



Alex Papadopoulos

PhD Human-Computer Interaction

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EXPERIENCE

Dec 2016 - Present

Research Associate

University College London

Contributions in various H2020 projects as a Human-Computer Interaction researcher, in aspects regarding usability, accessibility, and user research.

Projects: DITOs, WeGovNow, ECSAnVis

May 2019 - July 2019

Research Assistant

Centre of Longitudinal Studies (CLS)

Part of an interdisciplinary team that worked together to identify new tools and areas of research for nation wide long term research.

Main contribution: identifying technological solutions to measure screen time and online behaviour in adults.

Jan 2017 - June 2019

Teaching Assistant

University College London

i. Introduction to Citizen Science and Scientific Crowdsourcing (2018-2019)

ii. GIS Design (2017)

May 2016 - July 2016

User Research Assistant

Sony Computer Entertainment Europe

Assisted Virtual Reality user testing for PlayStation 4.

Jun 2015 - Aug 2015

Junior Software Developer (Internship)

DOTSOFT SA (<http://dotsoft.gr>)

Requirements Gathering, UX Design, Development, Testing, Delivery

Projects: My local Farm (<http://mylocalfarm.eu>), Movvin (<https://movvin.com/>)

EDUCATION

Dec 2016 - Dec 2019

University College London, London

PhD, Human-Computer Interaction

Participating Counterpublics: User Experience for Online Communities of Practice

Sep 2015 - Sep 2016

University College London, London

Master of Science, Human-Computer Interaction with Ergonomics (Merit)

Master's Thesis: "From computer science to science; enhancing engagement through game-jams" (Comparative study on participants' interest, motivation and perceptions on science, as well as identification of signs of learning pre and post the Game Lab Summer School)

Sep 2012 - Jun 2015

University of Sheffield International Faculty, City College, Thessaloniki

Bachelor of Science, Psychology (2.1)

Thesis: "Are Spontaneous Trait Inferences triggered by actor's sexual orientation? Evidence from a False Recognition Study"

PUBLICATIONS

2017

International Journal of Game-Based learning

Jennett, C., Papadopoulou, S., Himmelstein, J., Vaugoux, A., Roger, V., & Cox, A. L. Students' Experiences of Interdisciplinary Learning while Building Scientific Video Games.

2018

Collective Intelligence 2018

Repetition Doesn't Have To Be Boring: User Experience Design For Online Citizen Science Data Classification Applications

SKILLS

Qualitative Research

Contextual Design, Task Analysis, Ethnographic Research, Interviews, Personas, User Requirements Elicitation, User Stories and Scenarios, Guerilla Testing, Landscape Analysis, Participatory Design, Stakeholder Workshops, Context Strategy

Quantitative Research

System Analytics, User Flows, Survey Development, A/B Testing, Card Sorting

Usability Testing

Heuristic Review, Rapid Prototyping, Remote Testing, Scenario Based Testing

UX Design

Wireframes, Prototyping, Storyboards

Tools

Adobe XD, Sketch, InVision, Balsamiq

Programming Languages

HTML 5, CSS 3, R
(Can read: JavaScript, Python)

INTERESTS

Writing

Childrens' stories, poetry, the occasional opinionated blogpost, writing for me is a way of living

Lighting Design

Stage lighting fascinates me, and I worked as a lighting technician in various plays

Reading

My Goodreads profile is always expanding