

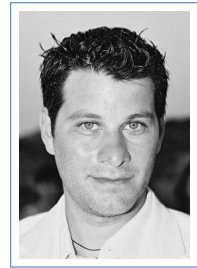
# George Caridakis

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## Summary

George Caridakis serves as a tenured faculty member at the Associate Professor rank the Department of Cultural Technology & Communication, University of the Aegean where he coordinates the Intelligent Interaction research group (ii.aegean.gr), i-Lab Intelligent Systems laboratory, active in the research fields of Intelligent Systems, Human Computer Interaction and Digital Management of Cultural Heritage. He is also affiliated as a research professor with the Athena RC and the Intelligent Systems Content and Interaction Laboratory, National Technical University of Athens. In the past, he served as an Adjunct Lecturer at the Department of Biomedical Informatics, University of Thessaly and has been elected as an Assistant Professor in Games and Media Technology at the Medialogy Department, Aalborg University, Denmark.

His teaching experience includes courses offered in undergraduate and postgraduate levels in different institutions in the past 10 years and supervision of PhD, MSc and undergraduate theses. He has served as a reviewer, board and committee member in numerous international scientific journals, conferences and workshops and has been invited numerous times to give talks regarding his research interests and activity. He has been appointed Chair of the Tourism, Culture and Creative Industries council of the National Council for Research, Technology and Innovation, elected as Chair of the (Greek ACM SIGCHI having already served as a member of the board since 2012 and is coordinating the implementation of the research Memorandum between University of the Aegean and Athena RC and the respective Digital Management of Cultural Heritage center. His research on various aspects of intelligent human computer interaction and cultural informatics has been published in more than 50 journal articles and book chapters and more than 80 papers in conferences and workshops and has been well recognised by the scientific community by being cited more than 2500 times with an h-index of 23.

He has participated in more than 40 research projects during the past 20 years at Regional, National and European level as a Researcher, Project Manager and Scientific Coordinator, worked at the ICT industry for a decade prior to his academic venture and has served as an evaluator in many National and European funding and grants frameworks.

## Academic positions

- 2021– **Faculty member.** *Assistant Professor, Department of Cultural Technology & Communication, University of the Aegean.*  
Greece
- 2020–2021 **Faculty member.** *Tenured Assistant Professor, Department of Cultural Technology & Communication, University of the Aegean.*  
Greece
- 2016–2020 **Faculty member.** *Assistant Professor, Department of Cultural Technology & Communication, University of the Aegean.*  
Greece
- 2014–2016 **Faculty member.** *Lecturer, Department of Cultural Technology & Communication, University of the Aegean.*  
Greece
- 2011–2014 **Adjunct Lecturer.** *Department of Cultural Technology & Communication, University of the Aegean, Greece.*  
Pending appointment
- 2018– **Research Professor.** *Institute for Language and Speech Processing, Athena Research Center.*
- 2017– **Adjunct Academic Staff.** *Hellenic Open University, School of Science & Technology, Computer Science.*
- 2010–2012 **Adjunct Lecturer.** *Department of Computer Science and Biomedical Informatics, University of Thessaly, Greece.*
- 2009– **Senior Researcher.** *Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.*
- 2004–2009 **Researcher.** *Intelligent Systems, Content and Interaction Laboratory, National Technical University of Athens, Greece.*

## Education

- 2009 **PhD in Electrical and Computer Engineering.** *National Technical University of Athens, Greece.*
- 2004 **Degree in Computer Science.** *Department of Informatics & Telecommunications, National and Kapodistrian University of Athens, Greece.*

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## Teaching

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### Undergraduate

**Advanced Human Computer Interaction.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Human Computer Interaction.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Cultural Information Management Technologies.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Ubiquitous Computing.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Multimedia Technologies.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Introduction to Computer Science.** *Hellenic Open University, School of Science & Technology, Computer Science.*

**Web Applications Design and Development.** *Department of Cultural Technology & Communication, University of the Aegean.*

**Human Computer Interaction.** *Department of Computer Science and Biomedical Informatics, University of Thessaly.*

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### Postgraduate

**Augmenting Cultural User Experience.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

**Intelligent Interaction.** *Intelligent Systems M.Sc. by research, Department of Cultural Technology & Communication, University of the Aegean.*

**Human Computer Interaction.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

**Ubiquitous Computing.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

**Digital Cultural Heritage Management.** *Monuments Management: Archaeology, City and Architecture M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*  
Co-teaching

**Information Management.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

**Computer Graphics.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*

**Advanced topics in Cultural Informatics.** *Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.*  
Greece

**Cultural Metadata Management.** *Monuments Management: Archaeology, City and Architecture M.Sc.*, Department of Cultural Technology & Communication, University of the Aegean.

Guest Lectures

**Artificial Neural Networks and Machine Learning.** *Postgraduate Education in School of Electrical and Computer Engineering*, National Technical University of Athens, Guest Lectures.

**Man-Machine Communication.** *Postgraduate Education in School of Electrical and Computer Engineering*, National Technical University of Athens, Guest Lectures.

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## e-Learning

**Computer Programming (PLIPRO).** *Hellenic Open University*, School of Science & Technology, Computer Science.

Online Course

**Introduction to Computer Science.** *Hellenic Open University*, School of Science & Technology, Computer Science.

Online Course

**Ubiquitous and augmented interaction.** *MSc in Research Directions in Information Technology*, Department of Informatics, Ionian University.

Guest lectures

**Mobile Technologies.** *Greek Open Courses*, Greek Academic Network [GUnet].

**Multimedia Technologies.** *Greek Open Courses*, Greek Academic Network [GUnet].

**Cultural Information Management Technologies.** *Greek Open Courses*, Greek Academic Network [GUnet].

**Lifelong e-Learning Program.** *University of the Aegean*.

Cultural communication technologies

Mobile Technologies

Web CMS development using WordPress

MIT App Inventor - Mobile Programming in learning

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## Teaching Assistant

**Neural Networks and Computational Intelligence.** *School of Electrical and Computer Engineering*, National Technical University of Athens.

**Human Computer Interaction.** *School of Electrical and Computer Engineering*, National Technical University of Athens.

**Imaging Technology and Analysis.** *School of Electrical and Computer Engineering*, National Technical University of Athens.

**Computer Graphics.** *School of Electrical and Computer Engineering*, National Technical University of Athens.

**Computer Programming.** *School of Electrical and Computer Engineering*, National Technical University of Athens.

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## Supervision

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### Postdoctoral research

- 2021– **Enhancing Cultural and Touristic User eXperience with Natural Human Computer Interaction.** *Theologos Athanaselis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2019– **Incorporating semantic technologies towards organising documenting and promoting cultural content and information.** *Yannis Christodoulou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2018– **Intelligent optimization of cultural interaction and user experience.** *Georgios Alexandridis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2018–2022 **Investigating the impact of digital management and promotion of cultural content in Tourism and Creative Industry.** *Alexandros Teneketzis*, Department of Cultural Technology & Communication, University of the Aegean.

