

Education

2002–2006 | University of London, UCL | London, UK

PhD, Computer Science. Specialization: VR / Human-Computer Interaction.

Thesis: *Interactivity and Learning: Examining Primary School Children's Activity Within Virtual Environments*. 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: *Issues in the Design and Evaluation of a Virtual Reality Learning Environment*. University of Illinois Press, 1997. Supervising Committee: Prof. Tom DeFanti, Prof. Tom Moher, Dr. Mark Gillingham (Ed).

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, Ifigo Manglano-Ovalle.

1987–1992 | Athens University of Economics, Athens, Greece

BSc., Applied Informatics. Specialization: Computer Science

Teaching

Experience

2016–present | University of Athens, Dpt. of Informatics, Athens, Greece

Assistant Professor in Interactive Systems

- 4th year undergraduate course in Human-Computer Interaction (YS08)
- 2nd year core course in Design & Use of Databases (K29)
- Graduate course in Interactive Systems (M110)

2004–present | University of Athens, M.A. in Museum Studies, Athens, Greece

Coordinator, “Museums and New Technologies” course of the interdisciplinary Master’s program in Museum Studies.

- Established the syllabus and have been teaching the course since the start of the program.
- Master’s theses Supervisor (more than 10) or member of Master’s Committee (several).

2013–2016 | The American College of Greece, M.A. in Digital Communication & Social Media, Athens, Greece

Adjunct Lecturer, “Web Design & Development I” and “Web Development using Content Management Systems” courses. The courses include theoretical and empirical work on User-centered design, usability, and information architecture.

- Established the syllabus and have been teaching the courses since the start of the program.

2008–2013 | University of Athens, Dpt. of Informatics, Athens, Greece

Adjunct Lecturer, Human-Computer Interaction (YS-08), 4th year undergraduate course in the sector of Computer Systems and Applications of the Dpt. of Informatics & Telecommunications.

- Responsible for teaching the course of 200+ registered students per year.
- Responsible for conceiving project and exam topics, grading.
Advisor to 6 undergraduate students, helping form their undergraduate thesis topics, and monitoring their progress.

1993–2006 | Visiting lecturer, Greece & USA

Invited to lecture for a number of courses in Greece (2000-2016) & the USA (1993-1996).

Professional
Experience

07/2016–present | University of Athens, Dpt. of Informatics, Athens, Greece

Assistant Professor (tenure-track)

- Research: H2020 and nationally-funded projects; Teaching: undergraduate and graduate courses in Human Computer Interaction, Interactive Systems (Virtual Reality, games), Cultural Technology, Data Visualization, Design & Use of Databases; supervision of undergraduate (11 completed) and graduated theses; Service: participation in committees (e.g. website redesign, Open Days events, etc.).

01/2003–06/2016 | makebelieve design & consulting (www.makebelieve.gr), Athens, Greece

Founding director and consultant

- 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 Acropolis Museum, the Piraeus Bank Cultural Foundation, the Greek Ministry of Culture, OTENET, Hellenic Technology Clusters Initiative, and others.

09/1998–12/2002 | Foundation of the Hellenic World, Athens, Greece

Head, Virtual Reality Department

- 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 had 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.

Funded
Research
Grants &
Bidding
Experience

2016-2019, EMOTIVE – Storytelling for Cultural Heritage, EU-funded H2020 Research and Innovation Action. Collaborator to the ATHENA Research Center. <http://www.emotiveproject.eu/>

2011-2014, CHESS - Cultural Heritage Experiences through Socio-personal interactions and Storytelling, EU-funded FP7 ICT-270198. Collaborator to the University of Athens. Significant involvement as initiator of the basic concept, in the formation of the consortium, and in co-writing the proposal, which involves research in personalised and adaptive storytelling and authoring with cultural content. Responsible for User-centred design work. <http://www.chessexperience.eu>

2010-2012, eNVENTORY - European eInfrastructures Observatory, EU-funded Project Research Infrastructures Call 7, RI-261554. Collaborator to the University of Athens. Involved in the specification of the information visualization work, deliverables writing, and participation in all meeting and project activities.

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. Participated as a collaborator of Visual Acuity. <http://www.epoch-net.org/>

2002-2005, CREATE “Constructivist Mixed Reality For Design, Education, and Cultural Heritage”, EU-funded IST-2001-34231. Significant involvement as initiator of the basic concept, in the formation of the consortium, in co-writing the proposal, and as Technical Manager of the project.

2002-2003. E-Culture Net “European Network of Centres of Excellence for Digital Culture Research and Education”, EU-funded Thematic Network 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, M-PIRO “Multilingual Personalised Information Objects”, EU-funded IST-1999-10982.

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

Scholarly
Activities &
Awards

Evaluations & Reviews

- European Commission H2020 proposal evaluator & rapporteur.
- European Commission FP7 IST (Digital Libraries & Technology Enhanced Learning, 2007).
- Project reviewer for FP6 IST funded projects in 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

- Association for Computing Machinery (ACM) Chapter Officer
 - Greek Chapter of Computer Human Interaction (ACM Greek SIGCHI), www.greekchi.org. Chair 2011-present, Vice Chair 2010-2011, Treasurer 2009-2010
 - Greek ACM-W. Vice Chair (2018). Co-initiated its establishment (chartered July 2018).
- 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.icaaf.org; Fournos Center for Art & Technology, Athens, Greece, since 1998, www.fournos-culture.gr.
- Editorial Board Member
 - ACM Journal “Computers in Entertainment”, since 2004, www.acmcie.org.
 - Multimodal Technology and Interaction, since 2016, <http://www.mdpi.com/journal/mti>
 - “The Open Virtual Reality Journal”, since 2008, www.bentham.org/open/tovri/.
- Scientific Advisory Board Member
 - *Two Eyes, 3-D*, National Science Foundation, Informal Science Education program, coordinated by the American Association of Variable Star Observers, www.aavso.org.
 - *TARGET* - Transformative, Adaptive, Responsive and enGaging Environment, EU-funded FP7 IST, 2009-2011, www.reachyourtarget.org.

Conference and Workshop Organization

- 2018: **Associate Chair**, ACM Int'l Conference on Interaction Design & Children (IDC'18).
- 2010: **Short Papers co-Chair**, ACM Int'l Conference on Interaction Design & Children (IDC'10), 9-11 June 2010, Barcelona, Spain.
- 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

<https://www.makebelieve.gr/mroussou/service.html>

Professional memberships

ACM, IEEE, ICOM.

Awards

- 2013 Tartessos Award for contribution in Digital Heritage and Virtual Archaeology.
- Best Paper Award, ED-MEDIA/ED-TELECOM '97.
- Department of Education Predoctoral Fellowship, UIC (1994-1995).

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 an English-Greek 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).

Publications

<https://www.makebelieve.gr/mroussou/mr-publications.html>,
<http://publicationslist.org/mroussou>

Google Scholar citations: **2741**, **h-index: 26** (11.2018, for the 2 spellings of my name ‘Maria Roussou’ & ‘Maria Roussos’)

Exhibitions

<https://www.makebelieve.gr/mroussou/mr-exhibitions.html>

Media

Coverage

<https://www.makebelieve.gr/mroussou/mr-exhibitions-presentations-press/>