

Konstantinos Chorianopoulos

 scholar.epidro.me  [ORCID](#)

Previous Experience

- 2008—now IONIAN UNIVERSITY
Professor
Corfu, Greece
- 2009—now HELLENIC OPEN UNIVERSITY
Adjunct Professor
Athens, Greece
- 2014—2016 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
- 1999 **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] Lekakos, G., Chorianopoulos, K., and Doukidis, G., eds. *Interactive Digital Television: Technologies and Applications*. IGI Publishing, 2007, p. 355.
- [E3] Eckardt, F., Geelhaar, J., Colini, L., et al., eds. *MEDIACITY: Situations, Practices and Encounters*. Frank & Timme GmbH, 2008, p. 439.
- [E4] Cesar, P., Geerts, D., and Chorianopoulos, K., eds. *Social Interactive Television: Immersive Shared Experiences and Perspectives (Premier Reference Source)*. IGI Global, 2009, p. 362.
- [E5] Willis, K. S., Roussos, G., Chorianopoulos, K., and Struppek, M., eds. *Shared Encounters*. Springer, Dec. 2010, p. 311.
- [E6] 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-October 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.
- [G3] 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.
- [G7] 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. “Digital Storytelling Experiences and Outcomes with Different Recording Media: An Exploratory Case Study with Older Adults”. In: *Journal of Technology in Human Services* 0.0 (2020), pp. 1–32.
- [J34] 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.

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 everyday 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 – INTERACT 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.

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 & AudioVisual 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.

BOOK CHAPTERS

- [C1] Lekakos, G. and Chorianopoulos, K. “Personalized Advertising Methods in Digital Interactive Television”. In: *Encyclopedia of Multimedia Technology and Networking*. 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.
- [C3] 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.
- [C5] 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.