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### PhD thesis

- 2020– **Semantic Integration of Intangible Cultural Heritage via Digital Crowdsourcing Systems and Participatory Infrastructures.** *Marianna Ziku*, Department of Cultural Technology & Communication, University of the Aegean.
- 2020– **Deep learning and natural language processing in public document data mining .** *Gabriel Arabatzis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2019– **Intelligent, Ubiquitous and Augmented Narrative Methods for a Shared and Linked User eXperience.** *George Trichopoulos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2017– **Serious Games and Technology Supported Literature Teaching in Schools.** *Sotiria Foutsitzi*, Department of Cultural Technology & Communication, University of the Aegean.
- 2017– **Semantically Supported Preservation and Promotion of Cultural Heritage.** *Efthymia Moraitou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Intelligent Serious Games with Emotion Awareness in Adult Education and Culture.** *Eirini Kalatha*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Augmenting Cultural User eXperience via Linked Open Cultural Data.** *John Aliprantis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Analysis, Design and Evaluation of Cultural User eXperience.** *Markos Konstantakis*, Department of Cultural Technology & Communication, University of the Aegean.

- 2015– **Context-aware Interaction in the Internet of things.** *Konstantinos Michalakis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2012–2018 **Context-aware Affective Computing.** *Aggeliki Vlachostergiou*, School of Electrical and Computer Engineering, National Technical University of Athens. Co-Supervision

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#### PhD thesis advisory committee member

- 2020– **ICT and Metacognition in Attention Deficit Disorder intervention.** *Eleni Mitsea*, Department of Information and Communication Systems Engineering, University of the Aegean.
- 2016– **Locative Media and Narratives. The role of spatial narrative in making meaning of places and communities.** *Ismini Gatou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016– **Sound and Locative Media: Designing adaptive soundscapes to the changes of urban spaces.** *Ektoros Gatsos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2014– **The issue of the Re-musealisation of artworks and the interpretive approaches of the Greek public.** *Niki Karagiorga*, Department of Cultural Technology & Communication, University of the Aegean.

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#### PhD thesis examination committee

- 2021 **The materiality of digital art. Practices of integrating everyday objects to socio-cultural artworks.** *Katerina Antonopoulou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2019 **Quality of Experience in Cyber-Physical Social Systems: A Cultural Heritage Space Use Case.** *Athina Thanou*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2018 **Emotion and Sentiment Analysis.** *Aggeliki Vlachostergiou*, School of Electrical and Computer Engineering, National Technical University of Athens.
- 2018 **Evaluation of Museums Digital Educational Applications: Informal Learning and Social Interaction Issues.** *Sofia Koutsianou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016 **Novel Artificial Intelligence Techniques and Data Transformation for Classification Algorithms performance improvement.** *Theodoros Iliou*, Department of Cultural Technology & Communication, University of the Aegean.
- 2014 **Lattice Computing and Hyperspectral Image Processing for Human Detection and Identification.** *Ion Marques Bailon*, Faculty of Informatics and Computer Engineering, University of the Basque Country.  
Member of the International Examination Committee for the PhD thesis
- 2013 **Contributions of Lattice Computing to Medical Image Processing.** *Darya Chyzyk*, Faculty of Informatics and Computer Engineering, University of the Basque Country.  
Member of the International Examination Committee for the PhD thesis

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## Postgraduate thesis

- 2022 **The great benefactors of National Gallery of Greece and Alexandros Soutsos Museum. Digital application design for interactive table.** *Konstantina Panagiotopoulou*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Augmented Reality (AR) application for children's books, aiming at the promotion of intangible cultural heritage through participatory content creation and design: The case study of of Psiloritis as a UNESCO World Geopark.** *Antonis Ntagiantas*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Intelligent Escape Room as a Cultural Heritage Serious Game.** *Zoi Karageorgiou*, Intelligent Systems M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2022 **Design, prototyping and evaluation of user experience of a museum mobile application. The case of Ethnological museum of Thrace.** *Christoforos Arabatzis*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2021 **Design and implementation of a crowdsourcing system for application usability and services user experience evaluation focusing on Digital Governance.** *Vassilis Balas*, Department Of Informatics, Athens University of Economics and Business.
- 2020 **Design and Implementation of a Digital Enhanced Exhibition: 'A Death for Immortality'.** *Eirini Moschovou*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2020 **Museums mobile social networking applications: The case of Athens Thematic Museums.** *Panagiota Chapsi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2018 **Personalised Augmented Cultural Experience (PACE) and a case study on George Iakovidis oil painting entitled Children's Concert.** *George Trichopoulos*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2018 **Semantically enriched augmented reality interface for antiquities, museum and art collections conservation issues.** *Apostolos Servetas – Servetopoulos*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2017 **Body ownership illusion in Virtual Reality environments: The impact of social context.** *Elena Dzardanova*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2017 **Flaneur: Augmented Architectural City Tours.** *Anastasia Ioannidi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2017 **Discovery and Registration of I.O.T. Instances.** *Panagiotis Kolyfas*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.



- 2015 **Context-aware Augmented Reality: the The Museum of Industrial Olive-Oil Production of Lesvos paradigm.** *Ioannis Aliprantis*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2015 **Designing an interactive surface application for the Aquarium of Crete.** *Erasmia Tzanaki*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.  
Co-supervision
- 2014 **Mitrivilini: Location Aware, collaborative, pervasive game for the city of Mytilini.** *Hera Almpantoudi*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.
- 2014 **A Position Sensor Enhanced Installation Negotiating Personal Data and Privacy Violation and Monitoring.** *Eftychia Roumelioti*, Cultural Informatics M.Sc., Department of Cultural Technology & Communication, University of the Aegean.  
Co-supervision

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### Undergraduate thesis

- 2016 **Ubiquitous, collaborative, context-aware game development support ecosystem.** *Aggelos Proventzas & Taxiarchis Sterianellis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2016 **Natural, Intelligent Drone control.** *Dimitris Stefos*, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 **3D Virtual Comic Characters Relation Visualisation: the Corto Maltese paradigm.** *Orestis-Kyriakos Poulakis*, Department of Cultural Technology & Communication, University of the Aegean.  
Co-Supervision
- 2013 **Arduino based Interactive Digital Canvas: A Museum Wall installation.** *Foteini Christi*, Department of Cultural Technology & Communication, University of the Aegean.
- 2013 **3D Gestural Interface using Arduino and electrical resistors.** *Michail Gerasklis*, Department of Cultural Technology & Communication, University of the Aegean.
- 2012 **Modeling and analysis of non-verbal behavior expressivity during Natural Interaction.** *Danae & Panagiota Vassileiou*, School of Electrical and Computer Engineering, National Technical University of Athens.  
Co-Supervision
- 2008 **Isolated Greek Sign Language Recognition using Hidden Markov Models.** *Stavros Theodorakis*, School of Electrical and Computer Engineering, National Technical University of Athens.  
Co-Supervision

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### Academic Service

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#### Invited talks

- 2022 *Intelligent and Affective Computing*. Intelligence and creations: Thoughts on the Artificial in humans.



