

Georgios Lampropoulos | Curriculum Vitae

Visiting Lecturer

Department of Information and Electronic Engineering, International Hellenic University, 57400 Thessaloniki, Greece

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Education

- 05/2020 – 07/2023 PhD, Department of Information and Electronic Engineering, International Hellenic University – Grade: “Excellent” (First PhD graduate)
- 10/2020 – 07/2023 MEd in “*Education Sciences*”, School of Humanities, Hellenic Open University - which also grants the “*Pedagogy and Teaching Competence*” teaching permit – Grade: 8.82/10
- 10/2017 – 03/2019 MSc in “*Web Intelligence*”, Department of Information Technology, Alexander Technological Educational Institute of Thessaloniki (currently International Hellenic University) – Grade: 9.64/10 (Rank 1st)
- 10/2013 – 10/2017 BSc in “*Information Technology Engineering*” specialized as a “*Software Engineer*”, Department of Information Technology, Alexander Technological Educational Institute of Thessaloniki (currently International Hellenic University) – Grade: 8.23/10 (Rank 1st)

Thesis and Dissertations

- PhD: The role of educational technology, artificial intelligence, and gamification in improving education and students’ cognitive and social-emotional development: Development and evaluation of educational applications and serious games using extended reality and learning analytics – Grade: Excellent
- MSc: Object Recognition, Augmentation and Interaction Through Augmented Reality, Deep Learning, Semantic Web, and Information Retrieval: Development of An Interactive Application Package – Grade: 10/10
- BSc: Augmented Reality and its Applications in Contemporary Technological Fields: Development of Educational Platform and Applications – Grade: 10/10

Publications

Total publications: 53 (journal articles: 30, conference articles: 20, book chapters: 3)

Citations: 979, h-index: 14, i-index: 17

Work Experience

- 10/2020 – now Visiting Lecturer at the Department of Information and Electronic Engineering, International Hellenic University
- 09/2020 – now Founder of and IT teacher at Global Learning Educational Center of Foreign Languages and Information Technology
- 07/2022 – 11/2022 Researcher in International Research Program (Germany)
- 09/2021 – 09/2022 Researcher in International Research Program (Spain)
- 04/2020 – 07/2020 Researcher in International Research Program (Norway)
- 04/2020 – 06/2020 Researcher in International Research Program (United Kingdom)
- 01/2019 – 12/2019 Researcher in International Research Program (Colombia)
- 04/2017 – 09/2017 Municipality of Kalamaria, Thessaloniki, Greece - Department of Informatics, Internship

Languages

- Greek: Native speaker
English: Certificate of Proficiency in English C2 / University of Michigan
German: Goethe – Zertifikat Deutsch B1 / Goethe Institut e.V.

Continuing Education

1. Diploma in “*Child Psychology: Promotion of Children’s and Adolescents’ Psychological and Mental Health*”, University of West Attica (450-hour course, duration: 9 months).
2. Diploma in “*Special Education: Promotion of Psychological and Mental Health in Educational Environments*”, University of West Attica (450-hour course, duration: 9 months).

Grants

1. Hellenic Foundation for Research and Innovation (HFRI) under the 3rd Call for HFRI PhD Fellowships (Fellowship Number: 6454), Grant: 27,000€

Research Projects

1. Designing Scaffolds for virtual reality environments, Funding agency: Fundación Universitaria Konrad Lorenz, Project ID: 5INV7191, Coordinator: Fundación Universitaria Konrad Lorenz, Colombia, Duration: 14/01/2019 – 20/12/2019.
2. Supporting Educator's Pedagogical Application of 360 video, Program: Erasmus+ ([link](#)), Coordinator: University of Hull, United Kingdom, Grant: 420,689 EUR, Duration: 01/09/2019 – 31/08/2022, Website: sepa360.eu
3. Anti-doping in Football, Program: Erasmus+ ([link](#)), Coordinator: Norwegian Football Federation (Norges Fotballforbund), Norway, Grant: 281,738 EUR, Duration: 01/01/2019 – 31/12/2020, Website: keepfootballclean.eu
4. Social CRM as Specialization Subject in Brazilian Universities, Program: German Academic Exchange Service (Deutscher Akademischer Austauschdienst - DAAD) ([link](#)), Project ID: 57449332, Coordinator: Leipzig University (Universität Leipzig), Germany, Duration: 01/01/2019 – 31/12/2022.
5. Services related to the pilot phase of the evaluation of educational programs, Program: R+D+I Project Oficina de Transferencia de Resultados de Investigación (OTRI) of the University of Granada, Project ID (CNT): 4995, Coordinator: University of Granada (Universidad de Granada), Spain, Grant: 24,032.79, Duration: 01/09/2021 – 30/09/2022.

