

Maria Roussou

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Education	2002–2006	University of London, UCL	London, UK
	PhD , Computer Science. Specialization: VR / Human-Computer Interaction. Thesis: <i>Interactivity and Learning: Examining Primary School Children's Activity Within Virtual Environments</i> . Supervised by Prof. Mel Slater (CS) and Dr. Martin Oliver (Inst. of Education).		
	1994–1997	University of Illinois at Chicago	Chicago, USA
	MSc. , Electrical Engineering and Computer Science (EECS). Thesis: <i>Issues in the Design and Evaluation of a Virtual Reality Learning Environment</i> . University of Illinois Press, 1997. Supervising Committee: Prof. Tom DeFanti, Prof. Tom Moher, Dr. Mark Gillingham (Ed).		
Education	1993–1997	University of Illinois at Chicago	Chicago, USA
	Master of Fine Arts (MFA) , Electronic Arts, School of Fine Arts. Specialization: Video art & Electronic Visualization. Video installation & VR thesis exhibition at Gallery 400, Chicago and ISEA'97, September 15-27, 1997. Supervising Committee: Daniel Sandin, Irene Siegel, Dana Plepys, Iñigo Manglano-Ovalle.		
	1987–1992	Athens University of Economics	Athens, Greece
	BSc. , Applied Informatics. Specialization: Computer Science		
Professional Experience	01/2003–present	makebelieve o.e.	www.makebelieve.gr
	Founder, partner, and consultant		
	<ul style="list-style-type: none">• Founded 'makebelieve' to provide immersive and interactive experience design services; creative ideas and technology for informal education and cultural contexts; web, multimedia, corporate identity & communications design, research project management and EU research consulting. Clients include the Piraeus Bank Cultural Foundation, OTENET, Hellenic Technology Clusters Initiative, and others.		
	09/1998–12/2002	Foundation of the Hellenic World	Athens, Greece
	Head, Virtual Reality Department		
	<ul style="list-style-type: none">• Responsible for the installation and all aspects of the operation and development of the first virtual reality systems in Greece and the third CAVE-like virtual reality theatres in the world placed in a museum and open to the public. Over 180000 visitors have visited the exhibits since 11/99. Responsible for specifying and establishing technological infrastructure worth a total of \$1.4 million.• Responsible for establishing, developing, and managing a dynamic team of computer scientists and 3D graphic artists.• Responsible for conceptualizing and leading the creative and technical implementation of the virtual reality productions presented, as well as the overall visitor experience (pre-show, training of museum educators and guides).• Responsible for initiating, carrying out the research, and coordinating an extensive number of EU-funded research projects and proposals under the Information Society Technologies programme.		

1997–1998 Walker Art Center Minneapolis, USA

Educational Technology Specialist, New Media Initiatives Department

- Responsible for the creation of a complete set of on-line interactive activities for grades K-12, based on the museum's contemporary art collection.
- Member of the development team of the Integrated Arts Information Access program aimed at digitizing and making available on-line two museums' collections of 40,000+ objects (budget of \$1 million).

1994–1997 Electronic Visualization Laboratory Chicago, USA

Research Scientist

- Led the design, development, and evaluation of the NICE project, an educational virtual reality environment for young children developed using the CAVE room-sized projection-based technology. NICE has been widely featured internationally and was runner-up for the US Government GII award.
- Organized numerous art, education, and science events and exhibits including: Exhibit Developer of the collaborative virtual reality educational installation at the ThinkQuest '96 and '97 Awards event, an international competition encouraging students to create Internet projects • Exhibit Organizer of the electronic art events, as part of "virtual spaces" for the 8th International Symposium on Electronic Art (ISEA '97) and the Total Museum Conference • developer of the collaborative virtual reality version of the CitySpace project, an application for the construction of a virtual city by children across North America. • Developer of the multimedia and internet-based exhibit documenting the virtual reality projects at SIGGRAPH '94, as part of a public kiosk environment visited by approximately 40,000 people.

1993–1997 Randolph Street Gallery Chicago, USA

Production Coordinator

- Production Coordinator of the File Room project by artist Antonio Muntadas, an interactive WWW archive of cultural censorship cases and a physical installation at the Chicago Cultural Center. Designed and implemented the computer archive and customized it for the public art installation site, which in 4 months time was visited by over 80,000 people. The project has received international acclaim.
- Instructor of monthly advanced Internet/HTML classes.

