

Curriculum Vitae of Emmanuel Fokides

Personal info

- Date of birth: 12-24-1965
- Place of birth: Thessaloniki, Greece
- Marital status: Divorced, two children

Professional status

- **2017-today**
Assistant Professor, University of the Aegean, Department of Primary Education.
- **2005-2017**
Lecturer, University of the Aegean, Department of Primary Education.
- **1998-2013**
Primary school teacher.

Studies

- **2005**
Ph.D., University of the Aegean, Department of Primary Education. Scientific field: ICT in Education. Title: Development of a virtual reality application for teaching road safety to primary school students.
- **1999**
Bachelor's Degree, University of the Aegean, Department of Primary Education.
- **1986**
Bachelor's Degree, Teachers Academy of Thessaloniki.

Academic teaching experience

- **2005-today**
Assistant professor, Lecturer, and Adjunct Lecturer, University of the Aegean, Department of Primary Education.

Courses (selection):

Introduction to Information and Communication Technologies. Mandatory undergraduate course. Winter semester.

3D Graphics and Virtual Reality in Education. Mandatory undergraduate course. Spring semester.

Educational Uses of Multimedia Applications I. Optional undergraduate course. Winter semester.

Educational Uses of Multimedia Applications II. Optional undergraduate course. Spring semester.

Development of educational augmented reality applications. Optional undergraduate course. Winter semester.

Educational programming environments. Optional undergraduate course. Spring semester.

ICT in education. Mandatory Master's degree course. Winter semester.

Special issues concerning the use of ICT in education. Optional Master's degree course. Spring semester.

New Technologies in Education. Mandatory Master's degree course. Winter semester.

Lecturer, students' exchange programs:
Paideia program, teaching to university students from the USA. (academic year 2016-2017)

Lecturer, international summer schools:
Designing Educational Games Summer School 2014 & 2015.
Digital Storytelling Summer School 2015.
Summer School Virtual Reality 2013 & 2014.
Innovative Educational Methodologies for Schools 2011 & 2012.
Multigrade teaching, new educational methodologies for the standard and multigrade schools 2009 & 2010.

**Supervisor
&
supervisory
committee
member**

▪ **2013-Today**

Supervisor for 2 Ph.D. students.
Doctoral supervisory committee (member of thesis committee) for 2 Ph.D. candidates.
Supervisor for 37 master's degree students (master's thesis).
Master's supervisory committee (member of master's thesis committee) for 80 students.
Supervisor for 17 graduate students (graduate thesis).
Graduate supervisory committee (member of graduate thesis committee) for 23 graduate students.

**Projects'
coordinator**

▪ **2018-today**

Supervisor of one Ph.D. candidate. Pavlos Kefalakis. Development, application and evaluation of an educational adaptive 3D multi-user virtual environment for simulating ecological systems.

▪ **2015**

International Summer School, Digital Storytelling Summer School, DiSSS 2015, University of the Aegean.

International Summer School, Designing Educational Games Summer School, DEGSS 2015, University of the Aegean.

International Summer School, Educational Uses of 3D Graphics-Virtual Reality, SSVR 2015, University of the Aegean.

▪ **2014**

International Summer School, Designing Educational Games Summer School, DEGSS 2014, University of the Aegean.

International Summer School, Educational Uses of 3D Graphics-Virtual Reality, SSVR 2014, University of the Aegean.

**Teaching
experience
colleges**

▪ **2007**

College teacher, Athens Metropolitan College, Departments of Business Administration, Psychology, and Pre-primary education.

Courses:

Computers Fundamentals and Applications. Mandatory Bachelor's degree course. Winter and Spring semesters.

Information Society. Mandatory Bachelor's degree course. Winter semester.

**Teaching
experience
vocational
education**

- **1999-2011**
ICT instructor, Technical Profession Training Institutes in Rhodes and in Athens.

Courses (selection):

Introduction to multimedia applications, Databases I & II, Image processing, Computer networking I & II, Web pages' design I & II, Network administration, Animation, Programming in SQL/4GL, Internet technology.

**Teaching
experience
primary
education**

- **2010-2013**
Primary school headmaster.

- **1989-2013**
Primary school teacher.

**Teaching
experience
other
educational
organizations**

- **2011-2013**
Instructor of ICT trainers, University of the Aegean.

- **2003**
Greek language teacher to repatriated Greeks from Russia, MIT Center for Professional Training.

- **2002**
ICT teacher, AKMON Center for Professional Training.

- **2000**
Tutor, program: ICT and school libraries, University of the Aegean.
Tutor, program: Odysseas, training of high school teachers in ICT.

- **1999**
Tutor, seminar: Computer usage and office applications for librarians, University of the Aegean.

- **1998**
Tutor, seminar: Computer usage and office applications for judicial staff, University of the Aegean.

- **1997**
Tutor, seminar: Computer usage and office applications for primary school teachers, Dodecanese Prefectural Committee for Civil Training.
Tutor, seminar: The Internet and environmental education, SOCRATES, E.U. program.
Tutor, seminar: Computer usage for new and unemployed personnel, University of the Aegean Center for Professional Training.

- **1996**
Tutor, seminar: Computer usage and office applications for primary school teachers, Dodecanese Prefectural Committee for Civilian Training.

**Other
professional
activities**

- **2002-2003**
Coordinator at AKMON Center for Professional Training, for the following E.U. funded projects:
Development of Internet applications, Web pages' design, Maintenance of computer networks, Hardware maintenance, Development of e-commerce applications, Network

administration, Development of Java applications, Basic concepts in computer networking.

▪ **1995-1998**

Detached teacher, Computers Lab, Department of Primary Education, University of the Aegean.

▪ **1989-1993**

Employee at Momentous Ltd, hardware, and software company, Thessaloniki. Greece.

Research activities

▪ **2016**

Co-Investigator, project: e-Regenerated Freirean Literacy through Empowering Community Techniques" (e-Reflect). Erasmus+ KA2 E.U. funded project, University of the Aegean.

▪ **2015-today**

Independent-private research, project: Emerging Technologies in Education (ETiE). Partial funding from the private sector.

▪ **2006-2009**

Co-Investigator, project: Rural Wings, E.U. funded project, University of the Aegean.

▪ **2003-2006**

Co-Investigator, project: ZEUS, DIAS-Satellite Network of Rural Schools, E.U. funded project, University of the Aegean.

▪ **2002-2004**

Co-Investigator, project: M.U.S.E., Multigrade School Education, SOCRATES, E.U. program.

▪ **2001, 2000, 1999**

Independent-private research, project: Research on synchronous and asynchronous teaching methods. Department of Primary Education, University of the Aegean.

▪ **2000-2001**

Co-Investigator, project: School Educational Network, SXEDIA. Ministry of the Aegean funded project.

▪ **2000**

Independent-private research, project: Primary school teachers and their attitudes towards ICT. Own research project.

▪ **1996-2000**

Network research engineer, project: Aegean-Net, University of the Aegean, Greek Ministry of Education funded project.

▪ **1998-1999**

Co-Investigator, project: Development and administration of a distance education system at Tilos High school, University of the Aegean.

▪ **1997, 1998, 1999**

Independent-private research, project: ICT penetration in Dodecanese primary schools. Department of Primary Education, University of the Aegean.

Awards

▪ 2019

Excellence of the Postgraduate Program "Educational sciences-Education using New Technologies" for the paper:

Fokides, E., & Atsikpasi, P. (2018). Development of a model for explaining the learning outcomes when using 3D virtual environments in informal learning settings. *Education and Information Technologies*, 25(3), 2265-2287. doi: 10.1007/s10639-018-9719-1

▪ 2018

Best paper award at the annual excellence awards of the University of the Aegean for Fokides, E., & Sfakianou, M. (2017.). Virtual museums in arts education. Results of a pilot project in primary school settings. *Asian Research Journal of Arts & Social Sciences* 3(1), 1-10. doi: 10.9734/ARJASS/2017/33601

Excellence of the Postgraduate Program "Educational sciences-Education using New Technologies" for the above paper.

