov. 2012, pp. 371–374.
- [P28] Leftheriotis, I., Gkonela, C., and Chorianopoulos, K. "Efficient Video Indexing on the Web: A System that Crowdsources User Interactions with a Video Player." In: 2nd International ICST Conference on User Centric Media (UCMEDIA 2010). Ed. by Alvarez, F. and Costa, C. Vol. 60. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering. Berlin, Heidelberg: Springer Berlin Heidelberg, Jan. 2012, pp. 123–131.
- [P29] Mikalef, K., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Do Not Touch the Paintings! The Benefits of Interactivity on Learning and Future Visits in a Museum." In: *ICEC 2012*. Ed. by Herrlich, M., Malaka, R., and Masuch, M. Vol. 7522. Lecture Notes in Computer Science. Berlin, Heidelberg: Springer, 2012, pp. 553–561.
- [P30] Garneli, V., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Learning by Playing and Learning by Making." In: 4th International Conference on Serious Games Development and Applications (SGDA 2013), Trondheim, Norway on 25-27 September 2013. 2013, pp. 76-85.
- [P31] Ilioudi, C., Chorianopoulos, K., and Giannakos, M. N. "Comparing the camera shot styles of video lectures: Close-up versus broad framing of whiteboard and lecturer." In: 7th International Conference in Open and Distance Learning 2013. Ed. by Lionarakis, A. Athens, 2013, pp. 1–7.
- [P32] Makris, D., Euaggelopoulos, K., Chorianopoulos, K., and Giannakos, M. N. "Could you help me to change the variables? Comparing instruction to encouragement for teaching programming." In: WiPSCE'13, November 11-13, 2013, Aarhus, Denmark. 2013.
- [P33] Rautiainen, M., Heikkinen, A., Sarvanko, J., et al. "Time shifting patterns in browsing and search behavior for catch-up TV on the web." In: *Proceedings of the 11th european conference on Interactive TV and video EuroITV '13*. New York, New York, USA: ACM Press, June 2013, pp. 117–120.
- [P34] Chorianopoulos, K., Giannakos, M. N., and Chrisochoides, N. "Design Principles for Serious Games in Mathematics." In: *Proceedings of the 18th Panhellenic Conference on Informatics PCI '14*. New York, New York, USA: ACM Press, Oct. 2014, pp. 1–5.
- [P35] Chorianopoulos, K., Giannakos, M. N., Chrisochoides, N., and Reed, S. "Open Service for Video Learning Analytics." In: 2014 IEEE 14th International Conference on Advanced Learning Technologies. IEEE, July 2014, pp. 28–30.
- [P36] Giannakos, M. N., Chorianopoulos, K., and Chrisochoides, N. "Collecting and making sense of video learning analytics." In: 2014 IEEE Frontiers in Education Conference (FIE) Proceedings. IEEE, Oct. 2014, pp. 1-7.
- [P37] Garneli, V., Giannakos, M. N., and Chorianopoulos, K. "Computing education in K-12 schools: A review of the literature." English. In: 2015 IEEE Global Engineering Education Conference (EDUCON). IEEE, Mar. 2015, pp. 543-551.