1990–1993 Athens, Greece

- Researcher at the Athens University of Economics Research Center
- Assistant Editor for the Greek edition of PC WORLD Magazine, H.A. Samouhos Publications LTD.

Teaching
Experience

2003–present University of Athens, Athens, Greece

- Adjunct Lecturer for the "Museums and New Technologies" course of the interdisciplinary Master's Programme in Museum Studies (2004, 2005, 2006).
- Supervised 6 Master's theses.
- Established the syllabus.

Professional
Activities &
Awards

Evaluations & Reviews

- European Commission FP7 IST (Digital Libraries & Technology Enhanced Learning, 2007).
- Project reviewer for FP6 IST funded projects in the area of Technology Enhanced Learning, 2007-2009.
- European Commission FP6 IST (Multimodal Interfaces, 2003).
- Project reviewer for a funded project in action line “eLearning Futures” (KA III - Multimedia Content and Tools - Education and Training), 2003-2004.
- European Commission FP5 IST (V.1.15, IV.4.1, 2002).
- Information Society – Hellenic Ministry of Culture 2000-2006, Measure 1.3 (Digitisation and Dissemination of Hellenic Cultural Heritage), Call 65, 2003.
- Austrian Science Fund, Translational Research Programme project reviewer, 2004.

Board Member of Scientific Organisations & Publications

- Board of Directors of the Institute for the Visualization of History, USA, since 2001, www.vizin.org.
- International Advisory Board of Child Art Foundation, Washington DC., since 2001, www.icaf.org.
- Advisory Board Member of Fournos Center for Art & Technology, Athens, Greece, since 1998, www.fournos-culture.gr.
- Editorial Board Member of ACM Journal “Computers in Entertainment”, since 2004, www.acmcie.org.
- Editorial Advisory Board Member of “The Open Virtual Reality Journal”, since 2008, www.bentham.org/open/tovrj/.

Conference and Workshop Organization

- 2008: **Guest Co-Editor**, International Journal of Arts and Technology (IJART): Special Issue on Immersive Virtual, Mixed, or Augmented Reality Art, Sept. 2009.
- 2008: **Tutorials Co-chair**, ACM Int’l Conference on Digital Interactive Media in Entertainment and Arts (DIMEA) 2008, 10-12 Sept. 2008, Athens, Greece.
- 2008: **Tutorials Co-chair**, Eurographics 2008, 14-18 Apr., 2008, Crete, Greece.
- 2008: **Tutorials Co-chair**, IEEE VR 2008, 8-12 Mar. 2008, Reno Nevada, USA.
- 2007: **Program Chair**, Intuition 2007 Conference on Virtual Reality and Virtual Environments, 3-5 Oct., 2007, Athens, Greece.
- 2006: **Scientific & Organizing Committee**, Mediaterra ’06 “Gaming Realities”, 27 Sept. – 1 Oct. 2006, Technopolis, Athens, Greece.
- 2004: **Workshop Co-Organiser**, “VR for Public Consumption”, IEEE Virtual Reality Conference, 27 March 2004, Chicago, IL.
- 2004: **Co-Curator**, “Hypertext”, Mediaterra Int. Art & Technology Fest. & Symposium, January, Byzantine & Christian Museum, Athens, Greece.
- 2002: **Symposium Chair**, “New Platforms of Spectacle, Communication and Resistance”, Mediaterra Int’l Art & Technology Fest. & Symposium, 6-15 Dec., Greece.
- 2001: **Conference Local Co-Chair**, VAST2001 - VR & Archeology Int. Symposium, 28-30 November 2001, Athens, Greece.
- 2001: **Workshop Organiser**, “Building Immersive Environments”, Museum Computer Network / CIMI conference, 17 Oct. 2004, Cincinnati, OH.
- 2001: **Panel Session Organiser**, “Responsive Physical Environments”, Museum Computer Network / CIMI conference, 26 Oct. 2004, Cincinnati, OH.
- 2001: **Co-Curator**, “De-Globalizing / Re-Globalizing”, Mediaterra Int’l Art & Technology Fest. & Symposium, September, Lavrion, Greece.
- 2000: **Session Chair**, VAST 2000 Euroconference, November, Arezzo, Italy.
- 2000: **Symposium Chair & Art Exhibition Co-Organiser**, “Neo[techno]logisms”, Mediaterra Int’l Art & Technology Fest. & Symposium, November, Athens, Greece.
- 1999: **Panel & Workshop Organiser**, “Creativity & Technology” panel, “Cultural Heritage & Technology” full day workshop, Mediaterra Int’l Art & Technology Fest. & Pendulum Symposium, Athens, Greece.