Distinctions

1. British Computer Society (BCS) International e-Learning Student Competition – 1st place, 2023.
2. British Computer Society (BCS) International Animation and Games Development Student Competition – 2nd place, 2023.
3. British Computer Society (BCS) International Animation and Games Development Student Competition – 2nd place, 2022.

4. British Computer Society (BCS) International e-Learning Student Competition – 2nd place, 2022.
5. British Computer Society (BCS) International Cybercrime and Forensics Student Competition – 1st place, 2021.
6. British Computer Society (BCS) Denis Edgar-Nevill Award, 2021.
7. British Computer Society (BCS) International GreenIT Student Competition – 1st place, 2021.
8. British Computer Society (BCS) International Animation and Games Development Student Competition – 2nd place, 2021.
9. British Computer Society (BCS) International e-Learning Student Competition – 2nd place, 2020.

Conference Committee Member

1. Program committee for the special session “*XR technologies and serious games for engineering education*” of the MANUFACTURING conference, Poznan, Poland, 16–19 May 2022.
2. Program committee for the workshop and special session “*7th International Workshop on Integrated Social CRM (iCRM 2022)*” of the 21st IEEE/WIC/ACM International Conference on Web Intelligence and Intelligent Agent Technology, Niagara Falls, Canada, 17–20 November 2022.
3. Program committee for the *Experiment@ International Conference 2023 (expat’23)*, Évora, Portugal, 05–07 June 2023.
4. Program committee for the *15th International Symposium Software Engineering Processes and Applications (SEPA 2023)*, Athens, Greece, 03–06 July 2023.
5. Program committee for the workshop and special session “*8th International Workshop on Integrated Social CRM (iCRM 2023)*” of the 22nd IEEE/WIC/ACM International Conference on Web Intelligence and Intelligent Agent Technology, Venice, Italy, 26–29 October 2023.

Workshop Participation

1. International Workshop on Cross Reality, Artificial Intelligence, and Online Learning, part of the 18th International Conference on Remote Engineering and Virtual Instrumentation, Hong Kong, 24 February 2021.

Invited Talks

1. Emerging Technologies and Approaches in Education and Human Development, 1st Research Conference of the Department of Information and Electronic Engineering, International Hellenic University, 14 May 2020.
2. Methodologies for the Development of Educational Augmented Reality Applications, Alexander Technological Educational Institute of Thessaloniki (ATEITH), 17 May 2019.
3. The Role of Communication Skills in Collaborative Learning, ATEITH, 04 December 2018.

4. The Role of Machine Learning, Information Retrieval and Semantic Web in Contemporary Augmented Reality Applications, ATEITH, 27 November 2018.
5. Enhancement of the Educational Process Through Augmented Reality Applications, ATEITH, 21 November 2018.
6. Augmented Reality - Development of Innovative Interactive Applications, ATEITH, 07 November 2018.
7. Augmented Reality and its Applications in Contemporary Technological Fields, ATEITH, 12 October 2017.

Reviewer in Scientific Journals and Conferences

1. Artificial Intelligence Review
2. Education and Information Technologies
3. Smart Learning Environments
4. Contemporary Educational Technology
5. Multimedia Tools and Applications
6. Computer Applications in Engineering Education
7. Heliyon
8. PLOS One
9. Eurasia Journal of Mathematics, Science and Technology Education
10. Sustainability
11. Applied Sciences
12. Electronics
13. Annual Conference of the IEEE Industrial Electronics Society (IES)
14. MANUFACTURING conference
15. International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)

Peer-reviewed Journal Publications

- [J30] Garzón G., Montes, L., Garzón, J., & **Lampropoulos, G.** (2023). Systematic Review of Technology in Aeroponics: Introducing the Technology Adoption and Integration in Sustainable Agriculture Model. *Agronomy*, 13(10), 257. <https://doi.org/10.3390/agronomy13102517>
- [J29] Antón-Sancho, A., Vergara, D., **Lampropoulos, G.**, & Fernández-Aria P. (2023). Digital Generation Influence on the Post-COVID-19 Use of Digital Technologies in Engineering Education: A Statistical Study. *Electronics*, 12(19), 3989. <https://doi.org/10.3390/electronics12193989>
- [J28] **Lampropoulos, G.** (2023). Recommender systems in education: A literature review and bibliometric analysis. *Advances in Mobile Learning Educational Research*, 3(2), 829-850. <https://doi.org/10.25082/AMLER.2023.02.011>