- 2022 *LOD on Ubiquitous and Augmented Cultural User eXperience*. International Conference on infrastructure and applications related to Cultural Heritage.
- 2021 *Emerging Technologies in Cultural Heritage and Tourism*. Inspirational Event by Advance Services.
- 2021 *3D Scanning of the Ancient Quarries in Marathi, Paros*. The emergence of the ancient quarries of Paros and the relevant experiences from the Greek area.
- 2021 *Accessible Cultural User eXperience via Universal Design Practices*. Zagori Eco-museum open online seminar.
- 2020 *Integrating Tourism and Cultural User eXperience*. Digital Cultural Heritage and its Contribution to Tourism, Online International Symposium.
- 2020 *From PATCH to CATCH: Towards context awareness in digital cultural heritage management..* PATCH 2020 @ ACM UMAP 2020, Workshop on Personalized Access to Cultural Heritage, ACM 28th Conference on User Modeling, Adaptation and Personalization.
- 2020 *Ubiquitous and Augmented Cultural User eXperience*. International itinerant congress, A ship's deck log: travelling on the literary paths in Greece and Magna Graecia, POLYSEMI.
- 2020 *Crowdsourcing facilitating Intangible Cultural Heritage*. Multiplier event of Erasmus+ KA2 HEREDITAS:HERE Discover International Treasure And Survive.
- 2019 *Digital technologies in the preservation and promotion of cultural sites and monuments*. International ICOMOS Conference on 'The Value Framework for the Protection and Management of Antiquities and Monuments: Present Uses and Future Synergies', Athens, Greece.
- 2019 *Digital Heritage Management: Emerging Technologies in Capturing, Documenting and Promoting CH*. Ancient Quarries of Paros, Paros, Greece.
- 2019 *Polysemi Digital Cultural Routes Report*. Directorate for the Development of Modern Creation, General Directorate of Contemporary Culture, Ministry of Culture and Sports, Corfu, Greece.
- 2019 *Emerging Aspects of Digital Cultural Heritage Management*. 'Cultural Management: Present and Future' Workshop, Postgraduate Program 'Monument Management: Archaeology, City and Architecture', Athens, Greece.
- 2018 *Trends and Challenges in Artificial Intelligence Application in the Retail Section*. Economist Conference on 'The artificially intelligent Retail Industry', Athens, Greece.
- 2017 *Digital Cultural Heritage Management Technologies*. Innovative Applications of Computer Science workshop, Cultural Technology and Communication Department Students Association, Lesvos, Greece.
- 2016 *Interaction Design and User eXperience*. Audiovisual Culture: Challenges and Prospects for an Integrated Audiovisual National Policy, Secretariat General for Information and Communication Conference, Syros, Greece.
- 2015 *Affective Computing*. Interaction Design and User Experience (IDUX) International Summer School, Syros, Greece.
- 2015 *Intelligent, pervasive and context-aware domestic function: Integrating Smart homes into Smart Cities*. Internet of Things: Identifying business opportunities, Naftemporiki Conference, Athens, Greece.
- 2015 *The Age of Context*. Summer school on Mobile and Pervasive Computing Systems, Hellenic Open University, Athens, Greece.

- 2015 *Affective Computing*. 1st International Summer School on Interaction Design and User Experience (IDUX), Interactive Systems Design Lab, Department of Product and Systems Design Engineering, Syros, Greece.
- 2015 *Ubiquitous Museums*. Workshop on Mobile technologies in the field of museums and professional occupation of CTC graduates, Student Association of the Department of Cultural Technology and Communication, Archaeological Museum of Mytilene, Lesvos, Greece.
- 2015 *Computer applications in Archaeology*. Cultural Heritage Management in Archaeology, Summer School of the Interdepartmental Postgraduate Programme on Monuments Management: Archaeology, City and Architecture, Athens, Greece.
- 2015 *Cultural Metadata: publishing in Europeana*. Centre for Imaging Research and Diffusion (CRDI), Dissemination of Knowledge on digitisation, Leonardo da Vinci programme, Girona, Spain.
- 2014 *Memory, emotion and interaction context as users engagement factors in digital games*. Net and Zelda II: Internet stories and video games, Workshop organised by the Department of Communication, Media and Culture, Panteion University of Social and Political Studies, Athens, Greece.
- 2014 *Affective, Natural and Multimodal Human Computer Interaction*. Department of Computer Science, Faculty of Science of the University of Fribourg, Switzerland.
- 2014 *Sign Language recognition and synthesis*. Accessibility in digital, audiovisual content Workshop, Digital Herodotus Project, European Territorial Cooperation Cyprus – Greece, Mytilene, Greece.
- 2014 *Managing users and data in context*. Infopaths and Hybrid Environments: Examples from Archaeology, Museology, Urban Geography and Computer Interface Design, Swedish Archaeological Institute, Athens, Greece.
- 2013 *Intelligent and adaptive systems treating learning deficiencies and social interaction*. Workshop on Innovation and effective use of ICT technologies in Adult Education, General Secretariat for Lifelong Learning, Ministry of Education, Culture and Sport, Athens, Greece.
- 2012 *Multimodal, Affective and Natural Interaction*. Medialogy Department, Aalborg University, Copenhagen, Denmark.
- 2011 *Affective Computing: Recognition and synthesis of emotion*. Information Systems Seminar, Department of Informatics and Telecommunications, University of Athens, Greece.
- 2010 *Intelligent Human Computer Interfaces*. Postgraduate Course Informatics, Image synthesis and Graphics Design, Department of Informatics, Athens T.E.I., Greece.

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## Boards and committees

Chair of the Sectorial Scientific Council for Tourism, Culture and Creative Industries, National Council for Research and Innovation (NCRI)

Chair of the ACM Special Interest Group in Human Computer Interaction, Greek chapter

CHIGreece 2021 – 1st International Conference of the Greece ACM SIGCHI Chapter

Coordinator of the Research Cooperation Memorandum between the University of the Aegean and the Athina RC and the Institute for Digital Management of Cultural Heritage

Mentor and team coordinator, National Innovation & Entrepreneurship Competition, AEGEAN Startups

Mentor and team coordinator, European Innovation Council, EUvsVirus hackathon

Interdisciplinary Committee for Paros Cultural Heritage and ancient quarries preservation and promotion

'Ubiquitous digital cultural experience', panel hosted by the ICOM Europe and ICOM Greece conference 'In the Age of Virtualization: European Museums Respond to the Digital Challenge'

Workshop on Designing Sustainable Cultural Routes, Conference on Sustainable Cultural and Tourism Development: Cultural Routes

Chairman of the Expert Team for the evaluation of the ARTIQ AI Centres of Excellence call by the National Science Centre (NCN) and the National Centre for Research and Development (NCBR)

Expert panel of the IdeaLab 'Cities for the future services and solutions' Workshop, Poland National Centre for Research and Development

RISE IMET 2020 – International Conference on Emerging Technologies and the Digital Transformation of Museums and Heritage Sites

Pan-Hellenic Conference on Informatics [PCI]

Workshop on Personalized Access to Cultural Heritage (PATCH 2020), User Modeling, Adaptation and Personalization conference (UMAP 2020)

5th South-East Europe Design Automation, Computer Engineering, Computer Networks and Social Media Conference (SEEDA-CECNSM 2020)

Greek World Usability Day, Sustainable Design for the Future Digital Heritage

Time Machine Organisation, Regular Member

Workshop on 'Digitally Enhanced Cultural Heritage' hosted by the 'Social Sciences Today. Dilemmas and perspectives beyond the crisis' conference

Expert workshop on Interactive Technologies, Directorate-General for Communications Networks, Content and Technology [DG CONNECT]

European AI Alliance

Serviced and Networked Artificial Intelligence for Destination Competitiveness

Hellenic Artificial Intelligence Society

International Euro-Mediterranean Conference

Digital interactions in culture and heritage workshop, International Conference on Advanced Visual Interfaces