Member of International Program Committee / Reviewer

- 2011: 3rd Int’l Conference in Games and Virtual Worlds for Serious Applications (VS-Games’11); Philosophy of Computer Games ’11;
- 2010: ACM SIGCHI ’10, Papers & Notes; Eurographics ’10; ACM Int’l Conference on

Interaction Design & Children (IDC'10); EuroVR-EVE 2010; CSEDU '10 (2nd Int'l Conference on Computer Supported Education); ICIDS'10 (Int'l Conference on Interactive Digital Storytelling); EuroMed2010 (Digital Cultural Heritage and Digital Libraries).

- 2009: Int'l Journal of Human-Computer Studies; Advances in Human-Computer Interaction Journal; ACM IDC'09 (Int'l Conference on Interaction Design and Children); ICEC '09 (Int'l Conference on Entertainment Computing); ICIDS'09 (Int'l Conference on Interactive Digital Storytelling); The Open Virtual Reality Journal;
- 2008: ACM SIGCHI '08 Papers & Notes; 2 book proposals on Virtual Reality for Elsevier Publisher (paid)
- 2007: ACM SIGCHI '07 Papers; ACM SIGGRAPH '07 Papers; Eurographics '07; IDC'07: Long & Short Papers; Journal of Applied Ergonomics; Context Aware Multimedia Systems and Applications; Museology Journal; VSMM' 07; VAST'07.
- 2006: Springer Cognition, Technology, and Work Journal (Special Issue on: "Child Computer Interaction: Methodological Research"); Springer Virtual Reality Journal (Special Issues on "Virtual Reality in the e-Society", "CVEs for Creative People", "Using Virtual Reality in Education"); ACM SIGCHI '06 Papers; Int'l Journal of Continuing Engineering Education and Life Long Learning; ISEA '06; ACM VRCIA '06; Int'l Museology Conference '06; CIPA, VAST & Eurographics on Graphics and Cultural Heritage '06, Mediaterra '06.
- 2005: ACM SIGCHI '05 Interactivity program; VSMM2005; ACM VRST 2005; VAST '05; Int'l Conference on Virtual Storytelling '05.
- 2004: ACM SIGCHI '04 Full Papers and Demonstrations; Computer Graphics Int'l '04; ACM Multimedia '04; VAST '04; TIDSE '04; Signal Processing: Image Communication Journal.
- 2003: Computer Applications in Archaeology '03; TIDSE '03; VAST '03; IEEE VR '03.
- 2002: ACM SIGGRAPH '02 Courses and Ed. Program; IEEE VR '02; Eurographics '02; UNESCO World Heritage Virtual Congress '02; 3D Virtual Heritage '02; IEEE Computer Graphics & Applications magazine.
- 2001: ACM SIGGRAPH '01 Courses; Afrigraph '01; PRESENCE MIT Press Journal.
- 2000 - : ACM SIGGRAPH '94 – '00 Educator's Program, SIGKids.

Professional memberships: ACM, IEEE, ICOM, AACE, AERA, AAM.

Best Paper Award, ED-MEDIA/ED-TELECOM '97.

Department of Education Predoctoral Fellowship, UIC (1994-1995).

Funded
Research
Grants &
Bidding
experience

2004 - 2008, INTUITION - Network Of Excellence on Virtual Reality and Virtual Environments Applications for Future Workspaces, IST-2002-2.3.3.1. External collaborator to the coordinator (ICCS, National Technical University of Athens).

2004 - 2008, EPOCH - European Network of Excellence on ICT Applications to Cultural Heritage, IST-2002-507382.

2002 – 2005. EU-funded FP6 IST project CREATE “Constructivist Mixed Reality For Design, Education, and Cultural Heritage”, IST-2001-34231. Initial concept, Technical Manager.

2002 – 2003. EU-funded Thematic Network E-Culture Net “European Network of Centres of Excellence for Digital Culture Research and Education”, IST-2001-37491.

2002-2003. ARTNOUVEAU “On the transition to the digital era of arts and Culture”, IST-2001-37863 CPA Thematic Network.

2001 – 2003, ARCHEOS, research project funded by INRIA as an Action de Recherche Cooperative (ARC). Consulting on issues of interactivity for virtual reality environments created with Non-Photorealistic Rendering techniques.

