

Katsionis George

Personal Information

Nationality: Greek

Date of birth: 25/06/1979

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Family Status: Married

Education

- 19/09/2007: PHD Degree in Computer Science from the department of informatics of University of Piraeus, (grade Excellent), titled, «Emotional Intelligence for a web-based adaptive educational virtual reality game».
- 11-2001 – 09/2007: PHD Student in the department of informatics of University of Piraeus, in Virtual Reality Intelligent Tutoring Systems in Education. Programming in Delphi, VRML, HTML.
- 10/1997 – 07/2001, Computer Science degree from the department of informatics of the University of Piraeus (grade 8.4).

Awards

- 10-2001: Ranked 1st best graduating student from the Department of Informatics, University of Piraeus.
- 2000 – 2001: Best computer science student award from the University of Piraeus for the academic year.
- 1999 – 2000: Best computer science student scholarship for the academic year from the Greek Foundation of State Scholarships.
- 1999 – 2000: Best computer science student award from the University of Piraeus for the academic year.

Academic Teaching Experience

- 04/2008-06/2008: lectures to post-graduate students, for the summer semester of 2007-08 academic year, at the University of Piraeus, post graduate program “Informatics” of the department of Informatics, lesson: Computer Graphics - Virtual Reality 3rd semester, and post graduate program “Advanced Systems of Informatics” of the department of Informatics, lesson: User Modeling 2nd semester.
- 10/2007-02/2008: professor at the University of Piraeus for the winter semester of the academic year 07-08, department of informatics, lesson: Human Computer Interaction, 5th semester.
- 2007-2008 Academic Year: laboratory lessons to post-graduate students at the University of Piraeus, for the winter and summer semester, post graduate program “Informatics” of the department of Informatics, lesson: Human Computer Interaction 2nd semester.
- 2004-2005 Academic Year: laboratory lessons to under-graduate students of the department of Informatics University of Piraeus about “Human Computer Interaction” and “Software Engineering”, also lectures about user modeling to post-graduate students of the department of informatics.
- 2003-2004 Academic Year: laboratory lessons to under-graduate students of the department of informatics of University of Piraeus about “Human Computer Interaction”.

Teaching Experience

- 09/2006-Today: Computer Science Teacher in public High Schools
- 02/2007-06/2007: Teacher at public Institutes of Professional Preparation in Using Personal Computers and Computer Operation Systems.
- 02/2006-06/2006: Teacher at public Institutes of Professional Preparation in Programming in C++, Network Communications and Internet, and Introduction to Informatics.

Working Experience

- 05/2006-09/2006: Singular Software programmer, analysis and development of the main ERP of the company in Delphi 7, ORACLE, PL/SQL, Report Builder, Crystal Reports.
- 05/2005-05/2006: serving in the Research and Development unit of the Hellenic Army, and especially in the Database Administration Department.

- 10/2001-05/2005: Singular Software programmer, analysis and development of the main ERP of the company in Delphi 5, Delphi 7, ORACLE, PL/SQL, Report Builder, Crystal Reports.
- 03/2000-10/2001: Singular Software programmer, analysis and development of a hotel managing application in Delphi 4, using Interbase & Crystal Reports
- Design and Developing Web Pages : 5th High School of Peristeri (<http://5lyk-perist.att.sch.gr>)

Publications-Journals:

1. *George Katsionis, Maria Virvou*. **‘Personalised e-learning through an Educational Virtual Reality Game using Web Services’**. In the international journal of *Multimedia Tools and Applications*, An International Journal, 2008 (Accepted → to be published).
2. *Maria Virvou, George Katsionis*. **‘On the usability and likeability of virtual reality games for education: The case of VR-ENGAGE’**. In the international journal of *Computers & Education*, An International Journal, 2008, Volume 50, Issue 1, Pages 154-178, January 2008.
3. *Maria Virvou, George Katsionis, Konstantinos Manos*. **‘Combining Software Games with Education: Evaluation of its Educational Effectiveness’**. *Educational Technology & Society, Journal of International Forum of Educational Technology & Society and IEEE Learning Technology Task Force*, April 2005, Vol. 8, No 2, pp 54-65. The acceptance rate of the journal is about 15%. Thus, publication of an article in Educational Technology & Society journal is evidence of a researcher’s distinction in the field.