Excellence of the Postgraduate Program "Educational sciences-Education using New Technologies" for the paper:

Fokides, E., Papadakis, D., & Kourtis-Kazoulis, V. (2017). To drone or not to drone? Results of a pilot study in primary school settings. *Journal of Computers in Education*, 4(3), 339-353. doi: 10.1007/s40692-017-0087-4

▪ 2017

Honorable mention at the annual excellence awards of the University of the Aegean for Fokides, E., & Zampouli, C. (2017). Content and Language Integrated Learning in OpenSimulator Project. Results of a pilot implementation in Greece. *Education and Information Technologies*, 22(4), 1479-1496. doi: 10.1007/s10639-016-9503-z

Excellence of the Postgraduate Program "Educational sciences-Education using New Technologies" for the above paper.

Journals' scientific committee member

▪ 2019

EducatioNext, The journal for tomorrow's education.

Edited volumes editorial advisory board member

▪ 2019

Teaching, learning, and leading with computer simulations. Hershey, PA: IGI Global. J. Y. Qian lead editor.

▪ 2018

Integrating multi-user virtual environments in modern classrooms. Hershey, PA: IGI Global. J. Y. Qian lead editor.

Conferences' scientific committee member

▪ 2019

2nd Panhellenic Conference: Open Educational Resources and e-Learning. December 13-14 Δεκεμβρίου. Corinth: University of Peloponnese.

6th Panhellenic Conference for the Integration and Use of ICT in the Educational Process. October 18-20. Athens: University of Athens.

4th Seminar of doctoral candidates of the Department of Primary Education. June 22nd. Rhodes: Department of Primary Education, University of the Aegean.

4th Scientific Conference of the Postgraduate Program "Educational Sciences-education using new technologies". May 19th. Rhodes: Department of Primary Education, University of the Aegean.

10th Panhellenic Conference of Educators on ICT, "Exploitation of Information and Communication Technologies in Teaching Practice". April 12-14. Rhodes.

- **2018**

11th Panhellenic Conference, Basic and Continuous Teachers' Education in a Complex and Changing Environment, November 23-25. Patras: Department of Primary Education.

14th Panhellenic Conference, Education in the era of ICT, November 10-11. Athens: Neos Pedagogos.

5th Panhellenic Conference, Neos Pedagogos, April 28-29. Athens: Neos Pedagogos.

- **2017**

4th Panhellenic Conference, Neos Pedagogos, April 1-2. Athens: Neos Pedagogos.

1st Conference of Undergraduate Students of the Educational Departments of the School of Humanities-EduTopia. Rhodes: School of Humanities.

- **2016**

13th Panhellenic Conference, Education in the era of ICT, November 5-6. Athens: Neos Pedagogos.

Workshop on the preparation of dissertations of the postgraduate program Educational Sciences-Education Using New Technologies. Rhodes: University of the Aegean In Rhodes.

Reviewer

- **2019-today**

IEEE Access. IEEE.

Computers & Education. Elsevier.

Encyclopedia of organizational knowledge, administration, and technologies. IGI Global.

Mobile learning applications in early childhood education. IGI Global.

6th Panhellenic Conference for the Integration and Use of ICT in the Educational Process. Athens: University of Athens.

Smart pedagogy of digital learning. Routledge/Taylor & Francis.

New Review of Hypermedia and Multimedia. Taylor & Francis.

Teaching, learning, and leading with computer simulations. IGI Global.

- **2018-today**

Themes in eLearning.

Journal of Smart Education and Urban Society. IGI Global.

Journal of Computers in Education. Springer.

Encyclopedia of Organizational Knowledge, Administration, and Technologies. IGI Global.

International Conference on Technology and Innovation in Learning, Teaching and Education, June 20-22. Thessaloniki: Aristotle University of Thessaloniki.

14th Panhellenic Conference, Education in the Era of ICT, November 10-11. Athens: Neos Pedagogos.

5th Panhellenic Conference, Neos Pedagogos, April 28-29. Athens: Neos Pedagogos.

- **2017-today**

International Online Journal of Educational Sciences. Educational Researches and Publications Association (ERPA).

Technology, Knowledge, and Learning. Springer.

4th Panhellenic Conference, Neos Pedagogos, April 1-2. Athens: Neos Pedagogos.

- **2016**

Integrating multi-user virtual environments in modern classrooms. IGI Global.

Encyclopedia of Information Science and Technology (4th ed.). IGI Global.

13th Panhellenic Conference, Education in the Era of ICT, November 5-6. Athens: Neos Pedagogos.

10th Panhellenic Conference of ICT Educators, Information Technology in Primary and Secondary Education-Roles and Applications. Nafplio: University of Peloponnese.

▪ **2015-today**

Journal of Teaching and Learning with Technology. Indiana State University.

Journal of Educational Leadership and Policy. American Institute of Science.

International Journal of Education and Information Technology. American Institute of Science.

Research in Learning Technology. Co-Action Publishing.

Education and Information Technologies. Springer.

American Journal of Educational Research. Science and Education an Open Access and Academic Publisher.

International Online Journal of Educational Sciences. Educational Researches and Publications Association.

EIIC 2016, 5th Electronic International Interdisciplinary Conference. The Czech Republic.

Rethinking Language, Diversity, and Education, International Conference. Rhodes: University of the Aegean.

Impact

Citations: 278.

h-index: 7.

i10-index: 5.

Books

▪ **2011**

Fokides, E., & Tsolakidis, C. (2011). *Εικονική πραγματικότητα στην εκπαίδευση: Θεωρία και πράξη* [Virtual Reality in education: Theory and practice]. Athens: Diadrasi.

▪ **2007**

Tsolakidis, C., Sotiriou, S., Karpati, A., Pincas, A., Koulouris, P., Dima, G., . . . Fokides, E. (2007). *Report on multigrade education*. Athens: EPINOIA.

**Chapters
in edited volumes**

▪ **2020**

Fokides, E., & Kostas, A. (2020). Pre-service teachers and computers: A (still) troubled relationship. In L. A. Tomei, & D. D. Carbonara (Eds.), *Handbook of research on diverse teaching strategies for the technology-rich classroom* (pp. 15-31). Hershey, PA: IGI Global. doi: 10.4018/978-1-7998-0238-9.ch002

Chronopoulou, M-. I., & Fokides, E. (2020). Using a 3D simulation for teaching functional skills to students with learning, attentional, behavioral, and emotional disabilities. A case study. In J. Y. Qian (Ed.), *Teaching, learning, and leading with computer simulations* (pp. 209-233). Hershey, PA: IGI Global. doi: 10.4018/978-1-7998-0004-0.ch008

▪ **2019**

Fokides, E. (2019). Tablets and Geography. Initial findings from a study in primary school settings. In M. Tsitouridou, J. A. Diniz, & T. A. Mikropoulos (Eds.), *Technology and innovation in learning, teaching, and education* (pp. 431-443). Switzerland: Springer Nature. doi: 10.1007/978-3-030-20954-4_32

▪ **2018**

Fokides, E., & Atsikpasi, P. (2018). Factors affecting primary school students' learning outcomes when using MUVES. Development and validation of a scale. In J. Y. Qian (Ed.), *Integrating multi-user virtual environments in modern classrooms* (pp. 185-206). Hershey, PA: IGI Global. doi: 10.4018/978-1-5225-3719-9.ch009

Zamprouli, C., & Fokides, E. (2018). Η σημασία των τρισδιάστατων εικονικών περιβαλλόντων πολλών χρηστών στο πλαίσιο της εκπαιδευτικής διαδικασίας [The

importance of MUVes as part of the educational process]. In A. Sofos, G. Liarakou, P. Karamouzis, V. Kazoullis, & A. Kostas (Eds.), *Εκπαίδευση με Χρήση Νέων Τεχνολογιών, Νέα Μέσα-Νέα Μάθηση*; [Education with the use of New Technologies. New Media-New Learning?] (pp. 176-188). Athens: Grigoris Editions.