- [P38] Giannakos, M. N., Garneli, V., and Chorianopoulos, K. "Exploring the Importance of Making in an Educational Game Design." In: ICEC 2015. Trondheim, Norway: Springer, 2015.
- [P39] Kravvaris, D., Kermanidis, K. L., and Chorianopoulos, K. "Ranking educational videos: The impact of social presence." In: 2015 IEEE 9th International Conference on Research Challenges in Information Science (RCIS). IEEE, May 2015, pp. 342-350.
- [P40] Leftheriotis, I., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Interaction Space of Chords on a Vertical Multi-touch Screen." In: *Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces ITS '15*. New York, New York, USA: ACM Press, Nov. 2015, pp. 355–360.
- [P41] Merkouris, A. and Chorianopoulos, K. "Introducing Computer Programming to Children through Robotic and Wearable Devices." In: WiPSCE 2015: The 10th Workshop in Primary and Secondary Computing Education. London: ACM, 2015.
- [P42] Merkouris, A. and Chorianopoulos, K. "Programming Human-Robot Interactions in Middle School: The Role of Mobile Input Modalities in Embodied Learning." In: *International Conference on Interactive Mobile Communication, Technologies and Learning (IMCL2017)*. Springer, Nov. 2017, pp. 146–153.
- [P43] Deliyannis, I., Symianakis, S., and Chorianopoulos, K. "ActionTrip: automating egocentric video production through gestural interaction and landmark awareness." In: *Proceedings of the 22nd Pan-Hellenic Conference on Informatics*. ACM. 2018, pp. 127–132.
- [P44] Merkouris, A. and Chorianopoulos, K. "Programming touch and full-body interaction with a remotely controlled robot in a secondary education STEM course." In: *Proceedings of the 22nd Pan-Hellenic Conference on Informatics*. ACM. 2018, pp. 225–229.
- [P45] Alexandrakis, D., Chorianopoulos, K., and Tselios, N. "Insights on Older Adults' Attitudes and Behavior Through the Participatory Design of an Online Storytelling Platform." In: *Human-Computer Interaction INTERACT 2019*. Ed. by Lamas, D., Loizides, F., Nacke, L., et al. Cham: Springer International Publishing, 2019, pp. 465–474.
- [P46] Garneli, V., Sotides, C., Patiniotis, K., Deliyannis, I., and Chorianopoulos, K. "Designing a 2D Platform Game with Mathematics Curriculum." In: *Games and Learning Alliance*. Ed. by Liapis, A., Yannakakis, G. N., Gentile, M., and Ninaus, M. Cham: Springer International Publishing, 2019, pp. 42–51.
- [P47] Kamilakis, M. and Chorianopoulos, K. "Mobile Mapmaking: A Field Study of Gamification and Cartographic Editing." In: *Human-Computer Interaction IN-TERACT 2019*. Ed. by Lamas, D., Loizides, F., Nacke, L., et al. Cham: Springer International Publishing, 2019, pp. 427–435.
- [P48] Vassilakis, N., Garneli, V., Patiniotis, K., Deliyannis, I., and Chorianopoulos, K. "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*. GoodTechs '19. Valencia, Spain: ACM, 2019, pp. 149–154.

- [P49] Alexandrakis, D., Chorianopoulos, K., and Tselios, N. "Implicit Factors Related to Greek Older Adults' Perceived Usability of Online Technologies: An Exploratory Study." In: Proceedings of the 13th ACM International Conference on PErvasive Technologies Related to Assistive Environments. PETRA '20. Corfu, Greece: Association for Computing Machinery, 2020.
- [P50] Garneli, V. and Chorianopoulos, K. "Employing Social Interactions of Multiplayer Role-Playing Games in a Serious Game." In: *International Conference on Games and Learning Alliance*. Springer. 2021, pp. 220–229.
- [P51] Kamilakis, M., Batoglou, E., and Chorianopoulos, K. "Pedestrian Path Making: Create on Mobile and Edit on Desktop." In: *CHI Greece 2021: 1st International Conference of the ACM Greek SIGCHI Chapter*. New York, NY, USA: Association for Computing Machinery, 2021.
- [P52] Merkouris, A., Garneli, V., and Chorianopoulos, K. "Programming Human-Robot Interactions for Teaching Robotics within a Collaborative Learning Open Space: Robots Playing Capture the Flag Game." In: *CHI Greece 2021:* 1st International Conference of the ACM Greek SIGCHI Chapter. New York, NY, USA: Association for Computing Machinery, 2021.

# Short papers

- [W1] Chorianopoulos, K. "The digital set-top box as a virtual channel provider." In: CHI '03 extended abstracts on Human factors in computing systems (CHI '03). ACM Press, 2003, pp. 666–667.
- [W2] Chorianopoulos, K. and Spinellis, D. "Usability design for the home media station." In: *Proceedings of the 10th HCI International Conference*. 2003, pp. 439–443.
- [W3] Chorianopoulos, K., Barria, J., Regner, T., and Pitt, J. "Cross Media Digital Rights Management for Online Music Stores." In: First International Conference on Automated Production of Cross Media Content for Multi-Channel Distribution (AXMEDIS'05). Washington: IEEE, 2005, pp. 257–260.
- [W4] Teran, M., Chorianopoulos, K., Willis, K. S., and Colini, L. "Dousing for Dummies: methods for raising public awareness of ambient communications." In: Adjunct Proceedings of British Human Computer Interaction conference 2006, 11-15 September 2006, London. 2006, pp. 1-3.
- [W5] Willis, K. S., Chorianopoulos, K., Struppek, M., and Roussos, G. "Shared encounters workshop." In: *CHI '07 extended abstracts on Human factors in computing systems CHI '07*. CHI '07. New York, New York, USA: ACM Press, 2007, pp. 2881–2884.
- [W6] Chorianopoulos, K., Fernández, F. J. B., Salcines, E. G., and de Castro Lozano, C. "Delegating the visual interface between a tablet and a TV." In: *Proceedings of the International Conference on Advanced Visual Interfaces AVI '10*. New York, New York, USA: ACM Press, May 2010, p. 418.
- [W7] Chorianopoulos, K. and Tsaknaki, V. "CELL: Connecting Everyday Life in an archipeLago." In: workshop Mind the Gap Towards Seamless Remote Social Interaction (10th Advanced Visual Interafaces conference AVI 2010). Ed. by Quinn, K. I. and Gross, T. Rome, 2010.