- [J27] Ateş, H., Garzón, J., & **Lampropoulos, G.** (2023). Evaluating Science Teacher Flipped Teaching Readiness: A GETAMEL Approach Case Study. *Interactive Learning Environments*, 1–18. <https://doi.org/10.1080/10494820.2023.2255232>
- [J26] **Lampropoulos, G.** (2023). Educational benefits of digital game-based learning: K-12 teachers' perspectives and attitudes. *Advances in Mobile Learning Educational Research*, 3(2), 805–817. <https://doi.org/10.25082/AMLER.2023.02.008>
- [J25] **Lampropoulos, G.** (2023). Artificial intelligence in smart grids: A bibliometric analysis and scientific mapping study. *Journal of Mechatronics, Electrical Power, and Vehicular Technology*, 14(1), 11–34. <https://doi.org/10.14203/j.mev.2023.v14.11-34>
- [J24] **Lampropoulos, G.**, Keramopoulos, E., Diamantaras, K., & Evangelidis, G. (2023). Integrating Augmented Reality, Gamification, and Serious Games in Computer Science Education. *Education Sciences*, 13(6), 618. <https://doi.org/10.3390/educsci13060618>
- [J23] **Lampropoulos, G.** & Admiraal, W. (2023). The impact of COVID-19 pandemic on primary, secondary, and K-12 education: A systematic review. *International Journal on Studies in Education (IJonSE)*, 5(4), 348–440. <https://doi.org/10.46328/ijonse.161>
- [J22] Garzón, J., **Lampropoulos, G.**, & Burgos, D. (2023). Effects of mobile learning in English language learning: a meta-analysis and research synthesis. *Electronics*. 12(7), 1595. <https://doi.org/10.3390/electronics12071595>
- [J21] Bacca-Acosta, J., Tejada, J., **Lampropoulos, G.**, & Avila, C. (2023). A Comparative Eye-Tracking Study Between a Virtual Reality System and a Desktop Environment for Learning the Prepositions of Place in English. *CALICO Journal*, 40(1), 68–90. <https://doi.org/10.1558/cj.22803>
- [J20] Marín-Marín, J.-A., López-Belmonte, J., **Lampropoulos, G.**, & Moreno-Guerrero, A.-J. (2023). Influence of the application of a reading plan on motivation, emotional intelligence, fluency and reading comprehension in Spanish primary school students. *Texto Livre*, 16, e41548. <https://doi.org/10.1590/1983-3652.2023.41548>
- [J19] López-Belmonte, J., Pozo-Sánchez, S., Moreno-Guerrero, A.-J., & **Lampropoulos, G.** (2023). Metaverse in Education: A Systematic Literature Review. *Revista de Educación a Distancia (RED)*, 23(73), 1–25. <http://doi.org/10.6018/red.511421>
- [J18] **Lampropoulos, G.**, Keramopoulos, E., Diamantaras, K., & Evangelidis, G. (2022). Augmented Reality and Virtual Reality in Education: Public Perspectives, Sentiments, Attitudes, and Discourses. *Education Sciences*, 12(11), 798. <https://doi.org/10.3390/educsci12110798>
- [J17] López-Belmonte, J., Pozo-Sánchez, S., **Lampropoulos, G.**, & Moreno-Guerrero, A.-J. (2022). Design and validation of a questionnaire for the evaluation of educational experiences in the metaverse in Spanish students (METAEDU). *Heliyon*, 8(11), e11364. <https://doi.org/10.1016/j.heliyon.2022.e11364>
- [J16] **Lampropoulos, G.**, Keramopoulos, E., Diamantaras, K., & Evangelidis, G. (2022). Augmented Reality and Gamification in Education: A Systematic Literature Review of Research, Applications, and Empirical Studies. *Applied Sciences*, 12(13), 6809. <https://doi.org/10.3390/app12136809>
- [J15] **Lampropoulos, G.**, & Siakas, K. (2022). Enhancing and securing cyber-physical systems and Industry 4.0 through digital twins: A critical review. *Journal of Software: Evolution and Process*, 35(7), e2494. <https://doi.org/10.1002/smr.2494>
- [J14] Pozo-Sánchez, S., **Lampropoulos, G.**, & López-Belmonte, J. (2022). Comparing Gamification Models in Higher Education Using Face-to-Face and Virtual Escape Rooms. *NAER: Journal of New Approaches in Educational Research*, 11(2), 307–322. <https://doi.org/10.7821/naer.2022.7.1025>