Tsolakidis, K., & Fokides, E. (2018). Η εξέλιξη της τεχνολογίας, νέες απόψεις και δεξιότητες για την εκπαίδευση [The evolution of technology, new views and skills for education]. In A. Sofos, G. Liarakou, P. Karamouzis, V. Kazoullis, & A. Kostas (Eds.), *Εκπαίδευση με Χρήση Νέων Τεχνολογιών, Νέα Μέσα-Νέα Μάθηση*; [Education with the use of New Technologies. New Media-New Learning?] (pp. 40-52). Athens: Grigoris Editions.

▪ 2017

Fokides, E. (2017). Three cases of unconventional educational uses of digital storytelling. In M. Khosrow-Pour (Ed.), *Encyclopedia of information science and technology* (4th ed.) (pp. 2616-2625). Hershey, PA: IGI Global. doi: 10.4018/978-1-5225-2255-3.ch228

Fokides, E. (2017). Τρισδιάστατα εκπαιδευτικά παιχνίδια, σοβαρά παιχνίδια [3D games, serious games]. In A. Sofos, E. Avgerinos, P. Karamouzis, L. Christodoulidou, & M. Darra (Eds.), *Εκπαίδευση με χρήση Νέων Τεχνολογιών. Παιδαγωγική αξιοποίηση ψηφιακών μέσων στην εκπαιδευτική διαδικασία* [Education with the use of New Technologies. Digital media in the educational process] (pp. 75-91). Athens: Grigoris Editions.

Fokides, E., Mastrokourou, A., & Atsikpasi, P. (2017). Teaching basic astronomy concepts to pre-service teachers using 3D virtual environments. In P. Tripathi & S. Mukerji (Eds.), *Handbook of research on technology-centric strategies for higher education administration* (pp. 175-194). Hershey PA: IGI Global. doi: 10.4018/978-1-5225-2548-6.ch011

▪ 2013

Fokides, E., & Tsolakidis, C. (2013). Η εικονική πραγματικότητα στην εκπαίδευση [Virtual reality in education]. In A. Sofos & C. Vratsalis (Eds.), *Παιδαγωγική αξιοποίηση των νέων μέσων στην εκπαιδευτική διαδικασία* [Educational uses of ICT] (pp. 185-204). Athens: Ion.

▪ 2010

Fokides, E., & Tsolakidis, C. (2010). A pilot project to teach road safety using desktop virtual reality. In S. Mukerji (Ed.), *Cases on technology enhanced learning through collaborative opportunities* (pp. 111-130). Hershey, PA: IGI Global. doi: 10.4018/978-1-61520-751-0.ch007

Tsolakidis, C., & Fokides, E. (2010). Τα ολιγοθέσια και δυσπρόσιτα σχολεία στην εποχή της κοινωνίας της πληροφορίας [Multigrade schools in the information era]. In H. Athanasiadis (Ed.), *Διαστάσεις έρευνας στο χώρο της εκπαίδευσης και της παιδαγωγικής* [Research dimensions in education and pedagogy] (pp. 162-179). Athens: New technologies editions.

▪ 2005

Tsolakidis, C., Fokides, E., & Vratsalis, C. (2005). Η στάση των εκπαιδευτικών της Πρωτοβάθμιας Εκπαίδευσης στις Τεχνολογίες της Πληροφορίας και της Επικοινωνίας [Attitudes of primary school teachers towards ICT]. In C. Vratsalis (Ed.), *Διδακτική εμπειρία και παιδαγωγική θεωρία* [Teaching experience and learning theories]. Athens: Nisos.

▪ **2019**

Fokides, E., Atsikpasi, P., Kaimara, P., & Deliyannis, I. (2019). Factors influencing the subjective learning effectiveness of serious games. *Journal of Information Technology Education: Research*, 18, 437-466. doi: 10.28945/4441

Fokides, E., Atsikpasi, P., Kaimara, P., & Deliyannis, I. (2019). Let players evaluate serious games. Design and validation of the Serious Games Evaluation Scale. *International Computer Games Association Journal*, 31(3), 1-22. doi: 10.3233/ICG-190111

Fokides, E., & Chachlaki, F. (2019). 3D multiuser virtual environments and Environmental Education. The virtual island of the Mediterranean monk seal. *Technology Knowledge and Learning*, 2019, 1-24. doi: 10.1007/s10758-019-09409-6

Fokides, E., & Papoutsi, A. (2019). Using Makey-Makey for teaching electricity to primary school students. A pilot study. *Education and Information Technologies*, 2019, 1-23. doi: 10.1007/s10639-019-10013-5

▪ **2018**

Fokides, E. (2018). Tablets in primary schools: Results of a study for teaching the human organ systems. *International Journal of Smart Education and Urban Society*, 9(3), 1-16. doi: 10.4018/IJSEUS.2018070101

Fokides, E. (2018). Teaching basic programming concepts to young primary school students using tablets: Results of a pilot project. *International Journal of Mobile and Blended Learning* 10(1), 34-47. doi: 10.4018/IJMBL.2018010103

Fokides, E. (2018). Digital educational games and Mathematics. Results of a case study in primary school settings. *Education and Information Technologies*, 23(2), 851-867. doi: 10.1007/s10639-017-9639-5

Fokides, E., & Atsikpasi, P. (2018). Development of a model for explaining the learning outcomes when using 3D virtual environments in informal learning settings. *Education and Information Technologies*, 25(3), 2265-2287. doi: 10.1007/s10639-018-9719-1

Fokides, E., & Mastrokourou, A. (2018). Results from a study for teaching human body systems to primary school students using tablets. *Contemporary Educational Technology*, 9(2), 154-170. doi: 10.30935/cet.414808

▪ **2017**

Fokides, E. (2017). Students learning to program by developing games: results of a year-long project in primary school settings. *Journal of Information Technology Education: Research*, 16, 475-505. doi: 10.28945/3893

Fokides, E. (2017). Tablets, very young students, and basic programming concepts. *Asian Journal of Education and e-learning*, 5(3), 86-94. doi: 10.24203/ajeel.v5.i3.4747

Fokides, E. (2017). A model for explaining primary school students' learning outcomes when they use multi-user virtual environments. *Journal of Computers in Education*, 4(3), 225-250. doi: 10.1007/s40692-017-0080-y

Fokides, E. (2017). Greek pre-service teachers' intentions to use computers as in-service teachers. *Contemporary Educational Technology*, 8(1), 56-75.

Fokides, E. (2017). Pre-service teachers' intention to use MUVES as practitioners. A structural equation modeling approach. *Journal of Information Technology Education: Research*, 16, 47-68.

Fokides, E. (2017). Informing students about bullying through the development of digital stories. Results of a project in Greece. *The Online Journal of New Horizons in Education*, 7(1), 113-122.

Fokides, E. (2017). Using digital storytelling to inform students about bullying. Results of a pilot program. *International Journal of Bias, Identity, and Diversities in Education*, 2(1), 27-39. doi: 10.4018/IJBIDE.2017010103

Fokides, E., & Atsikpasi, P. (2017). Redefining the framework for teaching programming to primary school students. Results from three pilot projects. *British Journal of Education, Society & Behavioural Science*, 20(3), 1-11. doi: 10.9734/BJESBS/2017/33520

Fokides, E., & Atsikpasi, P. (2017). Tablets in education. Results from the initiative ETiE, for teaching plants to primary school students. *Education and Information Technologies*, 22(5), 2545-2563. doi: 10.1007/s10639-016-9560-3

Fokides, E., & Foka, A. (2017). Computer games and English as a foreign language. Results of a pilot study. *Open Journal for Educational Research* 1(1), 31-44. doi: 10.32591/coas.ojer.0101.03031f

Fokides, E., Papadakis, D., & Kourtis-Kazoulis, V. (2017). To drone or not to drone? Results of a pilot study in primary school settings. *Journal of Computers in Education*, 4(3), 339-353. doi: 10.1007/s40692-017-0087-4

Fokides, E., & Sfakianou, M. (2017). Virtual museums in arts education. Results of a pilot project in primary school settings. *Asian Research Journal of Arts & Social Sciences*, 3(1), 1-10. doi: 10.9734/ARJASS/2017/33601

Fokides, E., & Zampouli, C. (2017). Content and Language Integrated Learning in OpenSimulator Project. Results of a pilot implementation in Greece. *Education and Information Technologies*, 22(4), 1479-1496. doi: 10.1007/s10639-016-9503-z

Kapamouzis, P., & Fokides, E. (2017). Religious perceptions and the use of technology: Profiling the future teachers of Religious Education. *Journal of Religion, Media, and Digital Culture*, 6(1), 23-42.