- [W8] Spiridonidou, A., Kampi, I., and Chorianopoulos, K. "Exploring everyday life in remote schools: A large-scale study with cultural probes and affinity diagrams." In: workshop on Digital Technologies and Marginalized Youth, IDC 2010. 2010.
- [W9] Du, H., Inkpen, K., Tang, J., et al. "VideoPal: An Asynchronous Video Based Communication System to Connect Children from US and Greece." In: Adjunct Proceedings of CSCW 2011. 2011.
- [W10] Du, H., Inkpen, K., Tang, J., et al. "VideoPal: System Description." In: *Adjunct Proceedings of CSCW 2011*. Figure 1. 2011, pp. 1–2.
- [W11] Aasbakken, M., Chorianopoulos, K., and Jaccheri, L. "Evaluation of User Engagement and Message Comprehension in a Pervasive Software Installation." In: 2nd International Workshop on Games and Software Engineering Realizing User Engagement with Game Engineering Techniques, ICSE 2012 workshop. IEEE, 2012, pp. 27–30.
- [W12] Avlonitis, M., Chorianopoulos, K., and Shamma, D. A. "Crowdsourcing user interactions within web video through pulse modeling." In: *Proceedings of the ACM multimedia 2012 workshop on Crowdsourcing for multimedia CrowdMM '12*. New York, New York, USA: ACM Press, Oct. 2012, p. 19.
- [W13] Giannakos, M. N., Chorianopoulos, K., Jaccheri, L., and Chrisochoides, N. "This Game Is Girly! Perceived Enjoyment and Student Acceptance of Edutainment." In: *Edutainment* 2012. Springer, 2012, pp. 89–98.
- [W14] Armeni, I. and Chorianopoulos, K. "Pedestrian navigation and shortest path: Preference versus distance." In: Workshop Proceedings of the 9th International Conference on Intelligent Environments IE'13, July 16-19, 2013, Athens, Greece. IOS, 2013, pp. 647–652.
- [W15] Chorianopoulos, K. and Giannakos, M. N. "Merging learner performance with browsing behavior in video lectures." In: WAVe 2013 The Workshop on Analytics on Video-based Learning. 2013, pp. 38–42.
- [W16] Giannakis, K., Chorianopoulos, K., and Jaccheri, L. "User Requirements for Gamifying Sports Software." In: 3rd International Workshop on Games and Software Engineering: Engineering Computer Games to Enable Positive, Progressive Change (GAS). IEEE, 2013, pp. 22–26.
- [W17] Giannakos, M. N., Chorianopoulos, K., Ronchetti, M., Szegedi, P., and Teasley, S. "Analytics on video-based learning." In: *LAK '13 Proceedings of the Third International Conference on Learning Analytics and Knowledge*. ACM, Apr. 2013, pp. 283–284.
- [W18] Ilioudi, C., Giannakos, M. N., and Chorianopoulos, K. "Investigating Differences among the Commonly Used Video Lecture Styles." In: *WAVe 2013 The Workshop on Analytics on Video-based Learning*. Vol. i. 2013, pp. 21–26.
- [W19] Chorianopoulos, K., Giannakos, M. N., and Chrisochoides, N. "Open system for video learning analytics." In: *Proceedings of the first ACM conference on Learning @ scale conference L@S '14*. New York, New York, USA: ACM Press, Mar. 2014, pp. 153–154.