Publications-Book Volumes

1. *Maria Virvou, Konstantinos Manos & George Katsionis*. **‘Virtual Reality edutainment: cost-effective development of personalised software applications’**, Proceedings of the International Workshop on Virtual Reality in Scientific Application and Learning 2006 (VRSAL 2006), held in conjunction with the 2006 International Conference in Computational Science and its Applications (ICCSA 2006), Glasgow, Scotland, **Lecture Notes in Computer Science LNCS by Springer**. Small Acceptance Rate.
2. *Maria Virvou, George Katsionis & Konstantinos Manos* **‘On the motivation and attractiveness scope of the virtual reality user interface of an educational game’**, Proceedings of the International Workshop on Interactive Visualisation and Interaction Technologies (IV&IT 2004) held in conjunction with the International Conference on Computational Science 2004 (ICCS 2004), Krakow, Poland, **Lecture Notes in Computer Science by Springer LNCS 3038**, pp. 962 ff. Small Acceptance Rate.

Publications-Conferences:

1. *George Katsionis & Maria Virvou*, **‘Adapting OCC theory for affect perception in educational software’**, Proceedings of the International Conference on Human-Computer Interaction 2005 (HCII 2005), Las Vegas, Nevada USA, Volume 6 - Human Factors Issues in HCI.
2. *Maria Virvou, George Katsionis & Konstantinos Manos*, **‘On the interaction features of the virtual reality user interface of an educational game’**, Proceedings of the ED-MEDIA World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA) 2004, Lugano, Switzerland, pp.2170-2174.
3. *George Katsionis, Maria Virvou*: **‘A cognitive theory for affective user modelling in a virtual reality educational game’**, Proceedings of the **IEEE** International Conference on Systems, Man and Cybernetics (SMC 2004), Holland.
4. *George Katsionis, Maria Virvou*: **‘A virtual reality user interface for learning in 3D environments’**, Proceedings of the International Workshop on Web3D Technologies in Learning, Education and Training (LET-WEB3D 2004), Udine, Italy, pp 66-70.
5. *Maria Virvou, Maria Moundridou, Victoria Tsiriga, Katerina Kabassi, George Katsionis, Konstantinos Manos, Kalliopi Tourtoglou, Eythymios Alepis*: **‘Adaptive Hypermedia Research at the Department of Informatics, University of**

Piraeus', In M. Grigoriadou, A.Raptis S. Vosniadou & H. Kinigos (eds.) Proceedings of the Hellenic Workshop with international participation on Adaptive Educational Hypermedia Systems (AEHS 2004) held in conjunction with the 4th Hellenic Conference with International Participation "Information & Communication Technologies in Education" ICTE 2004, Athens, Greece, New Technologies Publications, pp. 511-513.

6. *Maria Virvou & George Katsionis*, '**Relating Error Diagnosis and Performance Characteristics for Affect Perception and Empathy in an Educational Software Application**', Proceedings of the International Conference on Human-Computer Interaction (HCI 2003), Greece, Crete, pp. 480-484,V2.
7. *Maria Virvou & George Katsionis* '**VIRGE: Tutoring English over the Web through a Game**', Proceedings of the **IEEE** International Conference on Advanced Learning Technologies (ICALT 2003), Greece, Athens, pp. 469. Small Acceptance Rate.
8. *Maria Virvou, Konstantinos Manos, George Katsionis* '**An evaluation agent that simulates students' behaviour in Intelligent Tutoring Systems**', Proceedings of the **IEEE** International Conference on Systems, Man and Cybernetics (SMC 2003), Washington D.C., pp. 378-383.
9. *Maria Virvou, George Katsionis* '**Web Services for an Intelligent Tutoring System that Operates as a Virtual Reality Game**', Proceedings of the **IEEE** International Conference on Systems, Man and Cybernetics (SMC 2003), Washington D.C., pp. 4872-4878.
10. *Konstantinos Manos, Themis Panayiotopoulos & George Katsionis* (2002) '**Virtual Director: Visualization of Simple Scenarios**', Proceedings of the Second Hellenic Conference on Artificial Intelligence (SETN-02), Greece, Thessalonica, pp. 3-14.
11. *Maria Virvou, Konstantinos Manos, George Katsionis & Kalliopi Tourtoglou*, '**VR-INTEGATE: A Knowledge-Based Authoring Tool for Virtual Reality Educational Games**', Proceedings of the ED-MEDIA World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA 2002), Colorado, Denver, pp. 104.
12. *Maria Virvou, Konstantinos Manos, George Katsionis & Kalliopi Tourtoglou*, '**Multi-Tutor Game: Electronic Game Worlds for Learning**', Proceedings of the ED-MEDIA World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA 2002), Colorado, Denver, pp. 103.
13. *Maria Virvou, Konstantinos Manos, George Katsionis & Kalliopi Tourtoglou*, '**Evaluation of a Virtual Reality Game for Education**', Proceedings of the international conference of information communication technologies in education (ICICTE 2002), Greece, Samos, pp.97-102.
14. *Maria Virvou, Konstantinos Manos, George Katsionis & Kalliopi Tourtoglou*, '**VR-ENGAGE: A Virtual Reality Educational Game that Incorporates Intelligence**', Proceedings of the **IEEE** International Conference on Advanced Learning Technologies (ICALT 2002), Russia, Kazan, pp. 425-430.
15. *Maria Virvou, Konstantinos Manos, George Katsionis & Kalliopi Tourtoglou*, '**Incorporating the Culture of Virtual Reality Games into Educational Software via an Authoring Tool**', Proceedings of the **IEEE** International Conference on Systems, Man and Cybernetics (SMC 2002), Tunisia, pp. 422-428.