2002 – Study on the effect of Interactivity for the Planetarium and Simulator installations of the new Technical Museum of Thessaloniki. Part of the winning bid

for Telmaco Ltd.

2000 – 2003, EU-funded IST project M-PIRO “Multilingual Personalised Information Objects”, IST-1999-10982.

2000 – 2002. EU-funded IST project TOURBOT “Interactive Museum Tele-presence Through Robotic Avatars”, IST-1999-12643.

Skills/Other

Web design and programming (since 1993); most image processing and graphic design tools; full on-line broadcast quality video editing, production, and post production; B & W photography developing and printing; C++, C, SGI/Performer, UNIX-SGI/Irix operating systems.

Languages: Greek (native), English (native), French (Sorbonne I level); 3 years experience as a translator.

Diploma in History of Art and Archaeology, Athens Archaeological Society, School of History of Art (1991-1993).

Founding Member and Supervisor of a 700-home recycling program; Association for the Protection of Kifissia, Greece (1991-1993).

Selected Publications

Journal papers

Drettakis, G., ROUSSOU, M., Tsingos, N., Reche, A. (2007). Design and Evaluation of a Real-World Virtual Environment for Architecture and Urban Planning. *PRESENCE: Teleoperators and Virtual Environments Journal* 16(3), The MIT Press, pp. 318-332.

ROUSSOU, M., Oliver, M., & Slater, M. (2007). Exploring Activity Theory as a Tool for Evaluating Interactivity and Learning in Virtual Environments for Children. *Cognition, Technology & Work*, Springer, ISSN:1435-5558.

ROUSSOU, M., Oliver, M., & Slater, M. (2006). The Virtual Playground: an Educational Virtual Reality Environment for Evaluating Interactivity and Conceptual Learning. *Journal of Virtual Reality*, 10(3-4), 227-240.

ROUSSOU, M. (2004). Learning by Doing and Learning through Play: An Exploration of Interactivity in Virtual Environments for Children. *ACM Journal of Computers in Entertainment*, Volume 1, Issue 2 (January 2004), ACM Press, New York, NY, USA.

ROUSSOU, M. (2002). Narrative as an instrument for the construction of cultural and educational Virtual Reality experiences. *IMEros Journal for Culture and Technology* (2), Athens, 13-28 [in Greek].

ROUSSOU, M., Johnson, A., Moher, T., Leigh, J., Vasilakis, C. & Barnes, C. (1999). Learning and Building Together in an Immersive Virtual World. *PRESENCE: Teleoperators and Virtual Environments Journal* 8 (3), MIT Press, 247-263 [and cover page].

ROUSSOU, M. & Efraimoglou, D. (1999). High-end Interactive Media in the Museum. *Computer Graphics*, ACM SIGGRAPH, Los Angeles, 59-62. Also, slightly modified in *IMEros Journal for Culture and Technology* (1), 2001, 23-31.

ROUSSOS, M., Johnson, A., Leigh, J., Vasilakis, C. Barnes, C., & Moher, T. (1997). NICE: Combining Constructionism, Narrative, and Collaboration in a

Virtual Learning Environment. *Computer Graphics* 31(3), ACM SIGGRAPH, 62-63 [and cover page].

ROUSSOU, M., & Vlachou, E. (July 9-11, 2008). *The challenge of creating digital game-based learning environments for museums*. In Proceedings of the International Toy Research Association's (ITRA's) World Congress 2008 "TOYS AND CULTURE", Nafplion, Greece, pp. (forthcoming).

ROUSSOU, M. (2008). The Role of Interactivity in the Formation of Informal Educational Experiences. In Bounia, A., Nikonanou, N., Economou, M. (Eds.) *Technology in the Service of Cultural Heritage*, Kaleidoskopio Editions, Athens, pp. 251-261 [in Greek].

ROUSSOU, M., Kavalieratou, E., & Doulgeridis, M. (June 6-8, 2007). Children Designers in the Museum: Applying Participatory Design for the Development of an Art Education Program. In Proceedings of Interaction Design and Children, Aalborg, Denmark, pp. 77-80.

Christou, C., Angus, C., Loscos, C., Dettori, A., & ROUSSOU, M. (2006). *A Versatile Large-Scale Multimodal VR System for Cultural Heritage Visualization*. In Proceedings of ACM Virtual Reality Software and Technology (VRST '06), Limassol, Cyprus, pp. 133-140.