- [J13] López-Belmonte, J., Moreno-Guerrero, A.-J., Marín-Marín, J.-A., & **Lampropoulos, G.** (2022). The Impact of Gender on the Use of Augmented Reality and Virtual Reality in Students with ASD. *Education in The Knowledge Society*, 23, 1–14. <https://doi.org/10.14201/eks.28418>
- [J12] **Lampropoulos, G.**, & Keramopoulos, E. (2022). Virtual Reality in Education: A Comparative Social Media Data and Sentiment Analysis Study. *International Journal of Recent Contributions from Engineering, Science & IT (iJES)*, 10(03), pp. 19–32. <https://doi.org/10.3991/ijes.v10i03.34057>
- [J11] **Lampropoulos, G.**, Anastasiadis, T., Siakas, K., & Siakas, E. (2022). The Impact of Personality Traits on Social Media Use and Engagement: An Overview. *International Journal on Social and Education Sciences (IJonSES)*, 4(1), 34–51. <https://doi.org/10.46328/ijonsets.264>
- [J10] **Lampropoulos, G.**, Keramopoulos, E., & Diamantaras, K. (2022). Semantically Enriched Augmented Reality Applications: A Proposed System Architecture and a Case Study. *International Journal of Recent Contributions from Engineering, Science & IT (iJES)*, 10(01), 29–46. <https://doi.org/10.3991/ijes.v10i01.27463>
- [J9] **Lampropoulos, G.**, Barkoukis, V., Burden, K., & Anastasiadis, T. (2021). 360-degree video in education: An overview and a comparative social media data analysis of the last decade. *Smart Learning Environments*, 8(20), 1–24. <https://doi.org/10.1186/s40561-021-00165-8>
- [J8] **Lampropoulos, G.**, Makkonen, P., Siakas, K. & Siakas, E. (2021). A 10-year longitudinal study of social media use in education. *International Journal of Technology in Education (IJTE)*, 4(3), 373–398. <https://doi.org/10.46328/ijte.123>
- [J7] **Lampropoulos, G.**, Keramopoulos, E., & Diamantaras, K. (2020). Enhancing the functionality of augmented reality using deep learning, semantic web and knowledge graphs: A review. *Visual Informatics*, 4(1), 32–42. <https://doi.org/10.1016/j.visinf.2020.01.001>
- [J6] Makkonen, P., **Lampropoulos, G.**, & Siakas, K. (2020). Effect of Social Media on Knowledge Work. *International Journal of Social and Business Sciences*, 14(12), 1274–1280.
- [J5] **Lampropoulos, G.**, Siakas, K., & Anastasiadis, T. (2019). Internet of Things in the Context of Industry 4.0: An Overview. *International Journal of Entrepreneurial Knowledge*, 7(1), 4–19. <https://doi.org/10.2478/ijek-2019-0001>
- [J4] Kanakaris, V., **Lampropoulos, G.**, & Siakas, K. (2019). A Survey and a Case-Study Regarding Social Media Security and Privacy on Greek Future IT Professionals. *International Journal of Human Capital and Information Technology Professionals (IJHCITP)*, 10(1), 22–37. <https://doi.org/10.4018/IJHCITP.2019010102>
- [J3] Anastasiadis, T., **Lampropoulos, G.**, & Siakas, K. (2018). Digital Game-based Learning and Serious Games in Education. *International Journal of Advances in Scientific Research and Engineering*, 4(12), 139–144. <https://doi.org/10.31695/ijasre.2018.33016>
- [J2] Anastasiadis, T., Pandulchev, D., Dolika, A., & **Lampropoulos, G.** (2018). Quality assessment of performing fundamental movement patterns by using the Functional Movement Screen (FMS). *Hellenic Journal of Physical Education & Sport Science*, 38(3), 61–68.
- [J1] **Lampropoulos, G.**, Siakas, K., & Anastasiadis, T. (2018). Internet of Things (IoT) in Industry: Contemporary Application Domains, Innovative Technologies and Intelligent Manufacturing. *International Journal of Advances in Scientific Research and Engineering*, 4(10), 109–118. <https://doi.org/10.31695/ijasre.2018.32910>