▪ 2016

Fokides, E. (2016). Using autobiographical digital storytelling for the integration of a foreign student in the school environment. A case study. *Journal of Information Technology Education: Innovations in Practice*, 15, 99-115.

Fokides, E. (2016). Pre-service teachers, computers, and ICT courses: A troubled relationship. *International Journal of Information and Communication Technology Education*, 12(4), 25-36. doi: 10.4018/IJICTE.2016100103

Fokides, E. (2016). Using digital storytelling to help first-grade students' adjustment to school. *Contemporary Educational Technology*, 7(3), 190-205.

▪ 2015

Mastrokourou, A., & Fokides, E. (2015). Development and evaluation of a 3D virtual environment for teaching solar system's facts and concepts. *International Journal of Education and Information Technology*, 1(5), 148-154.

▪ **2010**

Kampylis, P., Fokides, E., & Theodorakopoulou, M. (2011). Toward computer-based learning environments, that promote primary students' creative thinking. *Hellenic Open University Journal of Informatics*, 3(1), 1-9.

▪ **2008**

Fokides, E., & Tsolakidis, C. (2008). Virtual reality in education: A theoretical approach for road safety training to students. *European Journal of Open, Distance, and E-learning*, 11(2).

Zouboula, N., Fokides, E., Tsolakidis, C., & Vratsalis, C. (2008). Virtual reality and museum: An educational application for museum education. *International Journal of Emerging Technologies in Learning (IJET)*, 3(1), 89-95. doi: 10.3991/ijet.v3i1.759

▪ **2019**

Karamouzis, P., Fokides, E., & Tsirevelos, N. (2019) Η χρησιμότητα της θρησκευτικής εκπαίδευσης, τα προγράμματα σπουδών και οι διδάσκοντες. Μια πανελλήνια έρευνα [The usefulness of religious education, curricula and tutors. A nationwide survey]. *Ελληνική Περιοδική Έκδοση για τη Θρησκευτική Εκπαίδευση*, 2(1), 61-86. doi: 10.30457/30420195

Argirou, T., & Fokides, E. (2019). Διδάσκοντας τις διεργασίες ανάπτυξης των φυτών σε μαθητές του δημοτικού με τη χρήση tablets. Αποτελέσματα από πιλοτική εφαρμογή [Teaching plants' growth processes to primary school students. Results from a pilot project]. *Ανοικτή Εκπαίδευση: Το Περιοδικό για την Ανοικτή και εξ Αποστάσεως Εκπαίδευση και την Εκπαιδευτική Τεχνολογία*, 15(1), 40-56. doi: 10.12681/jode.18548

▪ **2018**

Fokides, E., & Foka, A. (2018). Ψηφιακά παιχνίδια και Αγγλικά ως ξένη γλώσσα. Αποτελέσματα από πιλοτικό πρόγραμμα [Digital games and EFL. Results of a pilot project]. *Επιστήμες Αγωγής*, 19(1), 117-136.

Atsikpasi, P., & Fokides, E. (2018). Διερεύνηση των παραγόντων που επηρεάζουν τη μαθησιακή εμπειρία σε τρισδιάστατα εικονικά περιβάλλοντα σε συνθήκες άτυπης μάθησης. Διαμόρφωση και επικύρωση κλίμακας [Examining the factors affecting the learning experience in 3D virtual environments in informal learning settings. Development and validation of a scale]. *Εκπαιδευτικός Κύκλος*, 6(2), 118-136.

Karageorgou, D., & Fokides, E. (2018). Διδασκαλία στοιχείων για τα φυτά σε μαθητές του δημοτικού σχολείου με τη χρήση tablets και μικρο-εφαρμογών επαυξημένης πραγματικότητας. Αποτελέσματα από πιλοτική εφαρμογή [Teaching plants to primary school students using tablets and augmented reality micro-apps. Results from a pilot study]. *e-Περιοδικό Επιστήμης και Τεχνολογίας*, 13(4), 39-45.

▪ **2017**

Atsikpasi, P., & Fokides, E. (2017). Εντοπίζοντας εκπαιδευτικά πλαίσια για τη σχέση παιδιών, οικογένειας και ηλεκτρονικών παιχνιδιών [Identifying the educational frameworks of children, digital games, and family relationship]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 20/2017, 29-42.

Fokides, E. (2017). Διερευνώντας τις πρώιμες απόψεις των φοιτητών για τις εκπαιδευτικές χρήσεις των τρισδιάστατων περιβαλλόντων πολλών χρηστών [Exploring the early views of university students regarding the use of MUVEs]. *e-Περιοδικό Επιστήμης & Τεχνολογίας*, 12(1), 59-75.

Fokides, E. (2017). Τρισδιάστατα εικονικά περιβάλλοντα και άτυπη μάθηση. Προς ένα μοντέλο ερμηνείας των μαθησιακών αποτελεσμάτων [MUVES and informal learning. Towards a model for explaining the learning outcomes]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 3(9), 32-48.

Fokides, E., & Foniadaki, I. (2017). Tablets, επαυξημένη πραγματικότητα και Γεωγραφία στο δημοτικό σχολείο [Tablets, augmented reality, and Geography in primary school]. *e-Περιοδικό Επιστήμης και Τεχνολογίας*, 12(3), 7-23.

Fokides, E., & Makarouna, F. (2017). Αποτελέσματα από τη χρήση tablets για τη διδασκαλία του πεπτικού συστήματος σε μαθητές δημοτικού [Results from the use of tablets for the teaching of the digestive system to primary school students]. *Εκπαιδευτικός Κύκλος*, 5(2), 37-52.

Fokides, E., & Pachidis, G. (2017). Ψηφιακά εκπαιδευτικά παιχνίδια, μαθηματικά και μαθητές του δημοτικού. Αποτελέσματα από πιλοτικό πρόγραμμα [Digital educational games, math and primary school students. Results from a pilot project]. *Ανοικτή Εκπαίδευση: Το Περιοδικό για την Ανοικτή και εξ Αποστάσεως Εκπαίδευση και την Εκπαιδευτική Τεχνολογία*, 13(2), 77-96. doi: 10.12681/jode.14061

Fokides, E., & Tananakis, I. (2017). Διδασκαλία βασικών στοιχείων προγραμματισμού σε μαθητές της Γ' δημοτικού με τη χρήση ταμπλετών. Αποτελέσματα από πιλοτική εφαρμογή [Teaching basic programming concepts to third-grade primary school students using tablets. Results of a pilot project]. *Επιστήμες Αγωγής*, 18(1), 153-172.

Mastrokoukou, A., & Fokides, E. (2017). Τα tablets στην εκπαίδευση. Αποτελέσματα από πιλοτικό πρόγραμμα για τη διδασκαλία συστημάτων του ανθρώπινου οργανισμού σε μαθητές δημοτικού [Tablets in education. Results from a pilot project for teaching systems of the human body to primary school students]. *Έρευνα στην Εκπαίδευση*, 6(1), 161-178. doi: 10.12681/hjre.13811

Papadakis, D., Fokides, E., Kourtis-Kazoullis, V., & Darra, M. (2017). Αξιοποιώντας τα μη επανδρωμένα ιπτάμενα οχήματα (drones) στη διδασκαλία. Αποτελέσματα από πιλοτική εφαρμογή σε μαθητές της Ε' δημοτικού [Using drones in teaching. Results from a pilot implementation to 5th grade primary school students]. *Έρευνα στην Εκπαίδευση*, 6(1), 18-31. doi: 10.12681/hjre.11465

Sfakianou, M., & Fokides, E. (2017). Διδασκαλία στοιχείων ιστορίας της τέχνης σε μαθητές του δημοτικού με τη χρήση εικονικών μουσείων [Teaching arts history to primary school students using virtual museums]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 19/2017, 35-52.