ROUSSOU, M. (2006). *The Components of Engagement in Virtual Heritage Environments*. In Proceedings of New Heritage: Beyond Verisimilitude - Conference on Cultural Heritage and New Media, Hong Kong, pp. 265-283.

ROUSSOU, M., & Slater, M. (2005, September 21-23). *A Virtual Playground for the Study of the Role of Interactivity in Virtual Learning Environments*. In Proc. of [PRESENCE 2005: The 8th Annual International Workshop on Presence](#), London, UK, International Society for Presence Research, pp. 245-253.

ROUSSOU, M., & Drettakis, G. (2005). *Can VR be Useful and Usable in Real-World Contexts? Observations from the Application and Evaluation of VR in Realistic Usage Conditions*. In Proc. [HCI International 2005](#), 1st International Conference on Virtual Reality, Las Vegas, Nevada USA, CD-ROM.

ROUSSOU, M. (2005). *Can Interactivity in Virtual Environments Enable Conceptual Learning?* In Proc. [7th Virtual Reality International Conference](#) (VRIC), First International VR-Learning Seminar, Laval, France, pp. 57-64.

Drettakis, G., ROUSSOU, M., Tsingos, N., Reche, A., Gallo, E. (2004). Image-based Techniques for the Creation and Display of Photorealistic Interactive Virtual Environments. In [Eurographics Symposium on Virtual Environments](#) 2004. pp. 157-166.

ROUSSOU, M. (2004). Examining Young Learners' Activity Within Interactive Virtual Environments. In Proc. of *3rd International Conference for Interaction Design & Children*, June 1-3, 2004. pp. 167-168.

ROUSSOU, M. (2004). Interactivity and Conceptual Learning in Virtual Environments for Children. In *ACM SIGCHI 2004 (CHI '04: Human Factors in Computing Systems) Extended Abstracts*, April 24-29, 2004. pp 1049-1050.

ROUSSOU, M., Drettakis, G., Tsingos, N., Reche, A., Gallo, E. (2004). A User-Centered Approach on Combining Realism and Interactivity in Virtual Environments. In Proc. of *IEEE VR 2004* (ext. abstract). pp. 251-252.

ROUSSOU, M. (2004). The Role of Interactivity in the Formation of Informal

Educational Experiences. In *Proc. of 2nd International Museology Conference*, 28 June - 2 July, Mytilene, Greece. *To appear*.

ROUSSOU, M. & Drettakis, G. (2003). Photorealism and Non-Photorealism in Virtual Heritage Representation. In *Proc. of VAST '03 & 1st Eurographics Workshop on Graphics and Cultural Heritage*, 5-7 Nov. 2003. pp. 47-56.

ROUSSOU, M. (2003). Virtual Reality in Heritage / Education for the general public: issues and challenges. In *Proc. of 19th Annual CHArt '03 – Convergent Practices: New approaches to Art and visual culture*, 6-8 Nov. 2003.

Loscos, C. ROUSSOU, M. Meyer, A., Tecchia, F., Drettakis, G., Gallo, E., Reche Martinez, A. Tsingos, N., Chrysanthou, Y., Robert, L. Bergamasco, M., Dettori, A., Soubra S. (2003). The CREATE Project: Mixed Reality for Design, Education, and Cultural Heritage with a Constructivist Approach. Extended Abstract in *Proc. of 2nd IEEE & ACM Int'l Symposium on Mixed and Augmented Reality - ISMAR 03*.

Sideris, A. & ROUSSOU, M. (2002). Making a new world out of an old one: in search of a common language for archaeological immersive VR representation. In *Proc. 8th Int. Conference on Virtual Systems & Multimedia / VSMM*, pp. 31- 42.

Gaitatzes, A., Christopoulos, D., & ROUSSOU, M. (2001). Virtual Reality Interfaces for the Broad Public. In N. Avouris & N. Fakotakis (Eds.) In N. Avouris & N. Fakotakis (Eds.) *Advances in Human Computer Interaction I - Proceedings of PC HCI 2001*, 159-164.

ROUSSOU, M., Trahanias, P., Giannoulis, G., Kamarinos, G., Argyros, A., Tsakiris, D., Georgiadis, P., Burgard, W., Haehnel, D., Cremers, A., et al. (2001). Experiences from the Use of a Robotic Avatar in a Museum Setting. In S. Spencer (Ed.) *Proc. of VAST 2001: Virtual Reality, Archaeology, and Cultural Heritage*, ACM SIGGRAPH, ISBN 1-58113-447-9, 153-160.