Intelligent Information Management Journal

gi-cluster Gaming and Creative Industries Cluster, Corallia

Intelligent Human Computer Interaction SI, Multimodal Technologies and Interaction

International Journal of Computational Methods in Heritage Science [IJCMHS]

International Conference on Digital Culture & AudioVisual Challenges

IEEE International Conference on Advanced Video and Signal-Based Surveillance, Smart Indoor Event and Activity Recognition Workshop [SIEARW]

European Museum Academy Conference and Award Ceremony

'Exploring the Relationship between Archaeology and Upcoming Trends in Computing', Archaeological Dialogues 2016 panel

Engineering Applications of Neural Networks Conference [EANN]

Artificial Intelligence Applications and Innovations [AIAI]

IEEE International Conference on Multimedia and Expo, Main Conference track

International Conference on Affective Computing and Intelligent Interaction [ACII]

IEEE Conference on Automatic Face and Gesture Recognition

International Workshop on Emotion Representation, Analysis and Synthesis in Continuous Time and Space [EmoSPACE]

International Conference on Computer Vision and Image Analysis applications [ICCVIA]

International Symposium on Computer Vision and the Internet [VisionNet]

Intelligent, Affective, and Natural Interfaces [IANI] @ SETN

International Workshop on Semantic Media Adaptation and Personalization [SMAP]

European Conference on Social Media

International Conference on Connected Vehicles & Expo [ICCVE]

Intelligent Information Management Journal

International Journal of Neural Networks

Advances in Intelligent Systems and Computing, Springer

International Conference on Advanced Computing and Intelligent Engineering [ICACIE]

Special Issue on Social media and networks for multimedia content management, International Journal of Virtual Communities and Social Networking [IJVCSN]

Academic Editor of British Journal of Mathematics & Computer Science

International Conference on Connected Vehicles & Expo [ICCVE]

International Conference on Internet of Vehicles [IOV]

e-Game development Special Session, in conjunction with 18th Panhellenic Conference on Informatics [PCI]

International Conference on Advanced Cognitive Technologies and Applications  
International Symposium on Cloud and Services Computing [SC2]  
Workshop on Innovative European Policies and Applied Measures for Developing Smart Cities [IPMSC]  
Interaction Design & Human-Computer Interaction Workshop, 5th International Conference on Typography and Visual Communication [ICTVC]  
European Conference on Games Based Learning [ECGBL]  
Specification and Computation of Affect in Collaborative and Social NETWORKS [SCACSNET]

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## Reviewer

ACM CHI Conference on Human Factors in Computing Systems  
IEEE Transactions on Affective Computing [TAC]  
Journal on Multimodal User Interfaces [JMUI]  
International Journal of Human Computer Studies  
International Conference on Affective Computing & Intelligent Interaction [ACII]  
International Conference on Affective Interaction in Natural Environments [AFFINE]  
Advances in Human-Computer Interaction Journal  
British HCI conference [BHCI]  
International Conference on Movement and Computing [MOCO]  
Affective, Interactive and Cognitive Methods for E-Learning Design  
International Conference of Kansei Engineering and Emotion Research [KEER]  
European Conference on Social Media [ECSM]  
International Conference on Innovations in Bio-Inspired Computing and Applications  
IEEE International Conference on Advanced Learning Technologies [ICALT]  
Journal of Biomedical Science and Engineering  
IEEE International Conference on Information Technology and Applications in Biomedicine  
CIDOC - ICOM Conference  
International Conference on Tourism Research [ICTR]  
Entertainment Computing Journal  
New Trends in Humanistic Informatics: Implementations and Applications [CaEE-SI]  
International Conference on Computer-Human Interaction Research and Applications (CHIRA)  
Digital Applications in Archaeology and Cultural Heritage  
  
IEEE Transactions on Neural Networks  
Neural Networks Journal  
Neurocomputing  
International Conference on Pattern Recognition [ICPR]  
Pattern Recognition Letters [PRL]

ACM Transactions on Interactive Intelligent Systems [TiiS]  
IEEE Intelligent Systems  
International Journal on Expert Systems with Applications  
International Journal on Semantic Web and Information Systems, Special Issue  
on Semantic Social Media Dynamics  
Studies in Computational Intelligence  
IAES International Journal of Artificial Intelligence (IJ-AI)  
Applied Artificial Intelligence Journal  
International Journal on Artificial Intelligence Tools  
International Conference on Deep Learning Theory and Applications (DeLTA  
2020)  
Special Issue of AAI Journal on Event Recognition  
International Symposium on INnovations in Intelligent SysTems and Applica-  
tions  
International Symposium on Neural Networks  
International Joint Conference on Neural Networks [IJCNN]  
International Conference on Artificial Neural Networks [ICANN]  
International Journal of Pattern Recognition and Artificial Intelligence  
International Journal of Advanced Robotic Systems  
Artificial Intelligence in Medicine  
Hellenic Conference on Artificial Intelligence [SETN]  
International Conference on Intelligent Systems Design and Applications [ISDA]  
International conference on Novelties in Intelligent Digital Systems (NiDS)  
Conference on Internet of Things and Embedded Intelligence (CITEI 2020)  
Smart Cities Journal  
International Conference on Intelligent Networking and Collaborative Systems  
[INCoS]  
IEEE Internet of Things Journal

IEEE Transactions on Multimedia  
Computer Vision and Image Understanding Journal  
IEEE Transactions on Cybernetics  
Image and Vision Computing Journal [IVC]  
IEEE Transactions on Image Processing [TIP]  
IEEE Transactions on Systems, Man, and Cybernetics–Part B [SMC–B]  
ACM Transactions on Internet Technology [TOIT]  
IEEE International Conference on Multimedia and Expo [ICME]  
IEEE International Conference on Image Processing [ICIP]  
Computer Speech and Language  
European Signal Processing Conference [EUSIPCO]  
Language Resources and Evaluation  
International Conference on Acoustics, Speech, and Signal Processing [ICASSP]  
Advances in Multimedia  
International Symposium on Visual Computing

International Conference on Advances in Signal, Image and Video Processing [SIGNAL]  
Educational Research and Reviews [ERR]  
International Euro-Mediterranean Conference  
International Journal of Robotics and Automation (IJRA)  
Journal of Engineering and Computer Innovations  
International Symposium on Computer and Information Sciences  
Computers and Education  
International Conference on Soft Computing and Pattern Recognition  
Journal of Electronics & Communications  
International Conference on Industrial Enterprise and System Engineering – ICoIESE

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## Administrative committees

### University of the Aegean

Strategic Research Planning Working Group

Tender for student welfare

Teleconference Equipment Supply

### Cultural Technology Department

'Intelligent Systems' MSc Coordination Committee

Interdepartmental Coordination Committee for 'Management of Monuments: Archaeology, City, Architecture' MSc