Citations:

1) YY Cai, BF Lu, ZW Fan, I Chandrasekaran, KT Lim, CW Chan, Y Jiang and L Li (2006), "*Bio Edutainment: Learning Life Science Through X Gaming*". In International Journal of Systems & Applications in Computer Graphics, Elsevier, 30(2006), pp.3-9.

References: Maria Virvou, Constantinos Manos, George Katsionis, Kalliopi Tourtoglou. "*VR-ENGAGE: A Virtual Reality Educational Game that Incorporates Intelligence*". IEEE International Conference on Advanced Learning Technologies 2002, Kazan, Russia, September 16-19, 2002, pp. 425-430.

2) Can G, Cagiltay K. "*Turkish prospective teachers' perceptions regarding the use of computer games with educational features*". Educational Technology & Society, Journal of International Forum of Educational Technology & Society and IEEE Learning Technology Task Force, Vol. 9 (1): 308-321, 2006.

References: Maria Virvou, George Katsionis, Konstantinos Manos. “Combining Software Games with Education: Evaluation of its Educational Effectiveness”. Educational Technology & Society, Journal of International Forum of Educational Technology & Society and IEEE Learning Technology Task Force, April 2005, Vol. 8, No 2.

3) Shen J., Aoki T., Yasuda H., Miyazaki S. “E - movie creation by rule-based reasoning from the director's viewpoint - E-movie: computer animation & real images”. European Workshop on the Integration of Knowledge, Semantics and Digital Media Technology (EWIMT 2004), Nov. 25-26, 2004, London, U.K.

References: Konstantinos Manos, Themis Panayiotopoulos & George Katsionis (2002). “Virtual Director: Visualization of Simple Scenarios”, Proceedings of the Second Hellenic Conference on Artificial Intelligence (SETN-02), Greece, Thessalonica, pp. 3-14.

4) Shen J., Miyazaki S., Aoki T., Yasuda H. “Personal E-Moviemaker Design”. The IASTED International Conference on Software Engineering and applications (SEA 2004), held in conjunction with the international conferences on Parallel and Distributed Computing and Systems (PDCS 2004), and Computer and Communication Networks (CCN 2004) November 9-11, MIT Cambridge, USA.

References: Konstantinos Manos, Themis Panayiotopoulos & George Katsionis (2002). “Virtual Director: Visualization of Simple Scenarios”, Proceedings of the Second Hellenic Conference on Artificial Intelligence (SETN-02), Greece, Thessalonica, pp. 3-14.

5) Shen J., Miyazaki S., Aoki T., Yasuda H. “Intelligent Digital Filmmaker DMP”. The ICCIMA fifth International Conference on Computational Intelligence and Multimedia Applications (ICCIMA'03), 2003, pp 272.

References: Konstantinos Manos, Themis Panayiotopoulos & George Katsionis (2002). “Virtual Director: Visualization of Simple Scenarios”, Proceedings of the Second Hellenic Conference on Artificial Intelligence (SETN-02), Greece, Thessalonica, pp. 3-14.