Peer-reviewed International Conference Publications

- [C20] Makkonen, P., Siakas, K., **Lampropoulos, G.**, & Brusila-Meltovaara, K. (2023, September). Open Innovation Maturity in Companies. In *Proceedings of the 18th European Conference on Innovation and Entrepreneurship (ECIE)* (Vol. 18, No. 1, pp. 545–551). <https://doi.org/10.34190/ecie.18.1.1622>
- [C19] Siakas, D., **Lampropoulos, G.**, Rahanu, H., Siakas, K., Georgiadou, E., Ross, M. (2023, August). Improvement of Process and Outcomes Through a STEEPLED Analysis of System Failures. In: Yilmaz, M., Clarke, P., Riel, A., Messnarz, R. (eds) *Systems, Software and Services Process Improvement. 30th EuroSPI 2023 Conference. Communications in Computer and Information Science*, vol 1891 (pp. 193–206). Grenoble, France. Springer, Cham. https://doi.org/10.1007/978-3-031-42310-9_14
- [C18] Siakas, D., **Lampropoulos, G.**, Rahanu, H., Georgiadou, E., Siakas, K. (2023, August). Emerging Technologies Enabling the Transition Toward a Sustainable and Circular Economy: The 4R Sustainability Framework. In: Yilmaz, M., Clarke, P., Riel, A., Messnarz, R. (eds) *Systems, Software and Services Process Improvement. 30th EuroSPI 2023 Conference. Communications in Computer and Information Science*, vol 1891 (pp. 166–181). Grenoble, France. Springer, Cham. https://doi.org/10.1007/978-3-031-42310-9_12
- [C17] Garzón, J., **Lampropoulos, G.**, & Burgos, D. (2023). Mobile English Learning: A Meta-analysis. In *Learning Technologies and Systems: Proceedings of the 21st International Conference on Web-Based Learning, ICWL 2022, and the 7th International Symposium on Emerging Technologies for Education, SETE 2022* (pp. 253–264). Tenerife, Spain. Springer, Cham. https://doi.org/10.1007/978-3-031-33023-0_22
- [C16] **Lampropoulos, G.**, Siakas, K., Viana, J., & Reinhold, O. (2022, November). Artificial Intelligence, Blockchain, Big Data Analytics, Machine Learning and Data Mining in Traditional CRM and Social CRM: A Critical Review. In *2022 IEEE/WIC/ACM International Joint Conference on Web Intelligence and Intelligent Agent Technology (WI-IAT)* (pp. 504–510). Niagara Falls, Ontario, Canada. IEEE. <https://doi.org/10.1109/WI-IAT55865.2022.00080>
- [C15] Makkonen, P., Siakas, K., & **Lampropoulos, G.** (2022, November). Connecting Automated Services to Product Development in the Light of Customer Experience. In *Proceedings of the 53rd Annual Conference of the Decision Sciences Institute (DSI)* (pp. 264–273), Houston, Texas, United States.
- [C14] Makkonen, P., **Lampropoulos, G.**, & Siakas, K. (2022, January). Connecting services to product (goods) development: A study based on strategic orientation and customer experience. In *Proceedings of the 17th International research symposium on service excellence in management (QUIS17)*, Valencia, Spain, pp. 144–149.
- [C13] **Lampropoulos G.**, Makkonen, P., & Siakas, K. (2021, September). Social Media in Education: A Case Study Regarding Higher Education Students’ Viewpoints. In *International Conference on Interactive Collaborative Learning (ICL2021): Mobility for Smart Cities and Regional Development - Challenges for Higher Education* (pp. 735–745), Dresden, Germany. Springer, Cham. https://doi.org/10.1007/978-3-030-93904-5_73
- [C12] **Lampropoulos, G.**, Anastasiadis, T., & Siakas, K. (2021, June). A Gamified Augmented Reality Application for Improving Students’ Engagement, Motivation and Knowledge Acquisition. In *Proceedings of BCS Quality Specialist Group’s Annual 26th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 51–59.
- [C11] **Lampropoulos, G.**, Siakas, K., & Anastasiadis, T. (2021, June). A Social Media Data Analysis Study Regarding the Effect of the COVID-19 Pandemic on Online Learning. In *Proceedings of BCS Quality Specialist Group’s Annual 26th International Conference on*

Software Process Improvement – Research into Education and Training (INSPIRE), United Kingdom, pp. 181–194.