Undergraduate Curriculum

Studies Quality Assurance and Department Evaluation

Admission Exams

MSc Candidates Evaluation

Course Recognition & Alignment

Digital Communication

Papers and Documents Destruction

Organization and Operation of Summer Internships

Internship Certification



Early Stage Adjunct Lecturer Candidate Evaluation

PD 407/80 Adjunct Lecturer Candidate Evaluation

## R&D Projects

- 2021– **Unified dissemination of projects results under the 1st Call for the Science & Society Action, 200 Years from the Greek Revolution.** *Hellenic Foundation for Research and Innovation.*  
Scientific Coordinator
- 2021– **THALHOR: Cross-border Cooperation for the Development of Marine Spatial Planning.** *Interreg V-A, Greece-Cyprus 2014-2020.*
- 2020– **e-Aegean CulTour: Culture and Tourism Digital Transformation in the North Aegean.** *Supporting Regional Excellence, Competitiveness, Entrepreneurship & Innovation programme.*  
Scientific Coordinator of the AegeanA action
- 2020– **CAnTi – Innovative Methodology for Conservation, Semantic Documentation and Promotion of Ancient Tirintha.** *Open Innovation in Culture, GSRT-EPAnEK, T6YBP-00271.*  
Project Scientific Coordinator & Manager
- 2020– **PROSAIC – PROMoting SemAntIc Conservation.** *General Secretariat for Research and Technology, T2EΔK-03158.*  
Research Subcontractor
- 2018– **PaloAnalytics – A platform for big data analytics and mining on web and social media streams.** *General Secretariat for Research and Technology, T1EDK-03470.*  
Project Scientific Coordinator
- 2018– **Tracce – TRavelogue with Augmented Cultural and Contemporary Experience.** *General Secretariat for Research and Technology, T1EDK-02146.*  
Project Scientific Coordinator & Manager
- 2018– **Digital Cultural Heritage Management Center.** *Research Infrastructures, Region of North Aegean, 5021534.*  
Project Scientific Coordinator
- 2019 **Polysemi – Park of Literary Travels in Greece and Magna Graecia.** *Interreg V- A Greece-Italy Programme 2014-20, 5003108.*  
Report Scientific Coordinator
- 2018– **DigiArc - Protection and promotion of the medieval cultural heritage in the Aegean islands and Cyprus.** *Interreg V-A Greece-Cyprus 2014-2020, 5031156.*  
Research team member
- 2018– **RE-CULT - Promotion and dissemination of cultural and natural heritage through the development and institutional strengthening of Religious Tourism in the island region of Greece and Cyprus..** *Interreg V-A Greece-Cyprus 2014-2020, 5035557.*  
Research team member

- 2018– **iWalk: Intelligent Robotic Walker for mobility and cognitive assistance of elderly and motor-impaired people.** *General Secretariat for Research and Technology, T1EDK, 5030856.*  
Research team member
- 2017–2020 **Augmenting Cultural User eXperience via Linked Open Cultural Data.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 234.*  
Supervisor
- 2017–2019 **Intelligent Serious Games with Emotion Awareness in Adult Education and Culture.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 1347.*  
Supervisor
- 2019– **Semantically Supported Preservation and Promotion of Cultural Heritage.** *Hellenic Foundation for Research and Innovation, PhD Scholarships, 115.*  
Supervisor
- 2012–2015 **SandS – Social & Smart - Social housekeeping through intercommunicating appliances and shared recipes merged in a pervasive web-services infrastructure.** *FP7 FIRE ICT-317947.*  
Senior Researcher
- 2014–2015 **eTourism – Innovative location based, augmented reality services in Tourism.** *GSRT Cooperation 2011, 11SYN-10-1180.*  
Project Manager
- 2014–2015 **Educational Material Quality Improvement: Engineering of Pervasive Computing Systems.** *Educational Content, Methodology and Technology Laboratory, Hellenic Open University.*  
Evaluator
- 2015 **Digital Solidarity Services.** *Digital Convergence.*  
Senior Researcher
- 2013–2015 **STHENOS – Multimodal research on affective computing.** *THALES – EDULLL.*  
Senior researcher
- 2013–2015 **L.U.C.A. – Links United for Coma Awakenings.** *LLP GRUNDTVIG Learning Partnership – 2013-1-IT2-GRU06-51826.*  
Senior Researcher
- 2012–2015 **ILearnRW - Integrated Intelligent Learning Environment for Reading and Writing.** *FP7 – 318803.*  
Senior Researcher
- 2011–2014 **IS-Helleana – Intelligent System for HELLEnic Audiovisual National Aggregator.** *GSRT Cooperation – SYN09-72-922, Senior Researcher.*  
Project Manager
- 2011–2013 **DCA – Digitising Contemporary Art.** *CIP-ICT PSP – 270927.*  
Senior Researcher
- 2010–2013 **SIREN – Social games for conflIct RESolution based on natural iNteraction.** *FP7 ICT TeL – 258453.*  
Senior Researcher
- 2008-2011 **METABO - Controlling Chronic Diseases related to Metabolic.** *FP7 – 216270.*  
Researcher

- 2006–2010 **CALLAS – Conveying Affectiveness in Leading-edge Living Adaptive Systems.** *FP6 – Integrated Project.*  
Researcher
- 2006–2010 **FEELIX GROWING - FEEL, Interact, eXpress: a Global appRoach to develOpment With INterdisciplinary Grounding.** *FP6 – 045169.*  
Researcher
- 2007–2008 **Dianoema - Visual analysis and Gesture recognition for Sign Language modeling and robot tele-operation.** *GSRT – Image, Sound and Language Processing Framework.*  
Researcher
- 2004–2009 **Calculation and Semantic Perception of Three Dimensional Human Motion for Human Computer Interaction and Virtual Character Animation.** *GSRT – PENED 2003.*  
PhD Candidate
- 2004–2008 **Ask-IT Ambient Intelligence System of Agents for Knowledge-based and Integrated Services for Mobility Impaired Users.** *FP6 – Integrated Project.*  
Researcher
- 2004–2008 **Intelligence and emotion in interactive environments.** *EPEAEK – Pythagoras Researcher Support Program.*  
Researcher
- 2004–2007 **HUMAINE – Human-Machine Interaction Network on Emotion.** *FP6 – Network of Excellence.*  
Researcher
- 2004–2005 **Information system for monitoring and managing medical information focusing on blood reserves.** *RU – NTUA.*  
Researcher
- 2004–2005 **Synennoesi - An educational platform for the Greek Sign Language, exploiting avatar and animation technologies.** *GSRT – E-learning Framework.*  
Researcher

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## Evaluations, monitoring and reviews

*Horizon Europe.* Cluster 4: Digital, Industry and Space.

*Horizon 2020.* Information and Communication Technologies, Research and Innovation Actions.

*Horizon 2020.* Future and Emerging Technologies, Research and Innovation Actions.

*Horizon 2020.* Understanding Europe: promoting the European public and cultural space, Research and Innovation Actions.

*European Digital Innovation Hubs.* Digital Europe Programme.

*Austrian Science Fund.* Linz Institute of Technology, Johannes Kepler University.

*Eurostars 3 - Call 2.* Eureka.

*Culture, Tourism and Creative Industries – Research and Innovation collaboration in the Region of Attica.* General Secretariat for Research and Technology.

*Tourism, Culture & Creative Industries, Research - Create - Innovate, Intervention I.* General Secretariat for Research and Technology.

*Bilateral and Multilateral R&T Greece-China Cooperation.* General Secretariat for Research and Technology.

*Collaborative Innovation Clusters.* General Secretariat for Research and Technology.

*5th Call for Action Science and Society – Always Strive for Excellence - Theodore Papazoglou.* Hellenic Foundation for Research and Innovation.

*Supporting faculty members and researchers.* Hellenic Foundation for Research and Innovation.