6) The Learning Federation LS&T R&D Roadmaps: “Building Simulations & Exploration Environments R&D for Technology-Enabled Learning Systems”.

References: Virvou, M., Manos, C., Katsionis, G., & Tourtoglou, K. (2002). “Incorporating the culture of virtual reality games into educational software via an authoring tool”. IEEE International Conference on Systems, Man and Cybernetics, 2, Oct. 6-9, 2002, 326 –331.

7) Beheshti J., Large A., Kee K. & Cole C. “Designing Virtual Environments in an Educational Context”. In the proceedings of the 35th Annual Conference of the Canadian Association for Information Science/L'Association canadienne des sciences de l'information, CAIS/ACSI 2007, McGill University, Montreal (Quebec), Canada, May 10–12, 2007.

References: Maria Virvou, George Katsionis, Konstantinos Manos. “Combining Software Games with Education: Evaluation of its Educational Effectiveness”. Educational Technology & Society, Journal of International Forum of Educational Technology & Society and IEEE Learning Technology Task Force, April 2005, Vol. 8, No 2.

Reviewer in conferences:

1) In the 8th Joint Conference on Knowledge - Based Software Engineering 2008, **JCKBSE 08**, August 25-28, 2008, Piraeus, Greece.

2) In the 8th IEEE International Conference on Advanced Learning Technologies, **ICALT 2008**, July 1-5, 2008, Santander, Spain.

3) In the 1st International Symposium on Intelligent Interactive Multimedia Systems and Services, **KES-IIMSS 2008**, July 9-11, 2008, University of Piraeus, Piraeus - Athens, Greece.

4) In the 7th IEEE International Conference on Advanced Learning Technologies, **ICALT 2007**, July 18-20, 2007, Niigata, Japan.

5) In the 10th International Conference on Knowledge-Based & Intelligent Information & Engineering Systems, **KES 2006**, published in Lecture Notes in Computer Science (LNCS), October 9-11, 2006, Bournemouth International Conference Centre, United Kingdom.

6) In the 6th IEEE International Conference on Advanced Learning Technologies, **ICALT 2006**, July 5-7, 2006, Kerkrade, The Netherlands.

7) In the 5th IEEE International Conference on Advanced Learning Technologies, **ICALT 2005**, July 5-8 2005, Kaohsiung, Taiwan.

8) In the 4th IEEE International Conference on Advanced Learning Technologies, **ICALT 2004**, August 30 - Sept 1, 2004, Joensuu, Finland.

Training

- 11-2006 to 05-2007: Introductory training seminar for Teachers in Education. Teaching Computer Science – Pedagogies.
- 09-2001 to 11-2001: Delphi 5 & DB Components -- event driven programming, Object Oriented Programming ---interfaces (SAS technologies).
- 10-2000: Mdata Seminar, (Borland's executive in Greece) in:
 - Delphi 5
 - Event - driven programming, Object Oriented Programming
 - Web based applications
 - Database tasks, tools και Borland Database Engine
- 02-2000: Delphi 5 & DB Components Seminar – Database administrating

Knowledge

General Knowledge:

- Object Oriented Programming (Coad & Yourdon)
- System design and analysis
- Compilers
- Algorithms
- Logical programming
- Multimedia applications

Programming Languages:

- Assembly
- Pascal
- Delphi 7
- C, C++
- SQL, PL/SQL, Ingres Sql
- Java
- Amzi 4! Prolog, Sicstus Prolog
- Visual Basic 6.0
- VRML (3D)
- Power Builder 6.0

Web Programming:

- HTML, DHTML
- XML, XSL (small experience)
- ASP

Software Tools:

- Help Workshop, Help Scribble (windows help files)
- Crystal Reports, Report Builder, Quick Reports
- HTML editors
- Mat Lab
- SQL Navigator

Analysis Tools:

- Rational Rose
- Power Designer
- System Architect
- Sim Process

Databases:

- Interbase
- SQL Server
- Oracle
- MS Access
- Ingres II

Software Packets:

- Visual Source Safe
- Microsoft Project
- Microsoft Office

Multimedia applications:

- Sound processing
- Picture and video capturing and processing
- Multimedia application design

Foreign Languages

- English, Cambridge Proficiency
- English, Michigan Proficiency

Hobbies

Computers (software & hardware).
Sports.