- [C10] Georgiadou, E., **Lampropoulos, G.**, Siakas, E., Siakas, K., Edwards, E., Valtanen, J. P., Berki, E., Paltalidis, N., Rahanu, H., Knezevic, R., Colic, A., Tomic, B., Savva, A., Stylianou, V., Meiramova, S., Elghany, M. A., Khalifa, N., Gevorgyan, R., Popa, D., Odero, J., Ali, U., Panteri, M., Dennis, K., Stoffova, V., Begum, D., Chaudhary, S., Plastira, M., Soylu, D., Ross, M., Staples, G., Zamaraeva, G., Panov, Y., Zhang, X., Portides, G., McGuinness, C., & Valkanou, T. (2021, June) Rapid migration from traditional or hybrid to fully virtual education in the age of the coronavirus pandemic: Challenges, Experiences and Views of College and University students. In *Proceedings of BCS Quality Specialist Group's Annual 26th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 433–542.
- [C9] Panteri, M., Zirki, A., Lambrou, G., Valtanen, J. P., Berki, E., **Lampropoulos, G.**, Soylu, D., Siakas, K., Georgiadou, E., Edwards, A., Rahanu, H., Stoffova, M., & Morales, C. (2021, June). The Impact of the COVID-19 Pandemic on the Learning and Wellbeing of Secondary School Students: A Survey in Southern Europe. In *Proceedings of BCS Quality Specialist Group's Annual 26th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 399–431.
- [C8] Soylu, D., **Lampropoulos, G.**, Siakas, E., Panteri, M., Valtanen, J. P., Berki, E., Medeni, T.D., Edwards, A., & Georgiadou, E. (2021, June). Impact of the COVID-19 Pandemic on Education: Experiences and Feelings Reported by Primary School Pupils from Greece and Turkey. In *Proceedings of BCS Quality Specialist Group's Annual 26th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 337–397.
- [C7] **Lampropoulos, G.**, Georgiadou, I., Keramopoulos, E., & Siakas, K. (2020, July). An educational augmented reality application for improving knowledge acquisition. In *Proceedings of BCS Quality Specialist Group's Annual 25th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 193–202.
- [C6] **Lampropoulos, G.**, Siakas, K., Anastasiadis, T., & Siakas, E. (2020, July). A framework for introducing social media in education: A student perspective survey. In *Proceedings of BCS Quality Specialist Group's Annual 25th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, United Kingdom, pp. 55–63.
- [C5] Makkonen, P., **Lampropoulos, G.**, & Siakas, K. (2019, November). Security and privacy issues and concerns about the use of social networking services. In S. Carliner (Ed.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education. Association for the Advancement of Computing in Education (ACE)*. New Orleans, Louisiana, United States, pp. 457–466. <https://www.learntechlib.org/primary/p/211113/>
- [C4] Makkonen, P., **Lampropoulos, G.**, & Siakas, K. (2019, November). Three quality attributes-availability, performance and security-of social media services used in higher education: A cross-cultural analysis with IS/ICT students. In S. Carliner (Ed.), *Proceedings of E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education. Association for the Advancement of Computing in Education (ACE)*. New Orleans, Louisiana, United States, pp. 520–527. <https://www.learntechlib.org/primary/p/211121/>
- [C3] **Lampropoulos, G.**, Morcavallo, A., Salvi, L., Spiralska-Golak, I., & Siakas K. (2019, April). DevOps: The New Frontier of Industrial Software Development, In *Proceedings of*

BCS Quality Specialist Group's Annual International 27th Software Quality Management (SQM) conference, London, United Kingdom, pp. 131–144

- [C2] **Lampropoulos, G.**, Anastasiadis, T., & Siakas, K. (2019, April). Digital Game-based Learning in Education: Significance of Motivating, Engaging and Interactive Learning Environments. In *Proceedings of BCS Quality Specialist Group's Annual 25th International Conference on Software Process Improvement – Research into Education and Training (INSPIRE)*, British Computer Society (BCS), Southampton, United Kingdom, pp. 117–127.
- [C1] **Lampropoulos, G.**, & Siakas K. (2018, March). Communication in Distributed Agile Software Development: Impact of Social Media – Social Networking. In *Proceedings of BCS Quality Specialist Group's Annual International 26th Software Quality Management (SQM) conference*, London, United Kingdom, pp. 43–59.