*Research, Innovation and Dissemination Hubs.* Hellenic Foundation for Research and Innovation.

*Supporting postdoctoral researchers.* Hellenic Foundation for Research and Innovation.

*200 Years since the Greek Revolution.* Hellenic Foundation for Research and Innovation.

*Καινοτόμες Δράσεις για την ψηφιακή προβολή του Μουσείου με τη χρήση νέων και αναδυόμενων τεχνολογιών.* Μουσείο Ελληνικών Λαϊκών Μουσικών Οργάνων Φοίβος Ανωγειανάκης – Κέντρο Εθνομουσικολογίας.

*Digital National Gallery.* National Gallery.

*Erasmus+ Key Action 2: Cooperation for Innovation and Good Practices.* Strategic Partnerships for higher and school education.

*Erasmus+ Key Action 1: Higher education student and staff mobility between Programme and Partner Countries.* Higher Education.

*Erasmus+ Youth in action.* Youth and Lifelong Learning Foundation.

*Erasmus Mundus Intensive Programmes.* State Scholarships Foundation.

*LLP Leonardo da Vinci Programme.* Multilateral projects for Development of Innovation.

*GAMEINN, Smart Growth Operational Programme.* National Centre for Research and Development [NCBR].

*EUREKA.* Eurostars Programme.

*Acceleration programme.* MIT Enterprise Forum CEE.

*Enhancing digital education platforms and repositories.* Human Resources Development, Education & Lifelong Learning programme 2014-2020.

*Research & Development for RIS3 Crete.* Managing Authority of Regional Operational Programme of Crete.

*Information and Communication Technologies.* Managing Authority of Western Greece Regional Operational Programme.

*ICT4Growth, Observatory for the Information Society.* Digital Convergence Operational Program.

*EPANAD – Development of Human Resources Operational Programme.* Supporting employment of research personnel in enterprises.

*Kentucky Science and Engineering Foundation.* R&D Excellence Awards.

*Israel Science Foundation.* Grant proposals.



## Professional Experience

2000–2004 **Galanis Sports Data.** *IT Department, Developer, Software development, Broadcasting graphics generator interfaces, Web applications.*

1995–2000 **Galanis Sports Data.** *Broadcasting graphics support.*

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## Publications

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### Citation metrics

Citations	2443
h-index	23
i10-index	44
g-index	47
e-index	37.2
hc-index	18
hI-index	5.34
hI,norm	13
hI,annual	0.92
hm-index	8.4
AW-index	16.74
AWCR	280.22
AWCRpA	77.44

Source: Google Scholar

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### Journal articles

- [35] K. Michalakis and G. Caridakis. "Enhancing User Interaction with Context-awareness in Cultural Spaces". In: *Personal and Ubiquitous Computing* (under review).
- [34] Z. Karageorgiou, K. Michalakis, and G. Caridakis. "A Serious Escape Room with Cultural Content and Mixed Elements". In: *International Journal of Serious Games* (under review).
- [33] E. Moraitou, Y. Christodoulou, G. Alexandridis, and G. Caridakis. "Semantic models and services for conservation and restoration of cultural heritage: a comprehensive survey". In: *Semantic Web journal, Special Issue on Cultural Heritage* (accepted).
- [32] A. Ntagiantas, M. Konstantakis, J. Aliprantis, D. Manousos, L. Koumakis, and G. Caridakis. "An Augmented Reality Children's Book Edutainment through Participatory Content Creation and Promotion Based on the Pastoral Life of Psiloritis". In: *Applied Sciences, Special Issue Advanced Technologies in Digitizing Cultural Heritage* 12.3 (2022). ISSN: 2076-3417. DOI: 10.3390/app12031339. URL: <https://www.mdpi.com/2076-3417/12/3/1339>.
- [31] K. Michalakis and G. Caridakis. "Context Awareness in Cultural Heritage Applications: A Survey". In: *Journal on Computing and Cultural Heritage* 15.2 (Apr. 2022). ISSN: 1556-4673. DOI: 10.1145/3480953. URL: <https://doi.org/10.1145/3480953>.
- [30] G. Alexandridis, I. Varlamis, K. Korovesis, G. Caridakis, and P. Tsantilas. "A Survey on Sentiment Analysis and Opinion Mining in Greek Social Media". In: *Information, Special Issue Sentiment Analysis and Affective Computing* 12.8 (2021). ISSN: 2078-2489. DOI: 10.3390/info12080331. URL: <https://www.mdpi.com/2078-2489/12/8/331>.
- [29] G. Alexandridis, J. Aliprantis, K. Michalakis, K. Korovesis, P. Tsantilas, and G. Caridakis. "A knowledge-based deep learning architecture for aspect-based sentiment analysis". In: *International Journal of Neural Systems* 31.10 (2021), p. 2150046.
- [28] K. Michalakis, Y. Christodoulou, G. Caridakis, Y. Voutos, and P. Mylonas. "A Context-Aware Middleware for Context Modeling and Reasoning: A Case-Study in Smart Cultural Spaces". In: *Applied Sciences* 11.13 (2021). ISSN: 2076-3417. DOI: 10.3390/app11135770. URL: <https://www.mdpi.com/2076-3417/11/13/5770>.