- [W20] Talvis, K., Chorianopoulos, K., and Kermanidis, K. L. "Real-Time Monitoring of Flu Epidemics through Linguistic and Statistical Analysis of Twitter Messages." English. In: 9th International Workshop on Semantic and Social Media Adaptation and Personalization. Corfu, Greece: IEEE, 2014, pp. 83–87.
- [W21] Chorianopoulos, K. and Pardalis, K. "Mapito.org: Open Geographic Platform for Locative Media Apps." In: *Hybrid City*. Athens, 2015.
- [W22] Garneli, V., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Serious Game Development as a Creative Learning Experience: Lessons Learnt." In: 2015 IEEE/ACM 4th International Workshop on Games and Software Engineering. IEEE, May 2015, pp. 36–42.
- [W23] Hagen, K., Weie, S., Chorianopoulos, K., Wang, A. I., and Jaccheri, L. "Pedal Tanks A Multiplayer Exergame Based on Teamwork and Competition." In: *ICEC 2015*. Trondheim, Norway: Springer, 2015.
- [W24] Leftheriotis, I., Giannakos, M. N., Chorianopoulos, K., and Jaccheri, L. "Investigating the Potential of a Two-finger Chord Button in Multi-touch Applications." In: *Proceedings of the 2015 International Conference on Interactive Tabletops & Surfaces ITS* '15. New York, New York, USA: ACM Press, Nov. 2015, pp. 337–342.
- [W25] Takoulidou, E. and Chorianopoulos, K. "Crowdsourcing experiments with a video analytics system." In: IISA. Corfu, Greece, 2015.
- [W26] Hagen, K., Chorianopoulos, K., Wang, A. I., Jaccheri, M. L., and Weie, S. "Gameplay as Exercise Designing an Engaging Multiplayer Biking Exergame." In: CHI 2016 Adjunct Proceedings. May. 2016.
- [W27] Chorianopoulos, K. "Immortality and resurrection of the digital self." In: Proceedings of the Digital Culture & Audio Visual Challenges (DCAC) Interdisciplinary Creativity in Arts and Technology. Ionian University. 2018, p. 4.
- [W28] Chorianopoulos, K. "Softwork: What are humans useful for?" In: Proceedings of the Digital Culture & AudioVisual Challenges (DCAC) Interdisciplinary Creativity in Arts and Technology. Ionian University. 2019, p. 5.
- [W29] Chorianopoulos, K. "My timeline is bigger than yours." In: *Unpublished draft*. 2020, p. 5.
- [W30] Garneli, V., Patiniotis, K., and Chorianopoulos, K. "Game Mechanics of a Character Progression Multiplayer Role-Playing Game with Science Content." In: Games and Learning Alliance. Ed. by Marfisi-Schottman, I., Bellotti, F., Hamon, L., and Klemke, R. Cham: Springer International Publishing, 2020, pp. 415–420.
- [W31] Chorianopoulos, K. "Metaphors to die for: Digital transformation for learning and work." In: *Unpublished draft*. 2021, p. 7.

## Book chapters

[C1] Lekakos, G. and Chorianopoulos, K. "Personalized Advertising Methods in Digital Interactive Television." In: *Encyclopedia of Multimedia Technology and Neworking*. Ed. by Pagani, M. 3rd. IGI Press, 2009, pp. 1142–1147.

- [C2] Chorianopoulos, K. "Scenarios of Use for Sociable Mobile TV." In: *Mobile TV: Customizing Content and Experience*. Ed. by Marcus, A., Roibás, A. C., and Sala, R. Human-Computer Interaction Series. London: Springer London, 2010, pp. 243–254.
- [C<sub>3</sub>] Chorianopoulos, K. and Rieniets, T. "Shared-Screen Interaction: Engaging Groups in Map-Mediated Nonverbal Communication." In: *Shared Encounters*. 1st ed. Springer, 2010. Chap. 5, pp. 81–98.
- [C4] Willis, K. S., Roussos, G., Chorianopoulos, K., and Struppek, M. "Shared Encounters." In: *Shared Encounters*. Ed. by Willis, K. S., Roussos, G., Chorianopoulos, K., and Struppek, M. Computer Supported Cooperative Work. London: Springer London, 2010. Chap. 1, pp. 1–15.
- [C<sub>5</sub>] Chorianopoulos, K., Shamma, D. A., and Kennedy, L. "Social Video Retrieval: Research Methods in Controlling, Sharing, and Editing of Web Video." In: *Social Media Retrieval*. Ed. by Ramzan, N., Zwol, R. van, Lee, J.-S., Clüver, K., and Hua, X.-S. Springer, 2013, pp. 3–22.