▪ 2016

Atsikrasi, P., & Fokides, E. (2016). Επαυξημένη πραγματικότητα, ταμπλέτες και εκπαίδευση. Αποτελέσματα από πιλοτικό πρόγραμμα για τη διδασκαλία στοιχείων των φυτών σε μαθητές του δημοτικού σχολείου [Augmented reality, tablets, and education. Results of a pilot project for teaching concepts related to plants to primary school students]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 2(5), 46-60.

Chatzigrigoriou, M., & Fokides, E. (2016). Κατασκευή ψηφιακών παιχνιδιών για την ανάπτυξη προγραμματιστικών δεξιοτήτων σε παιδιά. Αποτελέσματα από πιλοτικό πρόγραμμα σε μαθητές της Στ' τάξης [Using 3D games for the development of programming skills to sixth-grade primary school students. Results of a pilot program]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 2(5), 27-44.

Fokides, E., & Atsikpasi, P. (2016). Η εικονική πραγματικότητα στην εκπαίδευση. Αποτελέσματα από την πιλοτική διδασκαλία στοιχείων της εξερεύνησης του διαστήματος σε μαθητές Γυμνασίου [Virtual reality in education. Results from the pilot teaching of Astronomy to high-school students]. *Θεωρία και Έρευνα στις Επιστήμες της Αγωγής*, 2(3), 77-91.

Fokides, E., & Boukla, K. (2016). Ανάπτυξη προγραμματιστικών δεξιοτήτων σε παιδιά με τη χρήση του προγραμματιστικού περιβάλλοντος Kodu. Αποτελέσματα από πιλοτικό πρόγραμμα σε μαθητές της Στ' τάξης [Teaching programming to sixth-grade primary school students using Kodu. Results of a pilot project]. *Έρευνα στην Εκπαίδευση*, 5(1), 90-103. doi: 10.12681/hjre.10208

Fokides, E., & Lianou, P. (2016). Τα πολυμέσα στην εκπαίδευση. Ανάπτυξη και αξιολόγηση εφαρμογής για τη διδασκαλία στοιχείων Αστρονομίας σε μαθητές της Στ' δημοτικού [Multimedia in Education. An application for teaching Astronomy to sixth-grade primary school students]. *Παιδαγωγικά Ρεύματα στο Αιγαίο*, 9-10, 90-101.

Fokides, E., & Xanthoroulou, E. (2016). Κατασκευή και αξιολόγηση τρισδιάστατου παιχνιδιού για τη διδασκαλία των μαθηματικών στην Α' τάξη δημοτικού. Αποτελέσματα από πιλοτικό πρόγραμμα [Development and evaluation of a 3D game for teaching Maths to first-grade primary school students]. *Εκπαιδευτικός κύκλος*, 4(3), 138-154.

Zamrouli, C., & Fokides, E. (2016). Σχεδιασμός και μερική υλοποίηση του προγράμματος CLiLiOP. Αποτελέσματα από το πρώτο στάδιο εφαρμογής του [Development and implementation of the project CLiLiOP. Results from the first stage]. *e-Περιοδικό Επιστήμης & Τεχνολογίας*, 11(2), 73-87.

▪ 2004

Fokides, E., & Tsolakidis, C. (2004). Η Εικονική Πραγματικότητα στην Εκπαίδευση: Οι δυνατότητες του μέσου [Virtual reality in education: The medium's affordances]. *Σύγχρονη Εκπαίδευση*, 136, 68-84.

Tsolakidis, C., & Fokides, E. (2004). Η Εικονική Πραγματικότητα στην Εκπαίδευση: Ένας πρώτος προβληματισμός [Virtual reality in education: First thoughts]. *Σύγχρονη Εκπαίδευση*, 135, 68-81.

▪ 2019

Kaimara, P., Miliotis, G., Deliyannis, I., Fokides, E., Oikonomou, A. C., Papadopoulou, A., & Floros, A. (2019). Waking-up in the morning: A gamified simulation in the context of learning activities of daily living. *Proceedings of 15th International Conference of the Association for the Advancement of Assistive Technology in Europe, Technology and Disability*, 31(2019), s1, 197-198.

▪ 2018

Sfakianou, M., & Fokides, E. (2018). Teaching modern sculpture to primary school students: Implementation and evaluation of an intervention using virtual museums. In I. M. Katsillis (Ed.), *Proceedings of the International Conference on Educational Research, Confronting Contemporary Educational Challenges through Research* (pp. 462-469). Patras, Greece: University of Patras.

▪ 2017

Fokides, E., & Atsikpasi, P. (2017). Redefining the framework for teaching programming to primary school students: results from three pilot projects. *Proceedings of the International Conference on Information, Communication Technologies in Education, ICICTE 2017*, 185-194. Rhodes, Greece: ICICTE.

Papers in the
proceedings of
international
conferences
(peer reviewed)

The above paper was an abbreviated version of the paper: "Redefining the framework for teaching programming to primary school students. Results from three pilot projects. British Journal of Education, Society & Behavioural Science, 20(3), 1-11. doi: 10.9734/BJESBS/2017/33520"

Valasiadis, E., Katsadoros, G., Kakampoura, R., & Fokides, E. (2017). Project "Topognosia": Strengthening local identity through digital games in education. *Proceedings of the International Conference on Information, Communication Technologies in Education, ICICTE 2017*, 260-270. Rhodes, Greece: ICICTE.

▪ **2015**

Mastrokourou, A., & Fokides, E. (2015). Development and evaluation of a 3d virtual environment for teaching solar system's concepts. In D. M. Kakana & P. Manoli (Eds.), *Proceedings of the 3rd International Symposium New Issues on Teacher Education* (pp. 176-184). Volos, Greece: University of Thessaly.

The above paper was an abbreviated version of the paper: "Mastrokourou, A., & Fokides, E. (2015). Development and evaluation of a 3D virtual environment for teaching solar system's facts and concepts. International Journal of Education and Information Technology, 1(5), 148-154."

▪ **2008**

Zouboula, N., Fokides, E., & Tsolakidis, C. (2008). Educational uses of virtual reality: Constructing a VR museum. *Proceedings of the 11th International Conference on Interactive Computer Aided Learning*. Villach, Austria: Kassel University Press.

▪ **2007**

Tsolakidis, C., & Fokides, E. (2007). Looking at and through technology. *Proceedings of the 4th Educational Symposium: Designing the school of Tomorrow*. Athens.

Kampylis, P., Fokides, E., & Theodorakopoulou, M. (2007). Towards effective computer-related learning environments for primary school students' creative thinking development. *Proceedings of the BCS International Conference-INSPIRE XII-Improving Quality in Computing Education*, 47-62.

▪ **2003**

Fokides, E., & Tsolakidis, C. (2003). A theoretical and a technical framework for the development of virtual reality educational applications. *Proceedings of the 6th International Workshop on Interactive Computer Aided Learning*. Villach, Austria: Kassel University Press.

Tsolakidis, C., Fokiali, P., & Fokides, E. (2003). Video conferencing as an educational tool. Research in the University of the Aegean. *Proceedings of the HERCMA 2003, The 6th Hellenic-European Conference on Computer Mathematics & its Applications*. Athens.

Tsolakidis, C., & Fokides, E. (2003). Attitudes of schoolteachers towards the Information and Communication Technologies. *Proceedings of the 6th International Workshop on Interactive Computer Aided Learning*. Villach, Austria: Kassel University Press.

Tsolakidis, C., Fokides, E., Fokiali, P., Sotiriou, S., & Orfanakis, M. (2003). The Multigrade School Education Project: Distance training of teachers in remote rural schools. *Proceedings of the Online Educa Berlin 2003*. Berlin.