- [27] G. Tsekouras, A. Rigos, S. Chatzistamatis, J. Tsimikas, K. Kotis, G. Caridakis, and C-N. Anagnostopoulos. "A Novel Approach to Image Recoloring for Color Vision Deficiency". In: *Sensors* 21.8 (2021). ISSN: 1424-8220. DOI: 10 . 3390 / s21082740. URL: <https://www.mdpi.com/1424-8220/21/8/2740>.
- [26] S. Foutsitzi and G. Caridakis. "Aspects affecting the use of digital technologies in Greek schools". In: *International Education Studies* 14.3 (in print) (2021).
- [25] M. Konstantakis, G. Alexandridis, and G. Caridakis. "A Personalized Heritage-Oriented Recommender System Based on Extended Cultural Tourist Typologies". In: *Big Data and Cognitive Computing* 4.2 (June 2020), p. 12. ISSN: 2504-2289. DOI: 10 . 3390 / bdcc4020012. URL: <http://dx.doi.org/10.3390/bdcc4020012>.
- [24] G. Alexandridis, Y. Voutos, P. Mylonas, and G. Caridakis. "A Geolocation Analytics-Driven Ontology for Short-Term Leases: Inferring Current Sharing Economy Trends". In: *Special Issue Mining Humanistic Data, Algorithms Journal* 13.3 (2020), p. 59. ISSN: ISSN 1999-4893.
- [23] M. Konstantakis and G. Caridakis. "Adding Culture to UX: UX Research Methodologies and Applications in Cultural Heritage". In: *JOCCH - Journal on Computing and Cultural Heritage* 13.1 (Feb. 2020). ISSN: 1556-4673. DOI: 10 . 1145 / 3354002. URL: <https://doi.org/10.1145/3354002>.
- [22] J. Aliprantis and G. Caridakis. "A Survey of Augmented Reality Applications in Cultural Heritage". In: *International Journal of Computational Methods in Heritage Science (IJCMHS)* 3.2 (2019), pp. 118–147.
- [21] E. Moraitou, J. Aliprantis, Y. Christodoulou, A. Teneketzi, and G. Caridakis. "Semantic Bridging of Cultural Heritage Disciplines and Tasks". In: *Heritage* 2.1 (2019), pp. 611–630.
- [20] G. Alexandridis, A. Chrysanthi, G. Tsekouras, and G. Caridakis. "Personalized and content adaptive cultural heritage path recommendation: an application to the Gournia and Çatalhöyük archaeological sites". In: *User Modeling and User-Adapted Interaction* 29.1 (2019), pp. 201–238.
- [19] K. Michalakis, J. Aliprantis, and G. Caridakis. "Visualizing the Internet of Things: Naturalizing human-computer interaction by incorporating AR features". In: *IEEE Consumer Electronics Magazine* 7.3 (2018), pp. 64–72.
- [18] A. Vlachostergiou, G. Caridakis, P. Mylonas, and A. Stafylopatis. "Learning representations of natural language texts with Generative Adversarial Networks at document, sentence, and aspect level". In: *Algorithms* 11.10 (2018), p. 164.
- [17] A. Vlachostergiou, G. Stratogiannis, G. Caridakis, G. Siolas, and P. Mylonas. "User adaptive and context-aware smart home using pervasive and semantic technologies". In: *Journal of Electrical and Computer Engineering, Article ID 4789803* 2016 (2016).
- [16] L. Malatesta, S. Asteriadis, G. Caridakis, M. Vassalou, and K. Karpouzis. "Associating gesture expressivity with affective representations". In: *Engineering Applications of Artificial Intelligence Journal, Special Issue on Mining the Humanities: Technologies and Applications* 51 (2016), pp. 124–135.
- [15] G. Caridakis. "Gesture and Sign Language Recognition Methods". In: *Wiley Encyclopedia of Electrical and Electronics Engineering* (2015), pp. 1–21.
- [14] G. Siolas, G. Caridakis, P. Mylonas, G. Stratogiannis, S. Kollias, and A.G. Stafylopatis. "Context-Aware User Modeling and Semantic Interoperability in Smart Home Environments". In: *International Journal of Virtual Communities and Social Networking (IJVCSN), Special Issue on Social Media and Networks for Multimedia Content* 7(3) (2015), pp. 17–50.
- [13] G. Caridakis, S. Asteriadis, and K. Karpouzis. "Non-manual cues in automatic sign language recognition". In: *Personal and Ubiquitous Computing, Special issue on Assistive Environments for the Disabled and the Senior Citizens* 18.1 (2014), pp. 37–46.



- [12] G. Caridakis, J. Wagner, A. Raouzaiou, F. Lingensfelder, K. Karpouzis, and E. Andre. "A cross-cultural, multimodal, affective corpus for gesture expressivity analysis". In: *Journal on Multimodal User Interfaces, Special Issue on Multimodal Corpora 7.1-2* (2013), pp. 121–134.
- [11] K. Karpouzis, G. Caridakis, R. Cowie, and E. Douglas-Cowie. "Induction, recording and recognition of natural emotions from facial expressions and speech prosody". In: *Journal on Multimodal User Interfaces, Special Issue on Pervasive Assistance 7.3* (2013), pp. 195–206.
- [10] G. Caridakis, K. Karpouzis, A. Drosopoulos, and S. Kollias. "Non parametric, self organizing, scalable modeling of spatiotemporal inputs: The sign language paradigm". In: *Neural Networks 36* (2012), pp. 157–166.
- [9] G. Caridakis, K. Karpouzis, N. Drosopoulos, and S. Kollias. "SOMM: Self organizing Markov map for gesture recognition". In: *Pattern Recognition Letters 31.1* (2010), pp. 52–59.
- [8] G. Caridakis, K. Karpouzis, M. Wallace, L. Kessous, and N. Amir. "Multimodal user's affective state analysis in naturalistic interaction". In: *Journal on Multimodal User Interfaces 3.1-2* (2010), pp. 49–66.
- [7] L. Kessous, G. Castellano, and G. Caridakis. "Multimodal emotion recognition in speech-based interaction using facial expression, body gesture and acoustic analysis". In: *Journal on Multimodal User Interfaces 3.1-2* (2010), pp. 33–48.
- [6] J-C Martin, G. Caridakis, L. Devillers, K. Karpouzis, and S. Abrilian. "Manual annotation and automatic image processing of multimodal emotional behaviors: validating the annotation of TV interviews". In: *Personal and Ubiquitous Computing, Special issue on Emerging Multimodal Interfaces 13.1* (2009), pp. 69–76.
- [5] G. Caridakis, K. Karpouzis, and S. Kollias. "User and context adaptive neural networks for emotion recognition". In: *Neurocomputing 71.13-15* (2008), pp. 2553–2562.
- [4] S-E Fotinea, E. Efthimiou, G. Caridakis, and K. Karpouzis. "A knowledge-based sign synthesis architecture". In: *Universal Access in the Information Society 6.4* (2008), pp. 405–418.
- [3] G. Caridakis, A. Raouzaiou, E. Bevacqua, M. Mancini, K. Karpouzis, L. Malatesta, and C. Pelachaud. "Virtual agent multimodal mimicry of humans". In: *Language Resources and Evaluation, Special issue on Multimodal Corpora 41.3-4* (2007), pp. 367–388.
- [2] K. Karpouzis, G. Caridakis, S-E Fotinea, and E. Efthimiou. "Educational resources and implementation of a Greek sign language synthesis architecture". In: *Computers & Education 49.1* (2007), pp. 54–74.
- [1] S. Ioannou, G. Caridakis, K. Karpouzis, and S. Kollias. "Robust feature detection for facial expression recognition". In: *Eurasip Journal on Image and Video Processing 2007.2* (2007), pp. 5–5.

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## Book chapters

- [13] G. Caridakis. "Emerging Technologies in Cultural Heritage". In: *Technologically Augmented Cultural User eXperience and Cultural Heritage Promotion*. Ed. by Catapoti D. Bounia A. Alexandria Publications, 2021, (invited chapter).
- [12] E. Moraitou, Y. Christodoulou, and G. Caridakis. "Semantic Web, Ontologies and Cultural Heritage". In: *Social Sciences Today. Dilemmas and perspectives beyond the crisis*. 2021, p. 1285.
- [11] C. Hondrou and G. Caridakis. "Affective, natural interaction using EEG: sensors, application and future directions". In: *Semantic Multimedia Analysis and Processing*. Ed. by P. Mylonas Evaggelos Spyrou Dimitris Iakovidis. CRC Press, Taylor & Francis Group, 2012, pp. 331–338.
- [10] M. Pantic, G. Caridakis, R. André, J. Kim, K. Karpouzis, and S. Kollias. "Multimodal emotion recognition from low-level cues". In: *Emotion-Oriented Systems*. Ed. by P. Petta R. Cowie C. Pelachaud. Springer Berlin Heidelberg, 2011, pp. 115–132.