Gaitatzes, A., Christopoulos, D., & ROUSSOU, M. (2001). Reviving the Past: Cultural Heritage Meets Virtual Reality. In S. Spencer (Ed.) *Proc. of VAST 2001: Virtual Reality, Archaeology, and Cultural Heritage*, ACM SIGGRAPH, ISBN 1-58113-447-9, 103-110.

Androutsopoulos, I., Calder, J., Not, E., Pianesi, F. & ROUSSOU, M. (2001). Multilingual Personalised Information Objects. In *Proc. International Workshop on Information Presentation and Natural Multimodal Dialogue*, Italy, 25-29.

ROUSSOU, M. (2001). The Interplay between Form, Story and History: The Use of Narrative in Cultural and Educational VR. In O. Balet, G. Subsol, and P. Torquet (Eds.), *International Conference on Virtual Storytelling 2001*, LNCS 2197, 181-190, Springer-Verlag Berlin Heidelberg.

ROUSSOU, M. (2001). Immersive Interactive Virtual Reality in the Museum. In *Proc. of TiLE (Trends in Leisure Entertainment)*, 2001.

Pape, D., Anstey, J., Carter, B., Leigh, J., ROUSSOU, M., and Portlock, T. (2001). Virtual Heritage at iGrid 2000. In *Proc. of iNET 2001*.

Pape, D., Anstey, J., D'Souza, S., DeFanti, T., ROUSSOU, M., & Gaitatzes, A. (2001). Shared Miletus: Towards a Networked Virtual History Museum. In *Proc. Euroimage International Conference on Augmented, Virtual Environments and Three-Dimensional Imaging*, 85-89.

ROUSSOU, M. (2002). Virtual Heritage: From the Research Lab to the Broad Public. In F. Niccolucci (Ed.), *Virtual Archaeology: Proceedings of the VAST 2000*

Euroconference held in Arezzo, Italy. BAR International Series 1075, Archaeopress Oxford, 93-100.

Giannoulis G., Koliou, M., Kamarinos, G., ROUSSOU, M., Trahanias, P., Argyros, A., Tsakiris, D., Cremers, A., Schulz, D., Burgard, W., et al. (2001). Enhancing Museum Visitor Access Through Robotic Avatars Connected to the Web. In *Proc. Museums & the Web*, Seattle WA.

Gaitatzes, A., Christopoulos, D., Voulgari, A. & ROUSSOU, M. (2000). Hellenic Cultural Heritage through Immersive Virtual Archaeology. In *Proc. 6th International Conference on Virtual Systems and Multimedia (VSMM)*, Ogaki, Japan, 57-64.

ROUSSOU, M. (2000). Immersive Interactive Virtual Reality and Informal Education. In *Proc. of i3 spring days, workshop on User Interfaces for All: Interactive Learning Environments for Children*, Athens, Greece.

ROUSSOU, M. (1999). Incorporating Immersive Projection-based Virtual Reality in Public Spaces. In *Proc. 3rd International Immersive Projection Technology*, Stuttgart, 33-39.

Pape, D., Imai, T., Anstey, J., ROUSSOU, M., & DeFanti, T. (1998). XP: An Authoring System for Immersive Art Exhibitions. In *Proc. 4th International Conference on Virtual Systems and Multimedia (VSMM)*, Gifu, Japan, 57-64.

ROUSSOS, M. & Bizri, H. M. (1998). Mitologies: Medieval Labyrinth Narratives in Virtual Reality. In *Proc. 1st International Conference on Virtual Worlds*, Paris, France, 373-383.

ROUSSOS, M. & Gillingham, M. G. (1998). Evaluation of an Immersive Collaborative Virtual Learning Environment for K-12 Education. Roundtable at the *American Educational Research Association (AERA) Annual Meeting*.

Johnson, A., ROUSSOS, M., Leigh, J., Vasilakis, C., Barnes, C., & Moher, T. (1998). The NICE Project: Learning Together in a Virtual World. In *Proc. VRAIS '98*, 176 - 183.

ROUSSOS, M., Johnson, A., Leigh, J., Vasilakis, C., Barnes, C., & Moher, T. (1997). The NICE project: Narrative, Immersive, Constructionist/Collaborative Environments for Learning in Virtual Reality. In *Proc. EDMEDIA/ED-TELECOM*, 917-922. **Best Paper Award**.

ROUSSOS, M., Johnson, A., Leigh, J., Vasilakis, C., & Moher, T. (1996). Constructing Collaborative Stories Within Virtual Learning Landscapes. In *Proc. European Conference of AI in Education*, Portugal, 129-135.