Tsolakidis, C., Fokides, E., Fokiali, P., Saridou, C., Orfanakis, M., Sotiriou, S., . . . Greig, L. (2003). The MUSE project: Multigrade teachers' training. Improving the quality of multigrade education. *Proceedings of the 12th EDEN Annual Conference: The Quality*

Dialogue, Integrating Quality Cultures in Flexible, Distance, and e-Learning, 334-341. Rhodes, Greece.

Tsolakidis, C., Fokides, E., & Fokiali, P. (2003). Distance education: Models and application: Synchronous, asynchronous and virtual reality. *Proceedings of the 2nd International Conference on Emerging Telecommunications Technologies and Applications and the 4th Conference on Virtual University*, 337-343. Košice, Slovakia.

Tsolakidis, C., Fokides, E., Fokiali, P., Saridou, C., Orfanakis, M., & Sotiriou, S. (2003). Improving the quality of education in Greece's multigrade schools: The role of information and communication technologies. *Proceedings of the 12th EDEN Annual Conference: The Quality Dialogue, Integrating Quality Cultures in Flexible, Distance, and e-Learning*, 271-278. Rhodes, Greece.

▪ **2002**

Tsolakidis, C., & Fokides, E. (2002). Distance education: Synchronous and asynchronous methods. A comparative presentation and analysis. *Proceedings of the 5th International Workshop on Interactive Computer Aided Learning*. Villach, Austria: Kassel University Press.

▪ **2001**

Tsolakidis, C., & Fokides, E. (2001, June). Information and Communication Technologies as a tool for improving teaching in multigrade schools. *Proceedings of the EDEN 10th Anniversary Conference: Learning Without Limits Developing the Next Generation of Education*, 160-165. Stockholm, Sweden.

Tsolakidis, C., Poupaki, I., Fokides, E., Spyropoulos, K., & Touratzidis, L. (2001). Implementing educational school networks in Aegean islands. Development and motivations of "SXEDIA" & "Telemachoes". *Proceedings of the TELEMATICA-2001 International Conference on Telematics and Web-Based Education*. St. Petersburg, Russia.

▪ **2019**

Fokides, E. (2019). Κινητές συσκευές και εκπαίδευση. Ήρθαν για να μείνουν ή μόδα είναι θα περάσει; [Mobile devices and education. Are they here to stay or is it just passing a trend?]. *Proceedings of the Neos Paidagogos Conference*, 483-491. Athens, Greece: Neos Paidagogos.

Fokides, E. (2019c). Μαθητές, εκπαιδευτικοί και τεχνολογία [Students, educators, and technology]. *Proceedings of the Neos Paidagogos Conference*, 52-63. Athens, Greece: Neos Paidagogos.

Stergiou, V., & Fokides, E. (2019). Διδασκαλία στοιχείων μυθολογίας σε μαθητές της Γ' δημοτικού με τη χρήση tablets και μικρο-εφαρμογών επαυξημένης πραγματικότητας [Teaching mythology to 3rd grade primary school students using tablets and augmented reality micro-applications]. *Proceedings of the Neos Paidagogos Conference*, 474-482. Athens, Greece: Neos Paidagogos.

▪ **2018**

Fokides, E., Atsikpasi, P., Kaimara, P., & Delyiannis, I. (2018). Ψηφιακά εκπαιδευτικά παιχνίδια. Μία κριτική θεώρηση των αποτελεσμάτων των ερευνητικών παρεμβάσεων της πρωτοβουλίας ETiE [Digital educational games. A critical review of the results of the research interventions conducted by the initiative ETiE]. *Proceedings of the 11th Panhellenic and International Conference "ICT in Education"*, 105-112. Thessaloniki, Greece: Aristotle University of Thessaloniki & University of Macedonia.

Papers in the
proceedings of
Greek
conferences
(peer reviewed)

Atsikpasi, P., & Fokides, E. (2018). Επισκόπηση των παραγόντων που επηρεάζουν τη μάθηση σε τρισδιάστατα εικονικά περιβάλλοντα πολλών χρηστών [Overview of the factors affecting learning in 3D multi-user virtual environments]. *Proceedings of the Neos Paidagogos Conference*, 523-532. Athens, Greece: Neos Paidagogos.

Fokides, E. (2018). Αναδυόμενες τεχνολογίες στην εκπαίδευση. Τρία έτη εμπειρικών ερευνών της πρωτοβουλίας ETiE [Emerging technologies in education. The ETiE initiative, three years of empirical research]. *Proceedings of the Neos Paidagogos Conference*, 82-92. Athens, Greece: Neos Paidagogos.

Doudoni, A., & Fokides, E. (2018). Αξιοποιώντας τις ψηφιακές ιστορίες στη διδασκαλία. Αποτελέσματα από διδακτικές παρεμβάσεις σε μαθητές της Α' τάξης του δημοτικού [Utilizing digital stories in teaching. The effects of instructional interventions to first-grade primary school students]. *Proceedings of the Neos Paidagogos Conference*, 823-833. Athens, Greece: Neos Paidagogos.

Kaimara, P., Deliyannis, I., Papadopoulou, A., Oikonomou, A., & Fokides, E. (2018). Smart Education: Τα ψηφιακά παιχνίδια ως κίνητρο για μάθηση [Smart Education: Digital games as motivation for learning]. *Proceedings of the 2nd International Experiential Conference on Applied Teaching*, 385-391. Drama, Greece: Educational Circle.

Fokides, E., & Komizoglou, A. (2018). Εικονική πραγματικότητα και περιβαλλοντική αγωγή. Αποτελέσματα από πιλοτική εφαρμογή σε μαθητές της Στ' τάξης δημοτικού [Virtual reality in education. Results of a pilot study in 6th grade primary school students]. *Proceedings of the 3rd Panhellenic Conference with International Participation "Educational Material for Mathematics and Natural Sciences: Different Uses, Cross Learning Pathways"*, 479-489. Rhodes, Greece: University of the Aegean.

Karamanos, A., & Fokides, E. (2018). Διδασκαλία της περιμέτρου και του εμβαδού σε μαθητές της Ε' Δημοτικού με τη χρήση tablets [Teaching the perimeter and the area of geometric shapes to fifth grade primary school students using tablets]. *Proceedings of the 3rd Panhellenic Conference with International Participation "Educational Material for Mathematics and Natural Sciences: Different Uses, Cross Learning Pathways"*, 247-256. Rhodes, Greece: University of the Aegean.

Papadakis, D., Fokides, E., & Sfakianou, M. (2018). Το ταξίδι της ελπίδας: σχεδιάζοντας και υλοποιώντας ένα επιτραπέζιο παιχνίδι με στοιχεία επαυξημένης πραγματικότητας, που εξυπηρετεί τους στόχους της διαπολιτισμικής εκπαίδευσης [The journey of hope: designing and implementing an augmented reality board game for intercultural education]. *Proceedings of the 4th International Scientific Conference, "Democracy, Rights and Inequalities in the Era of Crisis. Challenges in the Field of Research and Education"*, Volume 2, 233-243. Heraklion, Crete: Institute of Humanities and Social Sciences.

▪ 2017

Fokides, E. (2017). Επαναπροσδιορίζοντας το πλαίσιο διδασκαλίας του προγραμματισμού στο δημοτικό σχολείο. Τα συμπεράσματα από δύο ερευνητικές προσπάθειες [A new framework for teaching programming concepts to primary school students]. *Proceedings of the Neos Paidagogos Conference*, 539-547. Athens, Greece: Neos Paidagogos.

Fokides, E., Chachlaki, F., & Liarakou, G. (2017) Τρισδιάστατα εικονικά περιβάλλοντα πολλών χρηστών και Περιβαλλοντική Εκπαίδευση. Το παράδειγμα του εικονικού νησιού της μεσογειακής φώκιας [MUVES and Environmental Education. The paradigm of the Mediterranean monk seal's island]. *Proceedings of the 5th Panhellenic Conference*

for the Integration and Use of ICT in the Educational Process, 492-503. Athens, Greece: School of Pedagogical and Technological Education.