- [9] M. Pantic and G. Caridakis. "Image and video processing for affective applications". In: *Emotion-Oriented Systems*. Ed. by P. Petta R. Cowie C. Pelachaud. Springer Berlin Heidelberg, 2011, pp. 101–114.
- [8] J-C. Martin et al. "Coordinating the Generation of Signs in Multiple Modalities in an Affective Agent". English. In: *Emotion-Oriented Systems*. Ed. by R. Cowie, C. Pelachaud, and P. Petta. Cognitive Technologies. Springer Berlin Heidelberg, 2011, pp. 349–367.
- [7] G. Castellano, G. Caridakis, A. Camurri, K. Karpouzis, G. Volpe, and S. Kollias. "Body gesture and facial expression analysis for automatic affect recognition". In: *Blueprint for affective computing: A sourcebook and manual*. Ed. by Tanja Banziger Klaus R. Scherer and Etienne Roesch. Oxford University Press, 2010, pp. 245–255.
- [6] G. Caridakis, P. Tzouveli, L. Malatesta, A. Raouzaïou, K. Karpouzis, and S. Kollias. "Affective e-learning system: analysis of learners state". In: *Affective, Interactive and Cognitive Methods for E-Learning Design: Creating an Optimal Education Experience: Creating an Optimal Education Experience*. Ed. by A. Tzanavari and N. Tsapatsoulis. IGI Global, 2010, p. 275.
- [5] R Cowie, E Douglas-Cowie, K Karpouzis, G Caridakis, M Wallace, and S Kollias. "Recognition of emotional states in natural human-computer interaction". In: *Multimodal user interfaces*. Ed. by Dimitrios Tzovaras. Springer Berlin Heidelberg, 2008, pp. 119–153.
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- [2] K. Karpouzis, G. Caridakis, L. Kessous, N. Amir, A. Raouzaïou, L. Malatesta, and S. Kollias. "Modeling naturalistic affective states via facial, vocal, and bodily expressions recognition". In: *Artificial intelligence for human computing*. Ed. by Thomas S. Huang, A. Nijholt, M. Pantic, and A. Pentland. Vol. 4451. Lecture Notes in Computer Science. Springer Berlin Heidelberg, 2007, pp. 91–112.
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## Conference proceedings

- [80] A. Chrysanthi, A. Katifori, E. Vrettakis, K. Michalakis, and G. Caridakis. "Bringing Together and Pushing Apart. Digital Proxemics and Interactive Narrative Design in Cultural Heritage Experiences". In: *AVICH 22 4th workshop on Advanced Visual Interfaces for Cultural Heritage, International Conference on Advanced Visual Interfaces, Rome, Italy, June 6-10. 2022*, (accepted).
- [79] G. Trichopoulos, J. Aliprantis, M. Konstantakis, K. Michalakis, P. Mylonas, Y. Voutos, and G. Caridakis. "Augmented and personalized digital narratives for Cultural Heritage under a tangible interface". In: *2021 16th International Workshop on Semantic and Social Media Adaptation Personalization (SMAP)*. 2021, pp. 1–5. doi: 10.1109/SMAP53521.2021.9610815.
- [78] A. Ntagiantas, D. Manousos, M. Konstantakis, J. Aliprantis, and G. Caridakis. "Augmented Reality children's book for intangible cultural heritage through participatory content creation and promotion. Case study: the pastoral life of Psiloritis as a UNESCO World Geopark". In: *2021 16th International Workshop on Semantic and Social Media Adaptation Personalization (SMAP)*. 2021, pp. 1–4. doi: 10.1109/SMAP53521.2021.9610762.

- [77] M. Konstantakis, J. Aliprantis, A. Teneketzis, G. Caridakis, S. Sirmakessis, E. Filippidis, and A. Manos. "Content Personalization Framework in Cultural Routes: TRACCE Project Case Study". In: *CHI Greece 2021: 1st International Conference of the ACM Greek SIGCHI Chapter*. New York, NY, USA: Association for Computing Machinery, 2021. ISBN: 9781450385787. URL: <https://doi.org/10.1145/3489410.3489432>.
- [76] G. Trichopoulos, J. Aliprantis, M. Konstantakis, K. Michalakis, and G. Caridakis. "Tangible and Personalized DS Application Approach in Cultural Heritage: The CHATS Project". In: *15th European Conference on Games Based Learning, Brighton, United Kingdom, September 23-24*. 2021.
- [75] Z. Karageorgiou, K. Michalakis, M. Konstantakis, G. Alexandridis, and G. Caridakis. "Smart Escape Rooms for Cultural Heritage: A Systematic Review". In: *15th European Conference on Games Based Learning, Brighton, United Kingdom, September 23-24*. 2021.
- [74] G. Alexandridis, K. Michalakis, J. Aliprantis, P. Polydoros, P. Tsantilas, and G. Caridakis. "A Deep Learning Approach to Aspect-Based Sentiment Prediction". In: *EANN/AIAI 2020, IFIP International Conference on Artificial Intelligence Applications and Innovations, 21st International Conference on Engineering Applications of Neural Networks, Halkidiki (online), Greece, June 5-7*. Springer. 2020, pp. 397–408.
- [73] K. Korovesis, G. Alexandridis, G. Caridakis, P. Polydoros, and P. Tsantilas. "Leveraging aspect-based sentiment prediction with textual features and document metadata". In: *11th Hellenic Conference on Artificial Intelligence, Athens (online), Greece, September 2-4*. 2020, pp. 168–174.
- [72] M. Konstantakis, E. Kalatha, and G. Caridakis. "Cultural Heritage, Serious Games and User Personas Based on Gardner's Theory of Multiple Intelligences: "The Stolen Painting" Game". In: *Games and Learning Alliance: 8th International Conference, GALA 2019, Athens, Greece, November 27-29*. Springer Berlin Heidelberg, 2019, pp. 490–500. ISBN: 978-3-030-34349-1.
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- [70] K. Kotis, G. Caridakis, G. Tsekouras, and C.N. Anagnostopoulos. "Digital Cultural Heritage in the Aegean: i-Lab's activities". In: *Time Machine Conference, Poster session, Dresden, Germany, October 10-11*. 2019.
- [69] S. Foutsitzi, S. Asteriadis, and G. Caridakis. "An overview of Affective Models and ICT in Education". In: *10th International Conference on Information, Intelligence, Systems and Applications (IISA), Patras, Greece, 15-17 July*. IEEE. 2019, pp. 1–8.
- [68] S. Foutsitzi and G. Caridakis. "ICT in education: Benefits, Challenges and New directions". In: *10th International Conference on Information, Intelligence, Systems and Applications (IISA), Patras, Greece, 15-17 July*. IEEE. 2019, pp. 1–8.
- [67] V. Pouloupoulos, M. Wallace, I. Varlamis, G. Caridakis, and P. Tsantilas. "PaloAnalytics: project concept, scope and early results from the system implementation". In: *10th International Conference on Information, Intelligence, Systems and Applications (IISA), Patras, Greece, 15-17 July*. IEEE. 2019, pp. 1–4.
- [66] K. Michalakis, J. Aliprantis, E. Moraitou, and G. Caridakis. "Semantic Representation and Internet of Things in Cultural Heritage Preventive Conservation". In: *2nd International Conference on Cultural Informatics, Communication & Media Studies. Mytilene, Greece, June 13-15*. 2019, p. 50.
- [65] Y. Christodoulou, M. Konstantakis, E. Moraitou, J. Aliprantis, and G. Caridakis. "Personalized Artistic Tour Using Semantic Web Technologies". In: *CI@SMAP 2019, Workshop on Cultural Informatics co-located with the 14th International Workshop On Semantic And Social Media Adaptation And Personalization, Larnaca, Cyprus, June 9*. 2019. URL: <http://ceur-ws.org/Vol-2412/paper3.pdf>.

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