ROUSSOS, M. & Brenner, P. (1994). An Interactive Computer Project Addressing Cultural Censorship. In *Proc. 2nd WWW Conference*, Chicago IL.

Book chapters

ROUSSOU, M. (2007). The Components of Engagement in Virtual Heritage Environments. In Y. Kalay, T. Kvan & J. Affleck (Eds.), *New Heritage: New Media and Cultural Heritage*: Routledge [forthcoming].

Calder, J., Melengoglou, A. C., Callaway, C., Not, E., Pianesi, F., Androutsopoulos, I., Spyropoulos, C., Xydas, G., Kouroupetroglou, G., & ROUSSOU, M. (2005). Multilingual Personalized Information Objects. In O. Stock & M. Zancanaro (Eds.), *Multimodal Intelligent Information Presentation* (Vol. 27, pp. 177-201): Springer.

Editor (with Maria Hatjichristodoulou) of *Neo[techno]logisms*, a collection of essays related to the Medi@terra 2000 Art & Technology festival and symposium.

Athens 2001, 240 pages.

Invited articles,
Reports

ROUSSOU, M., Sideris, A., Loscos, C., Dettori, A., Drettakis, G., Lombardo, J.-C., et al. (2004). Requirements Analysis on Cultural Heritage/Education and Urban/Architectural Planning & Design Case Studies. Technical Report No. RN/04/09. London, UK: University College London.

ROUSSOU, M. (2004). Examining Young Learners' Activity Within Interactive Virtual Environments: Exploratory Studies. Technical Report No. RN/04/08. London, UK: University College London, Department of Computer Science.

ROUSSOU, M. (2004). The Web Presence of Museums, article in Museums and New Technologies column in «Τετράδια Μουσειολογίας» (Museology Notebooks), 1, Athens: Metaixmio, 59 - 60 & 64.

ROUSSOU, M. (2001). The practical and the virtual in the millennial museum. 'Postcard' in *Spectra*, a publication of the Museum Computer Network.

ROUSSOU, M. (2001). The Museum as interface between Virtual and Actual Space. In Neo[techno]logisms, *Media@terra 2000* publication, 41 – 44.

ROUSSOS, M. & Bizri, H. M. (1998). Mitologies. In *Ars Electronica '98*, 218-225.

ROUSSOU, M. (October 1995). Art and Censorship on the Internet. *OXY Magazine* (1), publication on digital art, Athens, Greece, 40-41 [in Greek].

Invited
lectures/panels/
seminars

Numerous talks in various venues, including: Serious Games, Education and Economic Development (SGED'10);); e-MobiLArt Project Workshop, CULTURE 2007-13, '08; ICCS & Hellenic Institute of Transportation workshop «Virtual Reality in Greece – Myth or Reality?» Possibilities, and Activities, '07; ARCO '03 Madrid; SGI VizSummit '03 & '01; University of the Aegean, Dept. of Cultural Technology, Museum Education Master's course 04/2003; Athens School of Fine Arts Multimedia seminars 2000 & 2002; Athens University of Economics & Business, 3rd year HCI class 2002; National Technical University of Athens, Master in Architecture seminars 2000; American College of Athens Museology courses 2001 & 2002; VAST '00 (keynote); Cyprus Ministry of Education & Culture 2000; INRIA Sophia-Antipolis 2000; American Art Museum (Smithsonian), Washington DC 07/1998; Prix Ars Electronica '98; Block Museum of Art, Evanston IL; School of the Art Institute Chicago, Photography Dept.; ThinkQuest 1996 & 1997 awards; SuperComputing '94, '95 & '96. Full list available online at: http://www.makebelieve.gr/mr/mr_exhibitions.html

Exhibitions

2004 **Fournos Center for Art & Technology**, Athens, Greece, March 15-16, 2004: *Transit Fields*, video installation with Manolis Iliakis.

2001 **COMDEX 2001**. Athens, Greece, February 15-18, 2001: *FHW VR programmes on SGI™ Reality Theater*.

2000 **iGRID/INET 2000**, The 10th Annual Internet Society Conference. Yokohama, Japan, July 18-21, 2000: *Shared Miletus* networked VR presentation.

CeBit 2000. Hannover, Germany, March 2000: *Mitologies* (on I-Wall).

1999 **SIGGRAPH 1999**. Los Angeles, CA, August 8-13, 1999: *Mitologies* (V-Desk).