Fokides, E., & Mallia, E. (2017). Αποτελέσματα από τη χρήση τρισδιάστατων εκπαιδευτικών παιχνιδιών για την διδασκαλία ενοτήτων της Μελέτης του Περιβάλλοντος σε μαθητές της Γ τάξης [Results from the use of educational games for teaching science to third-grade primary school students]. *Proceedings of the 1st Students' Conference of the University of the Aegean, Department of Primary Education*, 298-314. Rhodes, Greece: University of the Aegean.

Fokides, E., & Roufani, M. (2017). Διερεύνηση των απόψεων των φοιτητών των Παιδαγωγικών Τμημάτων για τη χρήση εργαλείων της Πληροφορικής ως υπηρετούντες δάσκαλοι. Μία προσέγγιση με τη χρήση δομικών μοντέλων εξισώσεων [Examining pre-service teachers' intentions to use ICT tools as in-service teachers. An approach using structural equation modelling]. *Proceedings of the 1st Students' Conference of the University of the Aegean, Department of Primary Education*, 30-46. Rhodes, Greece: University of the Aegean.

Fokides, E., & Savvati, A. (2017). Διδασκαλία μαθηματικών εννοιών με τη χρήση εκπαιδευτικών παιχνιδιών. Αποτελέσματα από πιλοτική εφαρμογή [Teaching mathematical concepts with the use of educational games. Results from pilot project]. *Proceedings of the 1st Students' Conference of the University of the Aegean, Department of Primary Education*, 315-329. Rhodes, Greece: University of the Aegean.

Valasiadis, E., Katsadoros, G., Kakampoura, P., & Fokides, E. (2017). Λαϊκός πολιτισμός και ψηφιακό παιχνίδι στην Πρωτοβάθμια Εκπαίδευση [Folklore culture and digital games in primary education]. *Proceedings of the Neos Paidagogos Conference*, 1026-1033. Athens, Greece: Neos Paidagogos.

▪ 2016

Atsikpasi, P., Notara, E., Grampsas, L., Skourtu, E., & Fokides, E. (2016). Οι αναπαράστασεις των Ρομά στον τοπικό τύπο της Ρόδου [How Roma are viewed in the local electronic press]. *Proceedings of the 2nd Panhellenic Conference of Sociology of Education, Education and Society During the Crisis Era*, 397-409. Rhodes, Greece: University of the Aegean.

Fokides, E. (2016). Φοιτητές παιδαγωγικών τμημάτων και πληροφορική. Μία προβληματική σχέση [University students and ICT]. *Proceedings of the Neos Paidagogos Conference*, 2962-2973. Athens, Greece: Neos Paidagogos.

Fokides, E., Atsikpasi, P., & Zamrouli, C. (2016). Αποτελέσματα από τη διδασκαλία στοιχείων εξερεύνησης του διαστήματος σε μαθητές γυμνασίων με τη χρήση εφαρμογής εικονικής πραγματικότητας [Results of a project for teaching Astronomy to high-school students using MUVs]. *Proceedings of the 10th Conference of ICT Educators*. Nafplio, Greece: University of Peloponnese.

Fokides, E., Makarouna, F., & Saltidou, E. (2016). Η ψηφιακή αφήγηση στην αντιμετώπιση προβλημάτων στο σχολικό περιβάλλον [Using digital storytelling for troubleshooting problems in the school environment]. *Proceedings of the Education and Society During the Crisis Era Conference*, 225-242. Athens, Greece: Gutenberg.

Fokides, E., & Sarri, A. (2016). Η ψηφιακή αφήγηση στην ομαλή ένταξη στο σχολείο μαθητών της πρώτης τάξης του δημοτικού [Using digital storytelling for the smooth school integration of first-grade primary school students]. *Proceedings of the Neos Paidagogos Conference*, 486-494. Athens, Greece: Neos Paidagogos.

▪ **2003**

Fokides, E., & Tsolakidis, C. (2003). Ο ρόλος της Εικονικής Πραγματικότητας στην Κυκλοφορική Αγωγή [The role of Virtual Reality in Road Safety Education]. *Proceedings of the Road Safety Education and Traffic Accidents, Informing = Prevention Conference*. Ioannina, Greece, University of Ioannina.

Orfanakis, M., Sotiriou, S., Tsolakidis, C., Fokides, E., Fokiali, P., Saridou, C., . . . Greig, L. (2003). Το Ευρωπαϊκό σχέδιο MUSE: Ανάπτυξη προγράμματος κατάρτισης εκπαιδευτικών σε ολιγοθέσια σχολεία [The European Project MUSE: Development of the in-service training program for teachers in multigrade schools]. *Proceedings of the 2nd Pan-Hellenic Conference for the Educators and the Use of ICT*, 712-722. Syros, Greece.

▪ **2002**

Tsolakidis, C., Skourtis, S., Kavouklis, G., Abartzoglou, M., & Fokides, E. (2002). Εκπαίδευση μέσω του Παγκόσμιου Ιστού: Θεωρία και πράξη [Educating through the Web. Theory, and practice]. *Proceedings of the 3rd Pan-Hellenic Conference on Physics Education and the Use of ICT in Education*, 593-599. Rethymno, Greece: University of Crete.

▪ **2001**

Tsolakidis, C., Fokides, E., Skourtis, S., Chatzopoulos, A. (2001). Τηλεκπαίδευση με χρήση τηλεδιάσκεψης: Εφαρμογή και προβληματισμός [Tele-education through teleconferencing: Implementation and problems]. *Proceedings of the 1st Pan-Hellenic Conference for Open and Distance Education*. Patra, Greece: Hellenic Open University. Retrieved from http://www.hou.gr/news/EXAGGELIA_SYNEDRIOU/synedrio/html/sect6/73.htm

Tsolakidis, C., Skourtis, S., Kavouklis, G., Abartzoglou, M., & Fokides, E. (2001). Από απόσταση εκπαίδευση: Βασικά πειράματα ασύγχρονης εκπαίδευσης στο Δημοτικό σχολείο [Distance education: Basic asynchronous teaching experiments in primary schools]. *Proceedings of the ICT in Education: Technologies and Applications Conference*. Rhodes, Greece: University of the Aegean.

▪ **2000**

Tsolakidis, C., & Fokides, E. (2000). Σχολικός Εκπαιδευτικός Δικτυακός Ιστός Αιγαίου [Aegean Schools' Network]. *Proceedings of the 2nd Pan-Hellenic Conference: ICT in Education*, 617-623. Patras, Greece: University of Patras.

▪ **1999**

Tsolakidis, C., & Fokides, E. (1999). Η τηλεδιάσκεψη ως εργαλείο διδασκαλίας των μαθημάτων του δημοτικού σχολείου [Teleconferencing as a teaching tool in primary schools]. *Proceedings of the New Parameters in Education, Distance Education and Lifelong Learning Conference*, 56-62. Rhodes, Greece: University of the Aegean.

▪ **1998**

Kefalakis, N., & Fokides, E. (1998). Οι ηλεκτρονικοί υπολογιστές στο δημοτικό σχολείο: Εμπειρίες από το σχολείο της Κρεμαστής [Computers in primary schools: Experiences from Kremasti's primary school]. *Proceedings of the ICT in Primary School Education Conference*, 140-158. Rhodes, Greece: University of the Aegean.