Peer-reviewed Book Chapter Publications

- [BC3] **Lampropoulos, G.** (2023). Augmented Reality and Artificial Intelligence in Education: Toward Immersive Intelligent Tutoring Systems. In: Geroimenko, V. (eds), *Augmented Reality and Artificial Intelligence. Springer Series on Cultural Computing* (pp. 137-146). Springer, Cham. https://doi.org/10.1007/978-3-031-27166-3_8
- [BC2] **Lampropoulos, G.** (2023). Artificial Intelligence, Big Data, and Machine Learning in Industry 4.0. In J. Wang (Ed.), *Encyclopedia of Data Science and Machine Learning* (pp. 2101-2109). IGI Global. <https://doi.org/10.4018/978-1-7998-9220-5.ch125>
- [BC1] **Lampropoulos, G.** (2023). Educational Data Mining and Learning Analytics in the 21st Century. In J. Wang (Ed.), *Encyclopedia of Data Science and Machine Learning* (pp. 1642-1651). IGI Global. <https://doi.org/10.4018/978-1-7998-9220-5.ch098>

Books

1. Papadakis, S. & **Lampropoulos, G.** (2024). *Educational Robotics with Scratch and Micro:bit*. KRITIKI Publishing. (Accepted - Under development)

Edited Books

1. Misra, S., Siakas K., & **Lampropoulos, G.** (2023). Artificial Intelligence of Things for Achieving Sustainable Development Goals. *Lecture Notes on Data Engineering and Communications Technologies*, Springer, Cham. (ISSN 2367-4512 and Online ISSN: 2367-4520). (Accepted - Under development)
2. Papadakis, S., & **Lampropoulos, G.** (2024). *Intelligent Educational Robots: Toward Personalized Learning Environments*, De Gruyter. (ISBN: 978-3-11-135206-0 and E-Book/E-Pub ISBN: 978-3-11-135269-5/978-3-11-135296-1). (Accepted - Under development)

Posters

1. Barkoukis, V., **Lampropoulos, G.**, & Anastasiadis, T. (2022, July). A Social Media Analysis of the Use of 360° Videos in Sport and Physical Education. In *16th European Congress of Sport & Exercise Psychology (FEPSAC)*, Padova, Italy.

Thesis Supervision

1. Kaimakami, A., *Virtual Reality in Safety Training*, MSc, Department of Information and Electronic Engineering, International Hellenic University, 2023 (Co-supervision).
2. Kampouris, P., *Design and Development of a Learning Management System for Secondary Education*, BSc, Department of Information and Electronic Engineering, International Hellenic University, 2023.
3. Tsalimalmas, G., *Learning Greek Mythology through an Interactive Game for Primary School Students*, BSc, Department of Information and Electronic Engineering, International Hellenic University, 2023.

Voluntary Activities

1. “7th Forum of Physical Education” which was organized in Thessaloniki on 9th and 10th March 2018 by Hellenic Academy of Physical Education under the auspices of Department of Physical Education and Sports Science - Aristotle University of Thessaloniki (AUTH).
2. Action: “AUTH in the city” which was organized in Thessaloniki on 8th October 2017 by Aristotle University of Thessaloniki.
3. Action: “AUTH in the city” which was organized in Thessaloniki on 8th and 9th October 2016 by Aristotle University of Thessaloniki.

Professional Associations

1. International Artificial Intelligence in Education Society (IAIED)
2. IEEE Technical Community on Learning Technology (TCLT)
3. Immersive Learning Research Network (iLRN)
4. International Society for Technology, Education and Science (ISTES)

Research Interests

- Educational technology
- Cognitive development
- Social-emotional learning
- Computational thinking
- Learning analytics
- Educational data mining
- Software engineering
- Augmented and virtual reality
- Metaverse
- Human-computer interaction
- Artificial intelligence
- Machine learning
- Internet of things
- Digital twins
- Gamification
- Serious games
- Game-based learning
- Game studies
- Educational robotics
- Social robotics
- e-learning

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