Walker Art Center. Minneapolis, MN, 1999: *Mitologies* (I-Desk & video).

Also in 1999, *Mitologies* was presented at: El Parque de Las Naciones. Portugal; Sala de Exposiciones CAM. Alicante, Spain; Centro de Cultura Contemporanea.

Barcelona, Spain; Triennale di Milano. Milan, Italy; Circulo de Bellas Artes. Madrid, Spain; Ben Gurion University of the Negev. Israel.

1998 **The Shock of the View, Walker Art Center.** Minneapolis, MN, November 3-24, 1998: *Mitologies*.

Art Futura 1998. Seville, Spain, October 8-12, 1998: *Mitologies*.

SIGGRAPH 1998. Digital Pavilions, Orlando, FL, July 19-24, 1998: *Mitologies*.

Prix Ars Electronica Festival 1998 and permanent exhibition in the CAVE® Virtual Reality theater of the Ars Electronica Center, Linz, Austria: *Mitologies*.

MediARTech 1998, Virtuality & Interactivity, Florence, Italy, March 23-29, 1998: *Mitologies* (I-Desk).

ThinkQuest awards ceremony, Washington D.C., November 22-25, 1998: *Mitologies & the NICE project* (I-Desk to I-Desk).

Wood Street Gallery. Chicago, IL, 1998.

Illinois Art Gallery, Electronic Fields. Chicago, IL, 1998.

1997 **Virtual Spaces/ISEA 1997.** Gallery 400, Chicago, September 19-27, 1997: *cleanse* and *Mitologies* (Master of Fine Arts exhibition).

SIGGRAPH 1997. Screening Room and SIGGRAPH Video Review (issue#124). Los Angeles, CA, August 3-8, 1997: *the NICE project* video.

1996 **SIGGRAPH 1996,** Digital Bayou and Bridge Art Show, New Orleans, August 4-9, 1996: part of *Neither Here Nor There* with *the NICE project* (collaborative VR demonstration) and *Virtually the Greatest Show on Earth* (contributing artist).

Untitled, Gallery 312. Chicago, IL June 14 - August 3, 1996: *handprints* interactive web piece.

1995 **Electronic Visualization Event IV.** Gallery 400, Chicago, May 1995: *Celebrations of Death* video screening.

EVE IV, Gallery 400, Chicago, IL, May 1995: *The Sandini Family Circus* VR exhibit, contributing artist.

1994 **SIGGRAPH 1994.** VROOM, Orlando, FL, July 24-29, 1994.

Chicago Cultural Center. Chicago, IL, May 21 – September 4, 1994: *The File Room* installation.

Media Coverage

In addition to television programs and over 100 newspaper & magazine articles concerning the Virtual Reality work at the Foundation of the Hellenic World (not listed here), articles about M. Roussou's work have appeared in:

Prosopa by Eleni Pirgioti, *interview* in OXY magazine (18), Fall 2000.

Introducing virtual archeology: ancient cities rise again by Peter Schauer, article in The Art Newspaper, London, 2000.

Η Αλήθεια του Εικονικού Κόσμου (I Alitheia tou Eikonikou Kosmou) by Marina Shiza, article & interview, in Phileleftheros (Liberal) daily Cypriot newspaper,

March 12, 2000.

Εικονική Πραγματικότητα: όταν το αληθινό είναι αληθοφανές by Vasiliki Strati, article & interview in To Allo Vima, Sunday section of To Vima newspaper, May 16, 1999.

"NICE", image in center colour section of Networked Virtual Environments: Design and Implementation, by S. Singhal and M. Zyda, Addison Wesley, 1999.

A NICE Way to Learn by Diana Phillips Mahoney, article & interview in Computer Graphics World, May 1998.

Church Sketch after Leonardo da Vinci, slide in Leonardo: 6th Annual New York Digital Salon, volume 31 (5), p. 452, 1998.

Children play in virtual reality garden by Basil Talbott, article in Chicago Sun-Times, December 14, 1997.

Don't Knock Being NICE, article in Graduating Engineer & Computer Careers, November/December 1997.

NICE Work!, cover image in highlights, newsletter of Dpt. of EECS UIC, Spring 97.

The Great Mosque of Cordoba, slide in Digital Video Magazine, Digital Gallery section, March 1997.

How I spent my summer vacation; Cultivating virtual gardens by Laura Wolf, article, in UIC News 15 (4), September 18, 1996.