Fokides, E. (n. d.). Κινητές συσκευές και μάθηση. Μία κριτική θεώρηση [Mobile devices and learning. A critical review]. (under review)

Fokides, E., Kaimara, P., Deliyannis, I., & Atsikpasi, P. (n. d.). Development of a scale for measuring the learning experience in serious games. Preliminary results. (under review)

Papadakis, D., & Fokides, E. (n. d.). Διδασκαλία με drones, χαράζοντας μονοπάτια στην εκπαιδευτική αξιοποίηση των τεχνολογιών αιχμής [Teaching with drones, carving paths in educational exploitation of cutting-edge technologies]. (under review)

Fokides, E. (n. d.). Reflecting on the results of the initiative ETiE, for using tablets in primary schools. (under review)

Fokides, E. (n. d.). Digital educational games. (under review)

Fokides, E. (n. d.) Digital educational games in primary education. Revisiting the results of the research projects of the ETiE initiative (under review)

Fokides, E. (n. d.). My avatar and I. A study on avatars, personality traits, self-attributes, and their perceived importance. (under review)

Fokides, E., Atsikpasi, P., Kaimara, P., & Deliyannis, I. (n. d.). Serious games: Are they effective? Let's ask the gamers! (under review)

Noula, A., & Fokides, E. (n. d.). Υλοποίηση και αξιολόγηση εκπαιδευτικού παιχνιδιού για τη διδασκαλία της τοπικής ιστορίας σε μαθητές του δημοτικού [Design and evaluation of an educational digital game for teaching local history to primary school students]. (under review)

Kaimara, P., Deliyannis, I., Oikonomou, C. A., & Fokides, E. (n. d.). Undergraduate students' attitudes towards collaborative digital learning games. (under review)

Fokides, E. (n. d.). Η εκπαιδευτική αξιοποίηση των αλληλεπιδραστικών βίντεο σφαιρικής λήψης [The educational exploitation of interactive 360° videos]. (under review)

Nakka, E., & Fokides, E. (n. d.) Tablets και διδασκαλία στοιχείων ταξινόμησης των ζώων. Αποτελέσματα από πιλοτικό πρόγραμμα [Tablets and teaching animal classification. Results from pilot project]. (under review)

Atsikpasi, P., Fokides, E., Deliyannis, I., & Kaimara, P. (n. d.). Τι έχουν να πουν οι παίκτες για τα σοβαρά παιχνίδια; [What players have to say about serious games?] (under review)

Fokides, E., Chronopoulou, M- I., & Kaimara, P. (n. d.). Comparing videos and a 3D virtual environment for teaching school-related functional skills to students with mild disabilities. A case study. (under review)

Atsikpasi, P., & Fokides, E (n. d.). Εικονικά περιβάλλοντα και άτυπη μάθηση. Ένα ερμηνευτικό μοντέλο [Virtual environments and informal learning. An explanatory model]. (under review)

Fokides, E., & Zachristou, D. (n. d.). Teaching natural sciences to kindergarten students using tablets. Results from a pilot project. (under review)

Kefalaikis, P., Fokides, E. (n. d.). Εκπαιδευτικά τρισδιάστατα περιβάλλοντα πολλών χρηστών προσομοίωσης οικολογικών συστημάτων. Το παρόν και το μέλλον [Educational 3D multiuser environments simulating ecological systems. Present and future]. (under review)

Atsikpasi, P., & Fokides, E. (n. d.). Μια εναλλακτική προσέγγιση της μάθησης [An alternative approach to learning]. (under review)

Fokides, E., Kaimara, P., Oikonomou, A., Atsikpasi, P., & Deliyannis, I. (n. d.). Evaluating 2D and 3D serious games: The significance of student-player characteristics. (under review)

Fokides, E., Kaimara, P., Plerou, A., Atsikpasi, P., & Deliyannis, I. (n. d.). Serious games in higher education: Effect analysis on gender, scientific background, ICT Experience, game playing skills and game genre. (under review)

Chartofili, A., & Fokides, E. (n. d.). Teaching local history, culture, traditions, and customs using digital games. Preliminary results from a case study in the island of Nisyros. (under review)

Papoutsis, A., & Fokides, E. (n. d.). Χρησιμοποιώντας Makey-Makey για τη διδασκαλία στοιχείων του ηλεκτρισμού σε μαθητές δημοτικού. Αποτελέσματα από την πρώτη φάση ερευνητικού προγράμματος [Makey-Makey and the teaching of electricity. Results from the first phase of a project]. (under review)

Fokides, E., Atsikpasi, P., & Karageorgou, D. (n. d.). Tablets, plants, and primary school students. A study. (under review)

Fokides, E., & Chronopoulou, M.- I. (n. d.). A 3D virtual environment for easing the challenging behaviors of students with ADHD. A comparative case study. (under review)

International collaborations

Collaboration with Triseum, LLC and with the Department of Visualization, College of Architecture, Texas A&M University, for the evaluation of serious games. (2017-2019)
Collaboration with Arloon-Dada Company, Spain, for the translation in Greek of the mobile applications Plants and Anatomy. (2016-2017)
Participation in Opensimulator's development team. Opensimulator is a 3D multiuser virtual environment. (2013)
Member of Microsoft's Future Social Experiences (FUSE) Lab. (2013)

Member of scientific communities and organizations

Member of Informing Science Institute.
Member of Institute for Systems and Technologies of Information, Control, and Communication
Member of I.E.E.E. (Institute of Electrical and Electronics Engineers) in Education και Computer Societies.
Member of I.F.E.T.S. (International Forum of Educational Technology and Society).
Member of S.A.N.T.E.C. (Southern African Network for Educational Technology and eLearning Constitution).
Member of T.A.P.C. (Traffic Accident Prevention Company).
Member of European eLearning Quality Forum.
Member of Quality in eLearning Community.

Member of educational committees

- **2007**
Member of the Municipal Educational Committee of Nea Chalkidona, Athens, Greece.

Other activities

Member of Greenpeace.
 Registered instructor, National Accreditation Centre for Continuing Vocational Training.
 Registered life-long and adult trainer, Ministry of Education.
 Registered college teacher, Ministry of Education.
 Registered instructor, National Centre for Public Administration and Local Government.
 Registered instructor, Educators Training Organization.
 Holder of EPICT (European Pedagogical ICT License).
 Member of Anatolia College Alumni Association.

Languages

English, advanced level (Alumni of Anatolia American College of Thessaloniki.
 Test of English for International Communication C1-Advanced level-985/990).

Research interests

Educational uses of Augmented Reality, tablets, and mobile devices, and Virtual Reality.
 The Internet as an educational tool.
 Distance Education.
 Development and evaluation of educational multimedia applications.
 ICT in multigrade schools.

Appendix

Average students' evaluations of courses I have taught since 2013 (in both graduate and undergraduate courses).
 Total evaluations: 242

Question	<i>M</i> (min = 1, max = 5)	<i>SD</i>
1. Were the objectives of the courses clear?	4.42	0.90
2. Did the learning material correspond to the objectives of the courses?	4.33	0.92
3. Was the learning material well-organized?	4.23	1.01
4. Did the learning material help in understanding the courses' subjects?	4.32	0.94
5. Was the supplementary material (e.g., notes and additional literature) administered on time?	4.35	0.97
6. Did the supplementary material satisfy your needs?	4.23	1.00
7. How difficult were the courses?	3.72	1.10
8. How transparent were the grading criteria?	4.27	1.02
9. Were the assignments given on time?	4.61	0.74
10. Was the deadline for the submission or presentation of the assignments reasonable?	4.60	0.76
11. Was there enough guidance/help from the instructor during the preparation of the assignments?	4.36	0.96
12. Were the instructor's comments constructive?	4.26	1.04
13. Did the instructor give you the chance to improve your work?	4.09	1.25
14. Did these assignments help you to have a better understanding of the subject?	4.31	0.98
15. Did the instructor conduct his/her lessons well?	4.36	0.92
16. Did the instructor succeed in stimulating students' interest?	4.30	1.01
17. Did the instructor analyze and present his/her courses' concepts in a simple and interesting style?	4.30	0.99
18. Did the instructor encourage students to participate and to develop their critical thinking?	4.21	1.06
19. Was the instructor consistent with his/her duties (e.g., on time for his/her courses, timely correction of the assignments, on time and enough hours for collaborating with students)?	4.62	0.70

20. How accessible/available to students was the instructor?	4.27	0.99
21. How much did the instructor contribute to the better understanding of the courses' subject?	4.36	0.86
22. How difficult were the lab workshops?	3.88	0.97
23. Were the lab notes sufficient?	4.14	0.85
24. Were the basic principles of the lab exercises well-explained?	4.16	0.87
25. Were the objectives of the lab exercises well-presented?	4.19	0.98
